* **Update Handler Function (`updateHandler`):**
* ```javascript
* const updateHandler = (index) => {
* // ...
* **// Clear existing content and show update input fields**
* area.html(`
* <!-- Input fields for updating animal information -->
* `);
* **// Add a click handler for the save update button**
* $(".crud\_buttons .save\_update").on("click", function () {
* saveUpdate(index);
* });
* };
* ```
* **This function is responsible for handling the update action for a selected animal**
* 1. Clear Existing Content:
* - The existing content of the selected animal is cleared.
* - Input fields are dynamically created for each piece of information (name, breed, age, etc.) to allow the user to update the information.
* 2. Save Update Button Click Handler:
* - A click handler is added for the "Save" button within the dynamically created update input fields.
* - This click handler calls the `saveUpdate` function, passing the index of the selected animal.
* **Save Update Function (`saveUpdate`):**
* const saveUpdate = (index) => {
* **// Update the corresponding animal's data in the array**
* animals[index] = {
* breed: $("#update\_breed").val(),
* animal\_name: $("#update\_name").val(),
* age: $("#update\_age").val(),
* feed\_times: $("#update\_feed\_times").val(),
* food: $("#update\_food").val(),
* scoops: $("#update\_scoops").val(),
* warning: $("#update\_warning").val(),
* };
* **// Display the updated information**
* createPanel({ target: { id: panel\_class } });
* };
* ```
* This function handles the actual saving of the updates. Here's what each part does:
* 1. Update Animal Data:
* - The function retrieves the updated information from the input fields.
* - It then updates the corresponding animal's data in the `animals` array using the provided index.
* 2. Display Updated Information:
* - The `createPanel` function is called to refresh the display and show the updated information.
* - This ensures that the changes are reflected in the user interface.