**Crashing Bugs with JavaScript**

**JavaScript** is also known as the language of the web that is widely used to make the web look alive by adding motion to it. In other words, it’s a programming language that lets you implement complex and beautiful things and design on web pages.

The functions of this application are the following;

drag()

Set the ID of the element being dragged and make any other changes we want to apply in the drag state.

dragOver()

Browsers by default don’t trigger actions when a draggable element is dropped. This is where the drop actions happen.

drop()

The action triggered here. Often the element getting dragged will move to a new parent element in the DOM.

reset()

It’s a method of refreshing the values of an element to its original state.

**Steps:**

1. Identify the bug in the code.

• *Bug01:* One puzzle piece in per drop zone at a time

• *Bug02:* The puzzle pieces must be on a reset mode once the user selected a new puzzle image.

1. Research for the function needed to resolve the issues.

•*Possible Solution to Bug01*:

Set an element to the puzzle pieces

Create a function by using -> document.getElementById

Call an action to element and link into the function that have been created.

•*Possible Solution to Bug02:*

Set an element to the drop zone area

Create a function by using -> element.reset()

Call an action to element and link into the function that have been created.

1. Test the code if it works.

**Considerations:**

* Use of Illustrator and Photoshop to start conceptualizing the design.
* Once the design is formulated,
* Use HTML, CSS in order to publish it to the web.