

File drag and drop

HTML Drag and Drop interfaces enable web applications to drag and drop files on a web page. This document describes how an application can accept one or more files that are dragged from the underlying platform's *file manager* and dropped on a web page.

The main steps to drag and drop are to define a *drop zone* (i.e. a target element for the file drop) and to define event handlers for the <u>drop</u> and <u>dragover</u> events. These steps are described below, including example code snippets. The full source code is available in <u>MDN's drag-and-drop repository</u> (pull requests and/or issues are welcome).

Define the drop zone

The target element of the drop event needs an ondrop global event handler. The following code snippet shows how this is done with a <div> element:

```
<div id="drop_zone" ondrop="dropHandler(event);">
  Drag one or more files to this Drop Zone ...
</div>
```

Typically, an application will include a <u>dragover</u> event handler on the drop target element and that handler will turn off the browser's default drag behavior. To add this handler, you need to include a <u>ondragover</u> global event handler:

```
<div id="drop_zone" ondrop="dropHandler(event);"
ondragover="dragOverHandler(event);">
  Drag one or more files to this Drop Zone ...
</div>
```

Lastly, an application may want to style the drop target element to visually indicate the element is a drop zone. In this example, the drop target element uses the following styling:

```
#drop_zone {
  border: 5px solid blue;
  width: 200px;
  height: 100px;
}
```

Note: dragstart and dragend events are not fired when dragging a file into the browser from the OS.

Process the drop

The <u>drop</u> event is fired when the user drops the file(s). In the following drop handler, if the browser supports <u>DataTransferItemList</u> interface, the <u>getAsFile()</u> method is used to access each file; otherwise the <u>DataTransfer</u> interface's <u>files</u> property is used to access each file.

This example shows how to write the name of each dragged file to the console. In a *real* application, an application may want to process a file using the <u>File API</u>.

Note that in this example, any drag item that is not a file is ignored.

```
function dropHandler(ev) {
  console.log('File(s) dropped');

// Prevent default behavior (Prevent file from being opened)
  ev.preventDefault();

if (ev.dataTransfer.items) {
   // Use DataTransferItemList interface to access the file(s)
```

```
for (var i = 0; i < ev.dataTransfer.items.length; i++) {
    // If dropped items aren't files, reject them
    if (ev.dataTransfer.items[i].kind === 'file') {
        var file = ev.dataTransfer.items[i].getAsFile();
        console.log('... file[' + i + '].name = ' + file.name);
        }
    }
}
else {
    // Use DataTransfer interface to access the file(s)
    for (var i = 0; i < ev.dataTransfer.files.length; i++) {
        console.log('... file[' + i + '].name = ' + ev.dataTransfer.files[i].name);
    }
}</pre>
```

Prevent the browser's default drag behavior

The following <u>dragover</u> event handler calls <u>preventDefault()</u> to turn off the browser's default drag and drop handler.

```
function dragOverHandler(ev) {
  console.log('File(s) in drop zone');

// Prevent default behavior (Prevent file from being opened)
  ev.preventDefault();
}
```

See also

- HTML Drag and Drop API
- Drag Operations
- HTML5 Living Standard: Drag and Drop

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