

## index.js

```
1 <script>
2 function drag(ev) {
3     ev.dataTransfer.setData("text", ev.target.id);
4 }
5
6 function allowDrop(ev) {
7     ev.preventDefault();
8 }
9
10 function drop(ev) {
11     ev.preventDefault();
12     var data = ev.dataTransfer.getData("text");
13     ev.currentTarget.appendChild(document.getElementById(data));
14 }
15
16 function createTask(){
17     var x = document.getElementById("inprogress");
18     var y = document.getElementById("done");
19     var z = document.getElementById("create-new-task-block");
20     if (x.style.display === "none") {
21         x.style.display = "block";
22         y.style.display = "block";
23         z.style.display = "none";
24     } else {
25         x.style.display = "none";
26         y.style.display = "none";
27         z.style.display = "flex";
28     }
29 }
30
31 function saveTask(){
32
33     var todo = document.getElementById("todo");
34     var taskName = document.getElementById("task-name").value;
35     todo.innerHTML += `
36     <div class="task" id="${taskName.toLowerCase().split(" ").join("")}" draggable="true"
37     ondragstart="drag(event)">
38         <span>${taskName}</span>
39     </div>
40 `
41 }
42
43 function editTask(){
44     var saveButton = document.getElementById("save-button");
45     var editButton = document.getElementById("edit-button");
46     if (saveButton.style.display === "none") {
47         saveButton.style.display = "block";
48         editButton.style.display = "none";
49     } else{
50         saveButton.style.display = "none";
51         editButton.style.display = "block";
52     }
```

```
52 | }  
53 |  
54 | </script>
```