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# PUZZLE DRAG & DROP RESOLUTION

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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 referenced us the links and I collected JavaScript information
3. Started to focus on the drop issue, analyzed on the `resetPuzzlePieces` function. The drop zone divs needed to 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 they 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 drop zones out and I shouldn't put `console.log` that, it is for ending the function and return the puzzles.

4. Researched how to empty out and discovered two links from MDN Web Doc and Stackoverflow websites.

<https://developer.mozilla.org/en-US/docs/Web/API/Node/removeChild>

<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 to end 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 on "thumb to change pieces", and click console, there is the message "Ciao, see you later!"