

## Drop Functionality in JavaScript

Drag and drop is a common feature. Create more intuitive user flows by allowing users to grab and drop objects where they want to be. This can be done simply through the native drag-and-drop API.

### DOM Settings

Create an index.html file in the root folder of the project and add the following:

### Drag-and-drop events

- **Drag Start:** This event occurs when the user starts dragging the item.
- **Dragover :** As the element is being dragged over another element.
- **Drop :** Fired when the element is being dropped

**preventDefault():** Use to handles the stopping of the currently loaded track. The stop() method of the HTML Media Element API is used for this function. prevent data from working based on browser preferences.

### Configuring the player buttons

- **LoadTrack:** Use the src property to prepare the audio track
- **A function playTrack():** handles the playing of the currently loaded track. The play() method of the HTML Media Element API is used for this function.
- **A function pauseTrack() :** handles the playing of the currently loaded track. The pause() method of the HTML Media Element API is used for this function.
- **A function stopTrack() :** handles the stopping of the currently loaded track. The stop() method of the HTML Media Element API is used for this function.
- **The volume slider:** The volume slider is used to display an set the current volume of the track. A new function is created setVolume() which handles the setting of the volume slider whenever the user changes it.

### Developing an Audio Mixer of K-pop

1. It created an Index.html file that has a tape audio player and 10 tapes.
2. The tapes include Korean music.
3. The user can click, drag and drop one tape into the tape area.
4. During the tape is in the tape area on the audio player, it can play music.
5. The user can stop, pause, and play when the button click.
6. If the user wants to change another music, another tape should drag and drop into the tape area on the audio player.