

First Bug:

For this bug, we must check if the drop-zone already have a child element or not. For that, an if..else function is used. If the child element count is greater than zero, its returned. Otherwise, (if its zero) the game is continued.

Second Bug:

When the small Thumbnail is clicked, it calls the changeImgSet Function. Inside this function, another function named moveChild is called.

The function of moveChild is to check if there is any child element in any of the dropZones. If not, its returned, ie the normal flow is followed. Else, and event handler is added where, when any thumbnail is clicked, it goes through each dropzone, and if there is any child Element it appends to the puzzle (group of all objects with class puzzle-pieces), and then removes the child.

Result:

First bug is resolved.

Second Bug shows an error, (main.js:77 Uncaught TypeError: puzzle.appendChild is not a function).