
PUZZLE DRAG & DROP RESOLUTION

A written plan



A WRITTEN PLAN



RESOLUTION

1. Analyzed both HTML and JavaScript to understand how to run the puzzle game before starting to research to solve two problems that crushed bugs.
2. Researched three MDN Web Docs links that Professor Trevor sent us the links and I collected JavaScript information
3. Started to focus on the drop issue, analyzed on the `resetPuzzlePieces` function that the drop zone divs needed to add, reset, loop the puzzle pieces and to empty them out. I found a link from Codeburst website:

<https://codeburst.io/javascript-the-difference-between-foreach-and-for-in-992db038e4c2>

Then I put `forEach()` on line 68

```
dropZones.forEach(zone => {  
  console.log(zone);  
});
```

But it didn't work out because the puzzle pieces still stayed on the drop zones which missed something, I tested several different ways and there were errors for several times. I realized that I missed something with emptying them out.

4. Researched how to empty out and discovered a link from Stackoverflow website:

<https://stackoverflow.com/questions/22593759/how-do-i-clear-inner-html>

I put innerHTML on the same line 68 and deleted console.log(zone);

```
dropZones.forEach(zone => { zone.innerHTML= "";  
  }  
);
```

5. When I read "Don't use innerHTML to empty Dom elements", according to Coderwall and it mentions that "Avoiding the use of innerHTML when emptying DOM elements (or anything else) can increase performance greatly"

I changed innerHTML to DOM element on the line 71 and deleted innerHTML.

6. In the second bug, I added to return that ended the function on the line 72 . Professor Trevor referenced us the link:

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/return>

Try to click right on Chrome and go to Inspect. When you click thumbnail in any picture, and click console, there is the message "Ciao, see you later!"