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Troubleshooting JavaScript

Crushing programming bugs

Use the in-class build files (the Puzzle Drag and Drop) and fix the bugs that were discovered in

class.

1. Only the correct piece should drop into the matching zone, and there should only be one piece in one drop zone at a time.

* Use the id of each image and the class of each zone to match the correct piece with the correct area in the board.
* The function needs to be place inside the drop function.

1. Create a **resetPuzzlePieces** function to solve the problem with pieces appearing in the drop zones on reset.

* **resetPuzzlePieces** function:

puzzlebox appendChid (. puzzle-image)

* put the reset function inside of changeImgSet function

**resetPuzzlePieces**();