**Name : Aarya Tiwari**

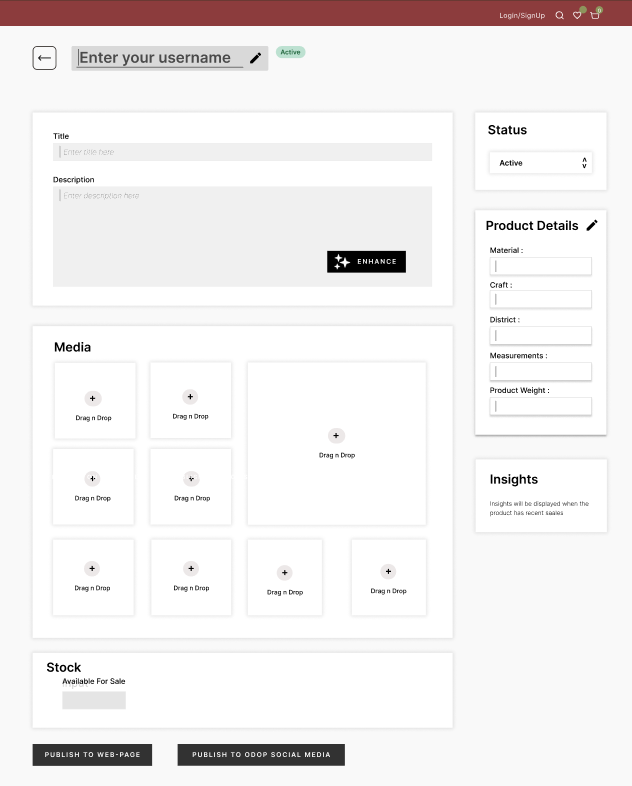
**Batch : B2:**

**Roll No. : 16010421119**

**Course: UIP**

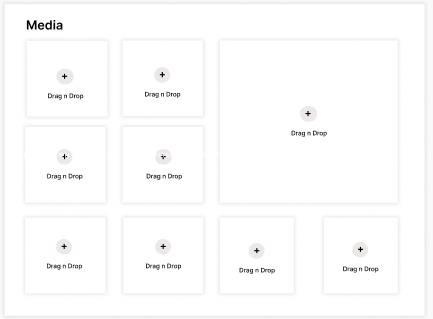
**Experiment No. : 5**

**MAIN PAGE:**

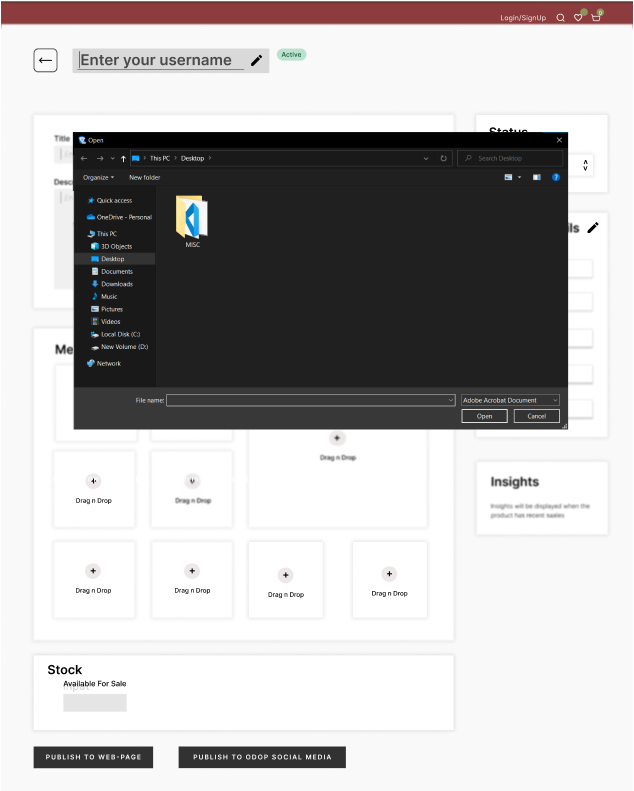


We have used the concepts of Drag and drop to take input of pictures from the used, being one of the most commonly used feature and easily recognizable by the user.

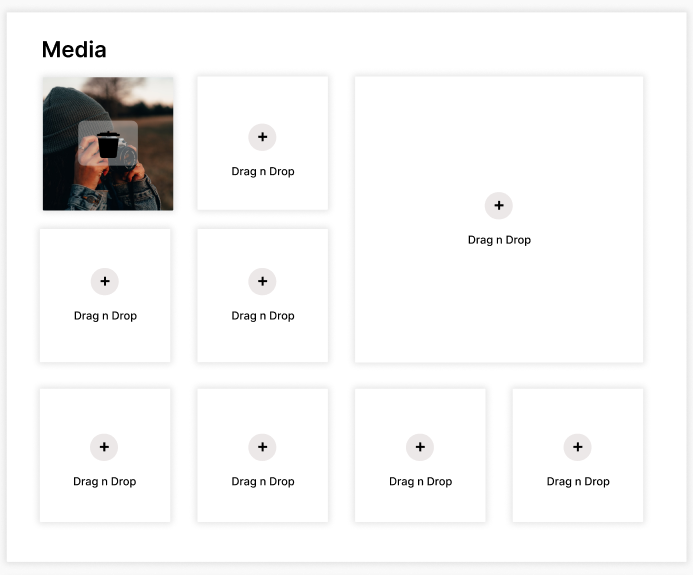
**This section represent the Drag and Drop**

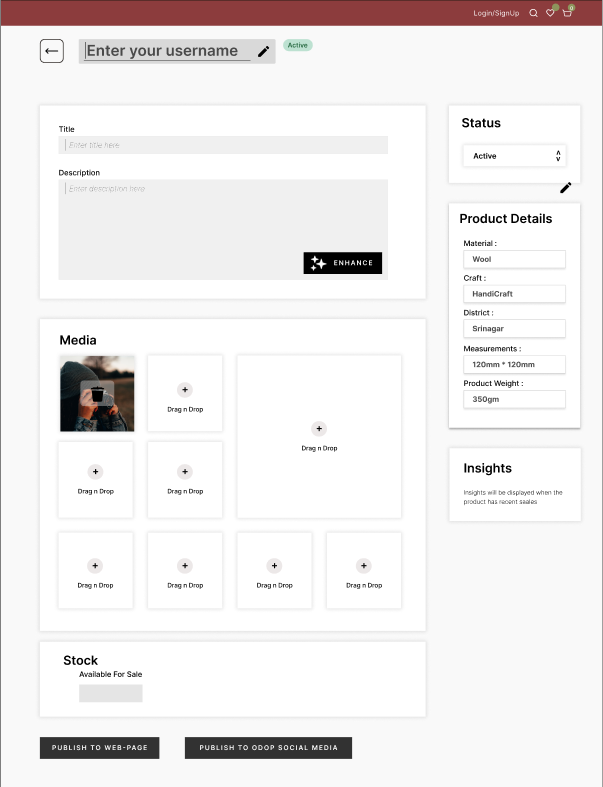


**On clicking the Add icon :**



**And the Final picture Upload :**

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**Post Lab Questions:**

**1. Discuss in detail any one web development framework/technology to implement drag**

**and drop principle.**

**Answer:**

One popular web development framework/technology that implements the drag-and-drop

principle is HTML5 Drag and Drop, which is a native feature of HTML5 and JavaScript. This

technology allows you to create interactive and user-friendly web applications where users

can drag elements and drop them into predefined target areas.

**HTML5 Drag and Drop:**

1. **Overview:** HTML5 Drag and Drop is a web technology that allows you to create

dynamic and intuitive user interfaces by enabling drag-and-drop interactions without

relying on third-party libraries or plugins. It is based on standard web technologies,

primarily HTML, CSS, and JavaScript.

2. **Key Components:**

a. **Drag Sources:** These are elements or objects that users can pick up and drag. For

example, an image, a file, or a div element can be made draggable by setting the

draggable attribute to true.

b. **Drop Targets:** These are areas where users can drop the dragged elements. These

targets can be any HTML element, such as a div or a drop zone.

3. **HTML5 Drag and Drop API:**

HTML5 Drag and Drop involves several key events and methods to facilitate the drag-and-

drop functionality:

**a. dragstart:** This event is triggered when a draggable element is first selected for

dragging. You can use it to specify the data to be transferred during the drag.

**b. dragenter:** This event occurs when the draggable element enters a drop target. It allows you to control the appearance of the target element when a valid drag-and-drop operation is detected.

**c. dragover:** This event is fired as long as the draggable element is over a drop target. It

provides the opportunity to control the drop targets behavior, like preventing the

default action.

**d. dragleave:** Triggered when the draggable element leaves a drop target, allowing you to reset the targets appearance.

**e. drop:** This event occurs when the draggable element is released over a drop target. It

lets you access the transferred data and handle the drop operation.

**f. dragend:** Fired when the drag operation completes. You can use this event to clean up

any resources or visual feedback used during the drag-and-drop process.

**Outcomes:**

**CO2: Apply principles of information organization and navigation along with data handling in web interface design**

**Conclusion:**

**We can conclude that we have learnt about the drag and drop principle in UI Design**