var dragitem; var dragid; var dragparent;

var dropitem; var dropid;

var ouder; var kloon;

var bauto;

var speltype;

var beurt; var dum;

var klix = ["red", "#3b91ff", "#39aa39", "yellow", "#f0f0f0", "black", "#ff66d9", "#f60", "#c9f"];

// var ygis = new Array(11).fill(0).map(()=>new Array(7).fill(0));

var xgis = new Array(6);

var ygis = new Array(6)

function drawrondjes() {

var ij;

for (i=1; i<=10; i++) {

for (j=1; j<=5; j++) {

ij = 10 \* i + j;

document.write (' <div class="dropholder" >');

document.write (' <div class="dropid" id="dropid' + ij + '" ondrop="drop(event)" ondragover="allowDrop(event)">');

document.write (' </div>');

document.write (' </div>');

}

}

for (j=1; j<=5; j++) {

document.write (' <div class="dropholder0" >');

document.write (' <div class="dropid" id="dropid0' + j + '" ondrop="drop(event)" ondragover="allowDrop(event)">');

document.write (' </div>');

document.write (' </div>');

}

}

function drawpinnetjes() {

var ij;

for (i=1; i<=10; i++) {

document.write (' <div class="pinrij" >');

for (j=1; j<=5; j++) {

ij = 10 \* i + j;

document.write (' <div class="pinholder" >');

document.write (' <div class="pinid" id="pinid' + ij + '" ondrop="drop(event)" ondragover="allowDrop(event)">');

document.write (' </div>');

document.write (' </div>');

}

document.write (' </div>');

}

}

function drawbuttons() {

for (i=1; i<=10; i++) {

document.write ('<p><button class="knoppen" id = "knop' + i + '" />Enter</button></p>');

}

document.write ('<p><button class="knop0" id = "knop0" />Enter</button></p>');

}

function drawcolors() {

for (i=1; i<=3; i++) {

document.write ('<div class="paletrij">');

for (j=1; j<=3; j++) {

var ij = 3 \* (i - 1) + j;

document.write ('<div class="paletkol">');

document.write (' <div id = "dragidd' + ij + '">');

document.write (' <div class = "dragcl" id="dragid' + ij + '" draggable="true" ondragstart="drag(event)">');

document.write (' <svg>');

document.write (' <circle id="kleur" cx="11" cy="11" r="11" fill="' + klix[ij-1] + '" />');

document.write (' </svg>');

document.write (' </div>');

document.write (' </div>');

document.write ('</div>');

}

document.write ('</div>');

}

}

function drawblackwhite() {

var klix = ["black", "#e8e8e8"];

for (i=1; i<=2; i++) {

document.write ('<div class="zwartwitrij">');

for (j=1; j<=5; j++) {

var ij = 5 \* (i - 1) + j;

document.write ('<div class="zwartwitkol">');

document.write (' <div id = "zwdd' + ij + '">');

document.write (' <div class = "blackwhite" id="zwartwitid' + ij + '" draggable="true" ondragstart="drag(event)">');

document.write (' <svg>');

document.write (' <circle id="zwwi" cx="5" cy="5" r="5" fill="' + klix[i-1] + '" />');

document.write (' </svg>');

document.write (' </div>');

document.write (' </div>');

document.write ('</div>');

}

document.write ('</div>');

}

}

// Drag & Drop functions

function allowDrop(ev) {

ev.preventDefault();

}

function drag(ev) {

dragitem = ev.target;

dragparent = dragitem.parentNode.id

dragid = dragitem.id;

if (speltype == "handmatig" || dragid.substr (0, 4) == "drag") {

var bdrop = 0;

if (dragparent.substr (0, 4) == "drop") {

jj = dragparent.replace ("dropid", "") \* 1;

jj = (jj - jj % 10) / 10;

// alert ("jj, beurt = " + jj + ", " + beurt);

if (jj != beurt) { bdrop = 1; }

}

if (bdrop == 0) {

bauto = 1;

ev.dataTransfer.setData("text", ev.target.id);

ouder = document.getElementById(dragid).parentElement.id;

kloon = dragitem.cloneNode(true);

} }

else {

bauto = 0;

}

}

function drop(ev) {

dropitem = ev.target;

dropid = dropitem.id;

// alert ("dragid = " + dragid + ", dropid = " + dropid);

// alert ("dragparent = " + dragparent);

if (dropid.substr (0, 4) == "drop") {

ii = dropid.replace ("dropid", "") \* 1;

ii = (ii - ii % 10) / 10;

}

if (dropid.substr (0, 3) == "pin") { ii = dropid.substr (5, 1); }

if ((dropid.substr (0, 4) == "drop" && dragid.substr (0, 4) == "drag") || (dropid.substr (0, 3) == "pin" && dragid.substr (0, 5) == "zwart")) {

if (dropid.substr (0, 4) == "drop" && dragid.substr (0, 4) == "drag") { x = 0; }

if (dropid.substr (0, 3) == "pin" && dragid.substr (0, 5) == "zwart") { x = 1; }

b = 1; }

else {

b = 0;

}

if (b == 1 && ii == beurt - x) {

ev.preventDefault();

var data = ev.dataTransfer.getData("text");

ev.target.appendChild(document.getElementById(data));

document.getElementById(ouder).appendChild(kloon);

if (dropid.substr (0, 4) == "drop" && dragid.substr (0, 4) == "drag") {

var jj = dropid.substr (7,1);

var kl = dragid.substr (6,1);

ygis[jj] = kl;

}

if (dropid.substr (0, 4) == "drop" && dragparent.substr (0, 4) == "drop") {

var jj = dragparent.replace ("dropid", "") ;

var j = jj % 10;

$("#dropid" + jj).empty();

ygis[j] = 0;

}

// alert ("beurt, j: " + beurt + ", " + jj + "; kleur = " + ygis[jj]);

}

else {

if (bauto==1) {

alert ("You cannot enter pins on this row or in this section."); }

else {

alert ("Pins will be placed automatically...");

}

}

}