:mod:`tkinter.dnd` --- Drag and drop support

Source code: :source:`Lib/tkinter/dnd.py`

> **Note**
>
> This is experimental and due to be deprecated when it is replaced with the Tk DND.

The :mod:`tkinter.dnd` module provides drag-and-drop support for objects within a single application, within the same window or between windows. To enable an object to be dragged, you must create an event binding for it that starts the drag-and-drop process. Typically, you bind a ButtonPress event to a callback function that you write (see :ref:`Bindings-and-Events`). The function should call :func:`dnd_start`, where 'source' is the object to be dragged, and 'event' is the event that invoked the call (the argument to your callback function).

Selection of a target object occurs as follows:

1. Top-down search of area under mouse for target widget

   - Target widget should have a callable *dnd_accept* attribute
   - If *dnd_accept* is not present or returns None, search moves to parent widget
   - If no target widget is found, then the target object is None

2. Call to *<old_target>.dnd_leave(source, event)*
3. Call to *<new_target>.dnd_enter(source, event)*
4. Call to *<target>.dnd_commit(source, event)* to notify of drop
5. Call to *<source>.dnd_end(target, event)* to signal end of drag-and-drop

The *DndHandler* class handles drag-and-drop events tracking Motion and ButtonRelease events on the root of the event widget.

System Message: ERROR/3 (`D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\[cpython-main][Doc][library]tkinter.dnd.rst,` **line 42)**

Unknown directive type "method".

```
.. method:: cancel(event=None)

   Cancel the drag-and-drop process.
```

System Message: ERROR/3 (`D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\[cpython-main][Doc][library]tkinter.dnd.rst,` **line 46)**

Unknown directive type "method".

```
.. method:: finish(event, commit=0)

   Execute end of drag-and-drop functions.
```

System Message: ERROR/3 (`D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\[cpython-main][Doc][library]tkinter.dnd.rst,` **line 50)**

Unknown directive type "method".

```
.. method:: on_motion(event)

   Inspect area below mouse for target objects while drag is performed.
```

System Message: ERROR/3 (`D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\[cpython-main][Doc][library]tkinter.dnd.rst,` **line 54)**

Unknown directive type "method".

```
.. method:: on_release(event)

   Signal end of drag when the release pattern is triggered.
```

System Message: ERROR/3 (`D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\[cpython-main][Doc][library]tkinter.dnd.rst,` **line 58)**

Unknown directive type "function".

```
.. function:: dnd_start(source, event)

   Factory function for drag-and-drop process.
```

System Message: ERROR/3 (`D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\[cpython-main][Doc][library]tkinter.dnd.rst,` **line 62)**

Unknown directive type "seealso".

```
.. seealso::

   :ref:`Bindings-and-Events`
```