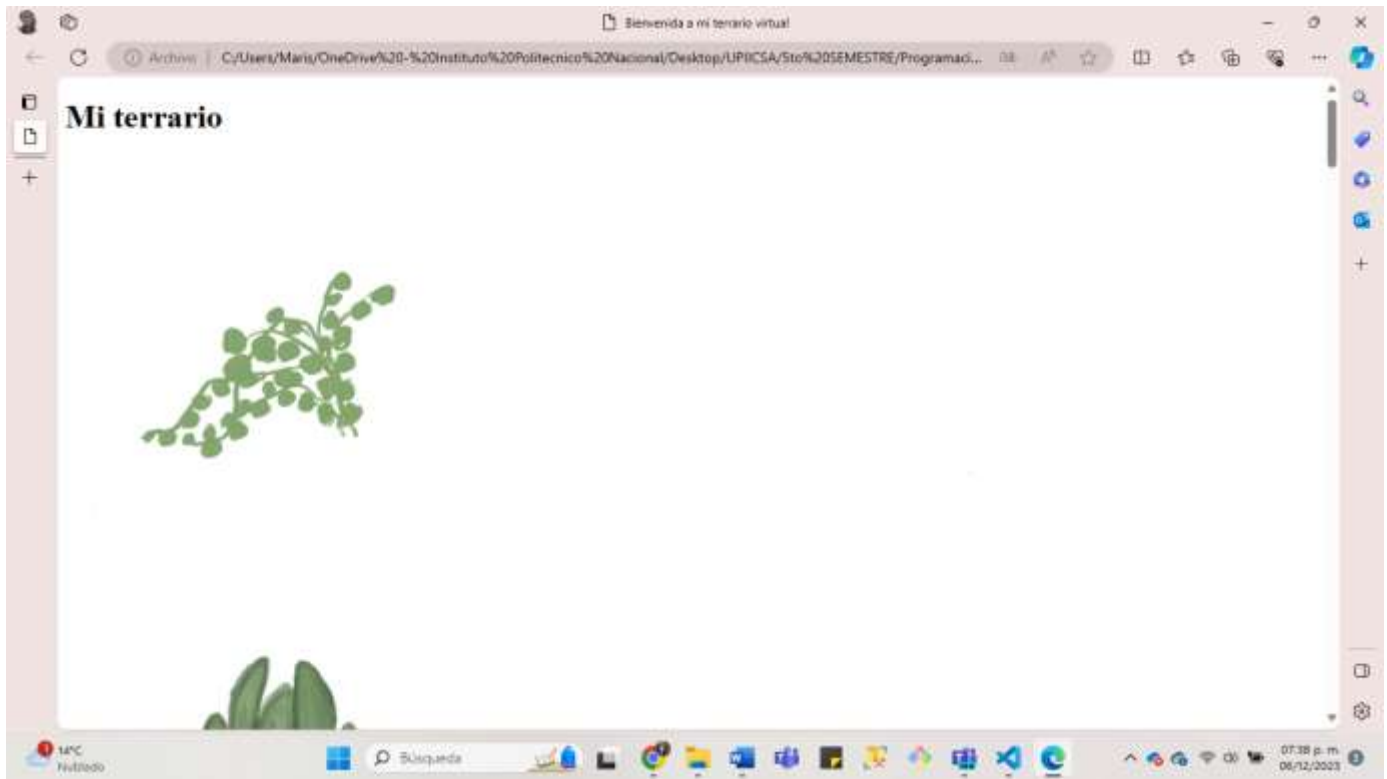


Evidencias: Terrario



g





Código en JavaScript

```
dragElement(document.getElementById('plant1'));  
dragElement(document.getElementById('plant2'));  
dragElement(document.getElementById('plant3'));  
dragElement(document.getElementById('plant4'));  
dragElement(document.getElementById('plant5'));  
dragElement(document.getElementById('plant6'));  
dragElement(document.getElementById('plant7'));  
dragElement(document.getElementById('plant8'));  
dragElement(document.getElementById('plant9'));  
dragElement(document.getElementById('plant10'));  
dragElement(document.getElementById('plant11'));  
dragElement(document.getElementById('plant12'));  
dragElement(document.getElementById('plant13'));  
dragElement(document.getElementById('plant14'));
```

```
function dragElement(terrariumElement) {  
    let pos1=0,  
        pos2=0,  
        pos3=0,  
        pos4=0;  
    terrariumElement.onpointerdown=pointerDrag;
```

```
function pointerDrag(e) {  
    e.preventDefault();  
  
    console.log(e);  
  
    pos3=e.clientX;  
  
    pos4=e.clientY;  
  
    document.onpointermove=elementDrag;  
  
    document.onpointerup=stopElementDrag;  
  
}  
  
function elementDrag(e) {  
  
    pos1=pos3 - e.clientX;  
  
    pos2=pos4 - e.clientY;  
  
    pos3=e.clientX;  
  
    pos4=e.clientY;  
  
    console.log(pos1,pos2,pos3,pos4);  
  
    terrariumElement.style.top=terrariumElement.offsetTop - pos2 + 'px';  
  
    terrariumElement.style.left=terrariumElement.offsetLeft - pos1 + 'px';  
  
}  
  
function stopElementDrag() {  
  
    document.onpointerup = null;  
  
    document.onpointermove = null;  
  
}  
}
```

Link del repositorio:

<https://github.com/03MariMed/MiTerrario.git>