



Drag and Drop

Code 401 (Class 34)

Event Reference

| | | |
|----------------------------------|------------------------------------|--|
| <u>Drag</u> | <u>ondrag</u> | Fired when an element or text selection is being dragged. |
| <u>Dragend</u> | <u>ondragend</u> | Fired when a drag operation is being ended (mouseup/escape) |
| <u>Dragenter</u> | <u>ondragenter</u> | Fired when a dragged element or text selection enters a valid drop target. |
| <u>Dragexit</u> | <u>ondragexit</u> | Fired when an element is no longer the drag operation's selection target. |
| <u>Dragleave</u> | <u>ondragleave</u> | Fired when a dragged element leaves a valid drop target. |
| <u>Dragover</u> | <u>ondragover</u> | Fired when an element is being dragged over a valid drop target |
| <u>Dragstart</u> | <u>ondragstart</u> | Fired when the user starts dragging an element or text selection. |
| <u>Drop</u> | <u>ondrop</u> | Fired when an element or text selection is dropped on a valid drop target. |

https://developer.mozilla.org/en-US/docs/Web/API/HTML_Drag_and_Drop_API

Making Something Draggable

<div draggable="true" ondragstart="function(event);">

Requirements:

- Must have a “draggable” property
- Must declare an “ondragstart” handler

Making Something a Drop Zone

```
<div  
  ondrop="function(event)"  
  ondragover="function(event);"  
>
```

Requirements:

- Must declare an “ondragover” handler
- Must declare an “ondrop” handler

Passing Data

On your dragstart handler, send a payload

```
e.dataTransfer.setData("text/plain", ev.target.id);
```

On your drop handler, read the payload ...

```
e.dataTransfer.getData("text/plain");
```