



Drag-and-Drop Puzzle Code



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basic-styles.css

```
// set these to match your website
```

drag-and-drop-puzzle.css

```
@charset "UTF-8";
body { width: 85em; }
[draggable=true] {
  -khtml-user-drag: element;
  -webkit-user-drag: element;
  -webkit-user-select: none;
  -khtml-user-select: none;
  -moz-user-select: none;
  -o-user-select: none;
  user-select: none;
}
#frameHolder { width: 61em; float: left; }
#puzzle-frame { border: solid black 0.3em; width: 60em;
height: 80em; }
#puzzle-frame > div { width: 20em; height: 20em; float: left;
}
#pieces { width: 20em; float: left; margin-right: 0.5em; }
.hover { background-color: #eee; border: dashed thin #ddd;
}
```

drag-and-drop-puzzle-ios.css

```
@charset "UTF-8";
h1 { color: red; !important }
#pieces { width: 80em; float: none; margin-bottom: 0.5em;
}
```

webkitdragdrop.js

```
/* grab this file from
http://www.gotproject.com/blog/post2.html
*/
```

HTML

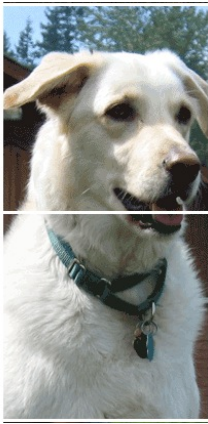
```
<!doctype html>
<html class="no-js">
<head>
<meta charset="UTF-8">
<title>Drag and Drop Puzzle</title>
<link rel="stylesheet" href="basic-styles.css">
<script src="modernizr-1.7.min.js"></script>
<script src="webkitdragdrop.js"></script>
<script src="jquery.min.js"></script>
<link href="drag-and-drop-puzzle.css" rel="stylesheet">
<script>
var iOS = !!navigator.userAgent.match('iPhone OS') ||
!!navigator.userAgent.match('iPad');
if (iOS) {
  document.write("<link rel=stylesheet href=drag-and-drop-
puzzle-ios.css>");
}
</script>
</head>

<body>
<h1>Drag and Drop Puzzle</h1>
<p>
Drag the puzzle pieces into the puzzle frame</p>
<div id="pieces">
  <h2>Pieces</h2>
</div>
<div id="frameHolder">
<h2>Frame</h2>
<div id="puzzle-frame">
  <div id="place1" ondrop="drop(this, event);"
  ondragenter="return false;" ondragover="return
false;"></div>
  <div id="place2" ondrop="drop(this, event);"
  ondragenter="return false;" ondragover="return
false;"></div>
  <!-- repeat above div for each piece, incrementing the id -->
</div>
</div>
<script src="drag-and-drop-puzzle.js"></script>
</body>
</html>
```

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Drag-and-Drop Puzzle Code



drag-and-drop-puzzle.js

// JavaScript Document

// name your images puzzle-piece#.png starting with 1 and change the path below

// check for drag and drop support

```
var iOS = !!navigator.userAgent.match('iPhone OS') || !!navigator.userAgent.match('iPad');
```

// set images array

```
var images = [];
```

```
var piece = "";
```

```
var place = "";
```

```
for (i=0; i<12; i++) {
```

```
    j = i+1;
```

```
    images[i] = "puzzle-piece" + j + ".png";
```

```
}
```

// randomize the pieces to display

```
images.sort(function() {return 0.5 - Math.random()});
```

```
for (i=0; i<12; i++) {
```

```
    $('#pieces').append("<img src=\"PATH_TO_IMAGES"+images[i]+"\" id=\"piece"+i+"\" draggable=true
```

```
ondragstart=\"drag(this, event);\">");
```

// iPhone and iPad functionality

```
if (iOS) {
```

```
    piece = "piece"+i;
```

```
    place = "place"+i;
```

```
    $("#piece"+i).css('float','left');
```

```
    new webkit_draggable(piece, {revert : false, scroll : true} );
```

```
    webkit_drop.add(place, {onDrop : function() {
```

```
        $("#place"+i).append(piece);
```

```
    } 
```

```
    });
```

```
}
```

```
}
```

// add drag and drop functions on the frame divs

```
function drag(draggableitem, e) {
```

```
    e.dataTransfer.setData("Text", draggableitem.id);
```

```
}
```

```
function drop(target, e) {
```

```
    var id = e.dataTransfer.getData("Text");
```

```
    target.appendChild(document.getElementById(id));
```

```
    e.preventDefault();
```

```
}
```

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