**MOVING OBJECT**

<p id="source" **ondragstart="**dragstart\_handler(event**);"** draggable="true">

DRAGSTART

1. Eventlistener on “dragStart”
2. The event is dumped into “event”
3. Event.dataTransfer.setData(“Text”, event.target.id)
4. – this sets the ddata type to text = id?

**DROP ZONE**

<div id="target"

**ondragover**="dragover\_handler(event);"

**ondrop**="drop\_handler(event);"

>

ONDRAGOVER

* To allow a drop, prevent the default handling of the elment via preventDefault()

ONDROP

**EVENTS**

**There are many kinds of DOM events: blur, change, click, drag, drop, keydown, keyup, load, scroll, select, etc. These are categorized into: WheelEvent, Event, UiEvent, TransitionEvent, TouchEvent, StorageEvent, ClipboardEvent, PopStateEvent, PageTransitionEvent, Progress, Keyboard, MouseEvent, Drag, Animation, etc.**

**So the ondrag event occurs when an element is being dragged. This FIRES a corresponding functin, in this drag, which takes an event object, in this case a DragEvent object.**

function drag(ev) {  
  ev.dataTransfer.setData("text", ev.target.id);  
}

A dragEvent object has many properties, such as:

1. dataTransfer:
2. path – its current location in the DOM
3. target – includes things like
   1. childNode – text, that reads “one”, data: “one”
4. type – kind of dragEvent

**there are many kinds**

When we click/drag, dragover, drop, we generate “event objects” which hold information about these corresonding event. What was clicked? Where is it currently? What value does it have?

.type – type of event, like a click

.currentTarget – element that handled the event, this,

.clientX – coordinates of currsor for mouse events

An event handler responds to such events via a function. The event function has:

1. “this” - refers to the window

We can label an element as the “draggable target” or the “drop target”

Then, events fire for eithe rone.

1. Ondragstart - Begin dragging element
2. Ondrag - Element is being dragged
3. Ondragend - Dragging stopped

Drop target

1. Ondragenter - Drop target has received draggable
2. Ondragover - Draggable continues along target
3. Ondragleave - Draggable leaves target
4. Ondropped - Draggable dropped

Key – define box, but not li elements as drop targets