

Add detailed comments to the code

Certainly! Here's the JavaScript code with detailed comments explaining each part of the implementation:

```
// Wait for the DOM to be fully loaded before executing the script
document.addEventListener('DOMContentLoaded', function() {
  // Get references to the form and the container where memes will be displayed
  const memeForm = document.getElementById('memeForm');
  const memeContainer = document.getElementById('memeContainer');

  // Add a submit event listener to the form
  memeForm.addEventListener('submit', function(e) {
    // Prevent the default form submission behavior
    e.preventDefault();

    // Get the values from the input fields
    const topText = document.getElementById('topText').value;
    const bottomText = document.getElementById('bottomText').value;
    const imageUrl = document.getElementById('imageUrl').value;

    // Check if all fields are filled
    if (topText && bottomText && imageUrl) {
      // Create a new meme with the provided information
      createMeme(topText, bottomText, imageUrl);
      // Reset the form fields after successful submission
      memeForm.reset();
    }
  });

  // Function to create and add a new meme to the page
  function createMeme(topText, bottomText, imageUrl) {
    // Create a container div for the meme
    const memeDiv = document.createElement('div');
    memeDiv.classList.add('meme');

    // Create an image element for the meme
    const img = document.createElement('img');
    img.src = imageUrl;
    img.alt = 'Meme Image';
    // Handle image loading errors
    img.onerror = function() {
      alert('Error loading image. Please check the URL and try again.');
```

```

topTextDiv.classList.add('meme-text', 'top-text');
topTextDiv.textContent = topText;

// Create a div for the bottom text
const bottomTextDiv = document.createElement('div');
bottomTextDiv.classList.add('meme-text', 'bottom-text');
bottomTextDiv.textContent = bottomText;

// Create a delete button for the meme
const deleteBtn = document.createElement('button');
deleteBtn.classList.add('delete-btn');
deleteBtn.textContent = 'Delete';
// Add click event listener to remove the meme when delete button is clicked
deleteBtn.addEventListener('click', function() {
    memeDiv.remove();
});

// Assemble the meme by appending all elements to the meme container
memeDiv.appendChild(img);
memeDiv.appendChild(topTextDiv);
memeDiv.appendChild(bottomTextDiv);
memeDiv.appendChild(deleteBtn);

// Add the new meme to the top of the meme container
memeContainer.prepend(memeDiv);
}
});

```

These comments provide a detailed explanation of each part of the code, including:

1. The overall structure and purpose of the script
2. How event listeners are set up for form submission and DOM loading
3. The process of retrieving user input and validating it
4. The function that creates and adds new memes to the page
5. How each element of the meme (image, text, delete button) is created and assembled
6. Error handling for image loading
7. The functionality of the delete button

These comments make the code more readable and easier to understand, especially for developers who might be new to the project or reviewing the code in the future.