

Draggable DIV tag combined with Javascript

For draggable DIV tag, what you need to keep in mind is "**position: absolute**" in style sheet.

```
<!DOCTYPE html>
<html>
<style>
#mydiv {
  position: absolute;
  z-index: 9;
  background-color: #f1f1f1;
  text-align: center;
  border: 1px solid #d3d3d3;
}

#mydivheader {
  padding: 10px;
  cursor: move;
  z-index: 10;
  background-color: #2196F3;
  color: #fff;
}
</style>
<body>

<h1>Draggable DIV Element</h1>

<p>Click and hold the mouse button down while moving the DIV element</p>

<div id="mydiv">
  <div id="mydivheader">Click here to move</div>
  <p>Move</p>
  <p>this</p>
  <p>DIV</p>
</div>

<script>
//Make the DIV element draggable:
dragElement(document.getElementById("mydiv"));

function dragElement(elmnt) {
  var pos1 = 0, pos2 = 0, pos3 = 0, pos4 = 0;
  if (document.getElementById(elmnt.id + "header")) {
    /* if present, the header is where you move the DIV from:*/
    document.getElementById(elmnt.id + "header").onmousedown = dragMouseDown;
  } else {
    /* otherwise, move the DIV from anywhere inside the DIV:*/
    elmnt.onmousedown = dragMouseDown;
  }
}

function dragMouseDown(e) {
  e = e || window.event;
  e.preventDefault();
  // get the mouse cursor position at startup:
  pos3 = e.clientX;
  pos4 = e.clientY;
  document.onmouseup = closeDragElement;
  // call a function whenever the cursor moves:
  document.onmousemove = elementDrag;
}

function elementDrag(e) {
  e = e || window.event;
  e.preventDefault();
  // calculate the new cursor position:
  pos1 = pos3 - e.clientX;
  pos2 = pos4 - e.clientY;
  pos3 = e.clientX;
  pos4 = e.clientY;
  // set the element's new position:
```

```
    elmnt.style.top = (elmnt.offsetTop - pos2) + "px";  
    elmnt.style.left = (elmnt.offsetLeft - pos1) + "px";  
}  
  
function closeDragElement() {  
    /* stop moving when mouse button is released:*/  
    document.onmouseup = null;  
    document.onmousemove = null;  
}  
}
```