

## **Drag and Drop**

- Any element can be given drag and drop
- Drag and drop tag is given in HTML, then corresponding JS is used to apply the function
- Tag used for drag and drop: "draggable = "true"

### **Drag and Drop Triggers**

- The JavaScript is transferring the data of the object
- Ondragstart applies when the object is picked up
- Ondragover specifies where the object can be dropped
- Ondrop specifies what happens when the object is dropped
- Ondragend applies an effect after the mouse/key is released
- Ondragenter applies when dragged object enters the the drop area

### **Drag and Drop Problems so Far**

- Currently, the code works inline, but is not working when linked up
- Not really sure why this is happening, as nothing is being changed across the document
- Problems occurring are that drag and drop functions aren't being defined
- Problem with drag and drop happening is it defaults to the left of the text inside the div and not elsewhere in the box
- This can probably be fixed by removing the automatic placement with drag and drop, but still learning how to do this

### **Functions that Still Need Learning**

- Linking up sound files to images or objects
- Having a button that plays the audio on click
- Having the same button pause the audio
- Changing the pitch of the audio based on where the object is dropped
- Removing the icon from the dropped box