

# **Multimedia im Netz**

Wintersemester 2013/14

Übung 04 (Hauptfach)

An abstract graphic design featuring a vibrant green background. Large, overlapping white and light green circles are scattered across the upper half. In the lower-left quadrant, there are bold, black, rounded shapes that resemble stylized hands or fingers reaching upwards. A white rectangular box is positioned in the lower-right area, containing text.

# OPEN LAB DAY

05.12.13, 18:00 bis 22:00  
Amalienstraße 17

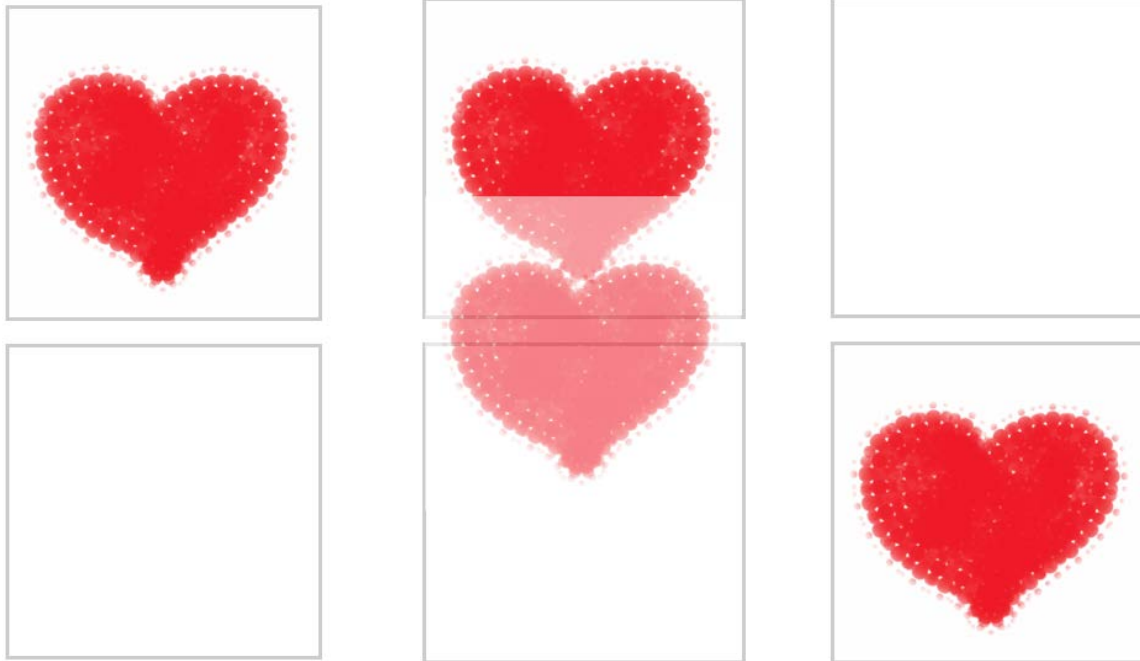
[www.medien.ifi.lmu.de/openlab](http://www.medien.ifi.lmu.de/openlab)

# HTML5

- Mit HTML5 wurden neue Features eingeführt (nur Beispiele):
  - Neue Elemente:
    - `<canvas></canvas>`
    - `<audio></audio>`
    - `<video></video>`
    - ...
  - Formular Features (Beispiele):
    - Platzhalter
    - Validierung
    - ...
  - **Drag&Drop**

# HTML5: Drag&Drop

- Jedes Element kann mit „Drag&Drop“-Funktion versehen werden
- Zum Beispiel: Ein Bild



# Wichtige Attribute, Funktionen, etc.

- **Attribute**
  - draggable
  - ondragstart
  - ondragover
  - ondrop
- **Funktionen**
  - preventDefault();
  - setData();
  - getData();
- **Event-Eigenschaften**
  - Event.dataTransfer
  - Event.target

# Grundgerüst

```
<!DOCTYPE html>
<html lang="de">
<head><title>Herz</title>

<style type="text/css">
  .box {
    width:256px; height:256px;
    border:3px solid #cccccc;
  }
</style>

<script></script>
</head>

<body>
<div id="box1" class="box"></div>
<br/>
<div id="box2" class="box"></div>

</body>
</html>
```

# Attribut: draggable, ondragstart

```
...  
<body>  
<div id="box1" class="box">  
    
</div>  
  
<br/>  
  
<div id="box2" class="box">  
</div>  
  
</body>  
</html>
```

# setData()

```
...  
<script>  
  
    function drag(ev){  
        ev.dataTransfer.setData("Text",ev.target.id);  
    }  
  
</script>  
...
```



# Attribut: ondragover, ondrop

```
...  
<body>  
  
<div id="box1" class="box" ondrop="drop(event)"  
      ondragover="dragOver(event)">  
  
  
  
</div>  
<br/>  
<div id="box2" class="box" ondrop="drop(event)"  
      ondragover="dragOver(event)">  
  
</div>  
  
</body>  
</html>
```

# preventDefault() und getData()

```
...  
<script>  
  
    function drag(ev){  
        ev.dataTransfer.setData("Text",ev.target.id);  
    }  
  
    function dragOver(ev){  
        ev.preventDefault();  
    }  
  
    function drop(ev){  
        ev.preventDefault();  
  
        var data=ev.dataTransfer.getData("Text");  
        ev.target.appendChild(document.getElementById(data));  
    }  
</script>  
...
```

# Übungsblatt 4

- **Thema: Drag&Drop Puzzle (JS, HMTL5)**

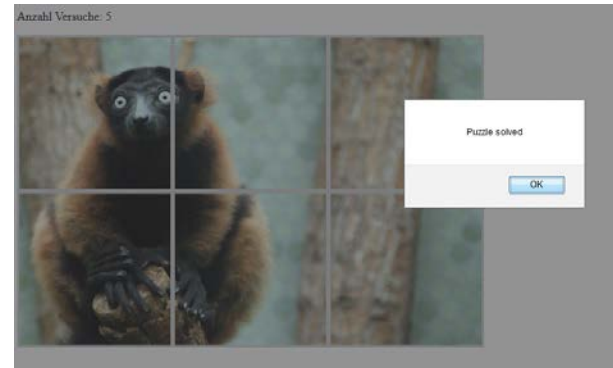
Anzahl Versuche: 0



Anzahl Versuche: 3



Anzahl Versuche: 5



**Danke! Fragen?**