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document.addEventListener('DOMContentLoaded', function() {
  // Handle drag & drop functionality
  const uploadArea = document.querySelector('.document-upload-area');
  const fileInput = document.getElementById('document');
  const uploadForm = document.getElementById('uploadForm');
  const uploadStatus = document.getElementById('uploadStatus');
  const uploadProgress = document.getElementById('uploadProgress');
  const uploadBtn = document.getElementById('uploadBtn');

  if (uploadArea && fileInput) {
    // Prevent default drag behaviors
    ['dragenter', 'dragover', 'dragleave', 'drop'].forEach(eventName => {
      uploadArea.addEventListener(eventName, preventDefaults, false);
    });

    function preventDefaults(e) {
      e.preventDefault();
      e.stopPropagation();
    }

    // Highlight drop area when item is dragged over it
    ['dragenter', 'dragover'].forEach(eventName => {
      uploadArea.addEventListener(eventName, highlight, false);
    });

    ['dragleave', 'drop'].forEach(eventName => {
      uploadArea.addEventListener(eventName, unhighlight, false);
    });

    function highlight() {
      uploadArea.classList.add('bg-light');
    }

    function unhighlight() {
      uploadArea.classList.remove('bg-light');
    }

    // Handle dropped files
    uploadArea.addEventListener('drop', handleDrop, false);

    function handleDrop(e) {
      const dt = e.dataTransfer;
      const files = dt.files;

      if (files.length > 0) {
        fileInput.files = files;

        // Show file name in a meaningful way
        const fileName = files[0].name;
        const fileSize = formatBytes(files[0].size);

        // You could add an element to display the selected file info
        const fileInfoEl = document.createElement('div');
        fileInfoEl.className = 'selected-file-info mt-3 p-2 border rounded';
        fileInfoEl.innerHTML = `
          <div class="d-flex align-items-center">
            <i class="fas fa-file-alt text-primary me-2"></i>
            <div>
              <strong>${fileName}</strong>
              <div class="text-muted small">${fileSize}</div>
            </div>
            <button type="button" class="btn-close ms-auto" aria-label="Remove file"></button>
          </div>
        `;

        // Replace any existing file info
        const existingFileInfo = uploadArea.querySelector('.selected-file-info');
        if (existingFileInfo) {
          existingFileInfo.remove();
        }
      }
    }
  }
}
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    }

    uploadArea.appendChild(fileInfoEl);

    // Add event listener to the close button
    const closeBtn = fileInfoEl.querySelector('.btn-close');
    if (closeBtn) {
        closeBtn.addEventListener('click', function() {
            fileInput.value = '';
            fileInfoEl.remove();
        });
    }
}

// Handle form submission and show progress
if (uploadForm) {
    uploadForm.addEventListener('submit', function(e) {
        if (fileInput.files.length === 0) {
            e.preventDefault();
            showAlert('Please select a file to upload', 'danger');
            return;
        }

        // Show the upload status
        uploadStatus.classList.remove('d-none');
        uploadBtn.disabled = true;

        // Simulate progress (in a real app, this would use XHR or Fetch API)
        simulateProgress();
    });
}

function simulateProgress() {
    let progress = 0;
    const interval = setInterval(() => {
        progress += Math.random() * 10;
        if (progress > 100) progress = 100;

        uploadProgress.style.width = `${progress}%`;

        if (progress === 100) {
            clearInterval(interval);
        }
    }, 300);
}

function showAlert(message, type) {
    const alertHtml = `
        <div class="alert alert-${type} alert-dismissible fade show" role="alert">
            ${message}
            <button type="button" class="btn-close" data-bs-dismiss="alert" aria-label="Close"></button>
        </div>
    `;

    // Insert alert before the form
    uploadForm.insertAdjacentHTML('beforebegin', alertHtml);
}

function formatBytes(bytes, decimals = 2) {
    if (bytes === 0) return '0 Bytes';

    const k = 1024;
    const dm = decimals < 0 ? 0 : decimals;
    const sizes = ['Bytes', 'KB', 'MB', 'GB', 'TB'];

    const i = Math.floor(Math.log(bytes) / Math.log(k));
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        return parseFloat((bytes / Math.pow(k, i)).toFixed(dm)) + ' ' + sizes[i];  
    }  
});
```