Bug Fixes for Drag and Drop Webpage

Identify the problems:

Bug 1:

First clearly being that the bottom parent element isn't placing the content correctly, it should be in the top right corner of that element. Also, the content stacks on top of one another if placed in the same parent element making it impossible to complete the puzzle if you have a miss drag. Looking into it I'll have to add a way to stop the element from accepting more than one child at a time and cancelling out a drag in incorrectly dragging it into an already full element.

Bug 2:

The second problem comes a little subtler in that once clicking on New boards or puzzles there's no reset making it impossible to complete all the puzzles without having to refresh the page that's a big negative. so adding in a reset should be put in place so that there's a normal flow in the page.

How it was fixed:

Bug 1:

Thinking about to flexbox and its main thinking of using a child and parent elements really helps when encountering the problem of this bug since they start to stack. Using the while tag to allow the drop to run as long as there's nothing inside that parent element, therefore, stopping the stack. In addition to adding a return false and > 0 will cancel out the drag if there's anything already in it.

Bug 2:

Targeting the parent elements (drop zones) and telling them to have zero content using the "while" tag and using length to define how many images in the parent element will reset it to 0 taking out all the child elements out and continuing on to change out the thumbnails and the selected puzzle