**How getDragElements function works?**

Let's go through an example to understand how the `getDragElement` function works.

Assume you have the following HTML structure:

```html

<div class="container">

<div class="drag">Item 1</div>

<div class="drag">Item 2</div>

<div class="drag">Item 3</div>

</div>

```

And let's consider the scenario where you are dragging the second item (`Item 2`) inside the container. The `getDragElement` function is responsible for finding the closest element to the pointer's position (the `y` coordinate) in the drag space. In this case, it will find the closest element below the pointer.

Here's a step-by-step explanation of how the function works:

1. The `dragover` event is triggered when you drag an item over the container.

2. The `getDragElement` function is called, and it receives two arguments:

- `container`: The container element that you are dragging over.

- `y`: The vertical position of the pointer (usually the mouse cursor) on the screen.

3. The function first selects all the draggable elements inside the container (except the one being dragged), which are `Item 1` and `Item 3` in this case. It does this using `container.querySelectorAll('.drag:not(.dragging)')`.

4. Then, the function iterates over the selected draggable elements (`Item 1` and `Item 3`) using `reduce`.

5. For each element, it calculates the distance between the vertical center of the element (`box.top + box.height / 2`) and the pointer's position (`y`).

6. It stores the element with the smallest distance (closest to the pointer) in the `closest` variable throughout the iterations.

7. After all the iterations, the function returns the element that had the smallest distance to the pointer.

8. The container's `dragover` event handler uses the returned element to determine where to place the dragged element. If the pointer is above the vertical center of an element, it will place the dragged element above that element. Otherwise, it will place the dragged element below that element.

To better understand how it works, you can log the values inside the `getDragElement` function, like the `offset` and other variables, to see how it behaves as you drag the item over the container. You'll notice that when you drag `Item 2`, the `offset` value will change as the pointer moves up or down, and the `getDragElement` function will return the appropriate element to position the dragged item correctly.