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MMED-1055-(01-02)-23W – Multimedia Authoring 2

Crushing Bugs Plan

1. Read the complete code and use the debugger to find issues.
2. Check the resources shared on Fanshawe Online.
3. Investigate conditional statements and scoop in JavaScript, creating a flowchart where we can evaluate if a certain div contains a child.

Drag and drop:

1. We must check if the div dropzone has at least one child, creating a condition using if in the handleDrop function that was already created before.
2. If the div is empty, then the function will add an image, therefore, creating a child.
3. When the function is used again, it doesn't allow the dropzone with a child to add another image.

Drop zone reset:

1. We create a new function called removePuzzle which will allow us to drag back the images to the puzzle pieces board.
2. We add an id to each dropzone on HTML which allows us to get the element by id on JavaScript.
3. A condition is added to know if the current dropzone has a child, if the element fulfills this circumstance it will allow it to be added back to the box of puzzle pieces.
4. To add the image back, we use the same logic as handleDrop which is to use appendchild, on the code we must specify that the element to be added is the first child that in this case is the image on the puzzlecomplete.
5. For the function to work, we added it to the already created one where we change the background, so when the user clicks the new image the function removePuzzle starts working.