

Use Case 3: Move Program Block

Main Success Scenario

1. The user drags a program block currently in the Program Area.
2. The block gets removed as normal, as well as any blocks below within the same scope.
3. The user stops dragging while still in the Program Area.
4. The removed blocks now reappear at the location of the cursor.

Extensions

3a. When the user releases the mouse key, one of the top-level block's connectors is near a compatible opposite connector of another block. 1. The top-level block is connected at the matching connection point, the other moved blocks remain connected to this top-level block in the same way as before.

