| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | Class | **Use** | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PREV   NEXT | [**FRAMES**](http://docs.google.com/index.html?java/awt/dnd/package-use.html)    [**NO FRAMES**](http://docs.google.com/package-use.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

**Uses of Package**

**java.awt.dnd**

| Packages that use [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) | |
| --- | --- |
| [**java.awt**](#3znysh7) | Contains all of the classes for creating user interfaces and for painting graphics and images. |
| [**java.awt.dnd**](#2et92p0) | Drag and Drop is a direct manipulation gesture found in many Graphical User Interface systems that provides a mechanism to transfer information between two entities logically associated with presentation elements in the GUI. |

| Classes in [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) used by [java.awt](http://docs.google.com/java/awt/package-summary.html) | |
| --- | --- |
| [**DragGestureEvent**](http://docs.google.com/java/awt/dnd/class-use/DragGestureEvent.html#java.awt)            A DragGestureEvent is passed to DragGestureListener's dragGestureRecognized() method when a particular DragGestureRecognizer detects that a platform dependent drag initiating gesture has occurred on the Component that it is tracking. |
| [**DragGestureListener**](http://docs.google.com/java/awt/dnd/class-use/DragGestureListener.html#java.awt)            This interface is sourced from a DragGestureRecognizer and is invoked when an object of that (sub)class detects a drag initiating gesture. |
| [**DragGestureRecognizer**](http://docs.google.com/java/awt/dnd/class-use/DragGestureRecognizer.html#java.awt)            The DragGestureRecognizer is an abstract base class for the specification of a platform-dependent listener that can be associated with a particular Component in order to identify platform-dependent drag initiating gestures. |
| [**DragSource**](http://docs.google.com/java/awt/dnd/class-use/DragSource.html#java.awt)            The DragSource is the entity responsible for the initiation of the Drag and Drop operation, and may be used in a number of scenarios: 1 default instance per JVM for the lifetime of that JVM. |
| [**DropTarget**](http://docs.google.com/java/awt/dnd/class-use/DropTarget.html#java.awt)            The DropTarget is associated with a Component when that Component wishes to accept drops during Drag and Drop operations. |
| [**InvalidDnDOperationException**](http://docs.google.com/java/awt/dnd/class-use/InvalidDnDOperationException.html#java.awt)            This exception is thrown by various methods in the java.awt.dnd package. |

| Classes in [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) used by [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) | |
| --- | --- |
| [**DragGestureEvent**](http://docs.google.com/java/awt/dnd/class-use/DragGestureEvent.html#java.awt.dnd)            A DragGestureEvent is passed to DragGestureListener's dragGestureRecognized() method when a particular DragGestureRecognizer detects that a platform dependent drag initiating gesture has occurred on the Component that it is tracking. |
| [**DragGestureListener**](http://docs.google.com/java/awt/dnd/class-use/DragGestureListener.html#java.awt.dnd)            This interface is sourced from a DragGestureRecognizer and is invoked when an object of that (sub)class detects a drag initiating gesture. |
| [**DragGestureRecognizer**](http://docs.google.com/java/awt/dnd/class-use/DragGestureRecognizer.html#java.awt.dnd)            The DragGestureRecognizer is an abstract base class for the specification of a platform-dependent listener that can be associated with a particular Component in order to identify platform-dependent drag initiating gestures. |
| [**DragSource**](http://docs.google.com/java/awt/dnd/class-use/DragSource.html#java.awt.dnd)            The DragSource is the entity responsible for the initiation of the Drag and Drop operation, and may be used in a number of scenarios: 1 default instance per JVM for the lifetime of that JVM. |
| [**DragSourceContext**](http://docs.google.com/java/awt/dnd/class-use/DragSourceContext.html#java.awt.dnd)            The DragSourceContext class is responsible for managing the initiator side of the Drag and Drop protocol. |
| [**DragSourceDragEvent**](http://docs.google.com/java/awt/dnd/class-use/DragSourceDragEvent.html#java.awt.dnd)            The DragSourceDragEvent is delivered from the DragSourceContextPeer, via the DragSourceContext, to the DragSourceListener registered with that DragSourceContext and with its associated DragSource. |
| [**DragSourceDropEvent**](http://docs.google.com/java/awt/dnd/class-use/DragSourceDropEvent.html#java.awt.dnd)            The DragSourceDropEvent is delivered from the DragSourceContextPeer, via the DragSourceContext, to the dragDropEnd method of DragSourceListeners registered with that DragSourceContext and with its associated DragSource. |
| [**DragSourceEvent**](http://docs.google.com/java/awt/dnd/class-use/DragSourceEvent.html#java.awt.dnd)            This class is the base class for DragSourceDragEvent and DragSourceDropEvent. |
| [**DragSourceListener**](http://docs.google.com/java/awt/dnd/class-use/DragSourceListener.html#java.awt.dnd)            The DragSourceListener defines the event interface for originators of Drag and Drop operations to track the state of the user's gesture, and to provide appropriate "drag over" feedback to the user throughout the Drag and Drop operation. |
| [**DragSourceMotionListener**](http://docs.google.com/java/awt/dnd/class-use/DragSourceMotionListener.html#java.awt.dnd)            A listener interface for receiving mouse motion events during a drag operation. |
| [**DropTarget**](http://docs.google.com/java/awt/dnd/class-use/DropTarget.html#java.awt.dnd)            The DropTarget is associated with a Component when that Component wishes to accept drops during Drag and Drop operations. |
| [**DropTarget.DropTargetAutoScroller**](http://docs.google.com/java/awt/dnd/class-use/DropTarget.DropTargetAutoScroller.html#java.awt.dnd)            this protected nested class implements autoscrolling |
| [**DropTargetContext**](http://docs.google.com/java/awt/dnd/class-use/DropTargetContext.html#java.awt.dnd)            A DropTargetContext is created whenever the logical cursor associated with a Drag and Drop operation coincides with the visible geometry of a Component associated with a DropTarget. |
| [**DropTargetDragEvent**](http://docs.google.com/java/awt/dnd/class-use/DropTargetDragEvent.html#java.awt.dnd)            The DropTargetDragEvent is delivered to a DropTargetListener via its dragEnter() and dragOver() methods. |
| [**DropTargetDropEvent**](http://docs.google.com/java/awt/dnd/class-use/DropTargetDropEvent.html#java.awt.dnd)            The DropTargetDropEvent is delivered via the DropTargetListener drop() method. |
| [**DropTargetEvent**](http://docs.google.com/java/awt/dnd/class-use/DropTargetEvent.html#java.awt.dnd)            The DropTargetEvent is the base class for both the DropTargetDragEvent and the DropTargetDropEvent. |
| [**DropTargetListener**](http://docs.google.com/java/awt/dnd/class-use/DropTargetListener.html#java.awt.dnd)            The DropTargetListener interface is the callback interface used by the DropTarget class to provide notification of DnD operations that involve the subject DropTarget. |
| [**InvalidDnDOperationException**](http://docs.google.com/java/awt/dnd/class-use/InvalidDnDOperationException.html#java.awt.dnd)            This exception is thrown by various methods in the java.awt.dnd package. |

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[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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