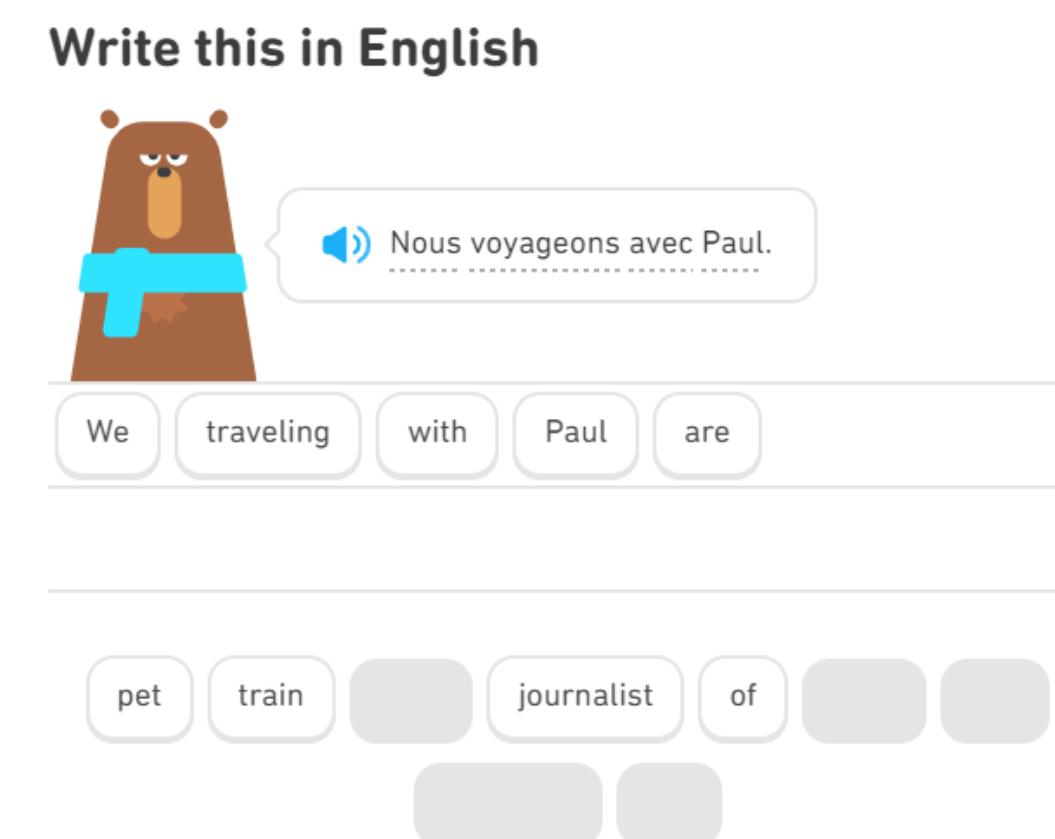
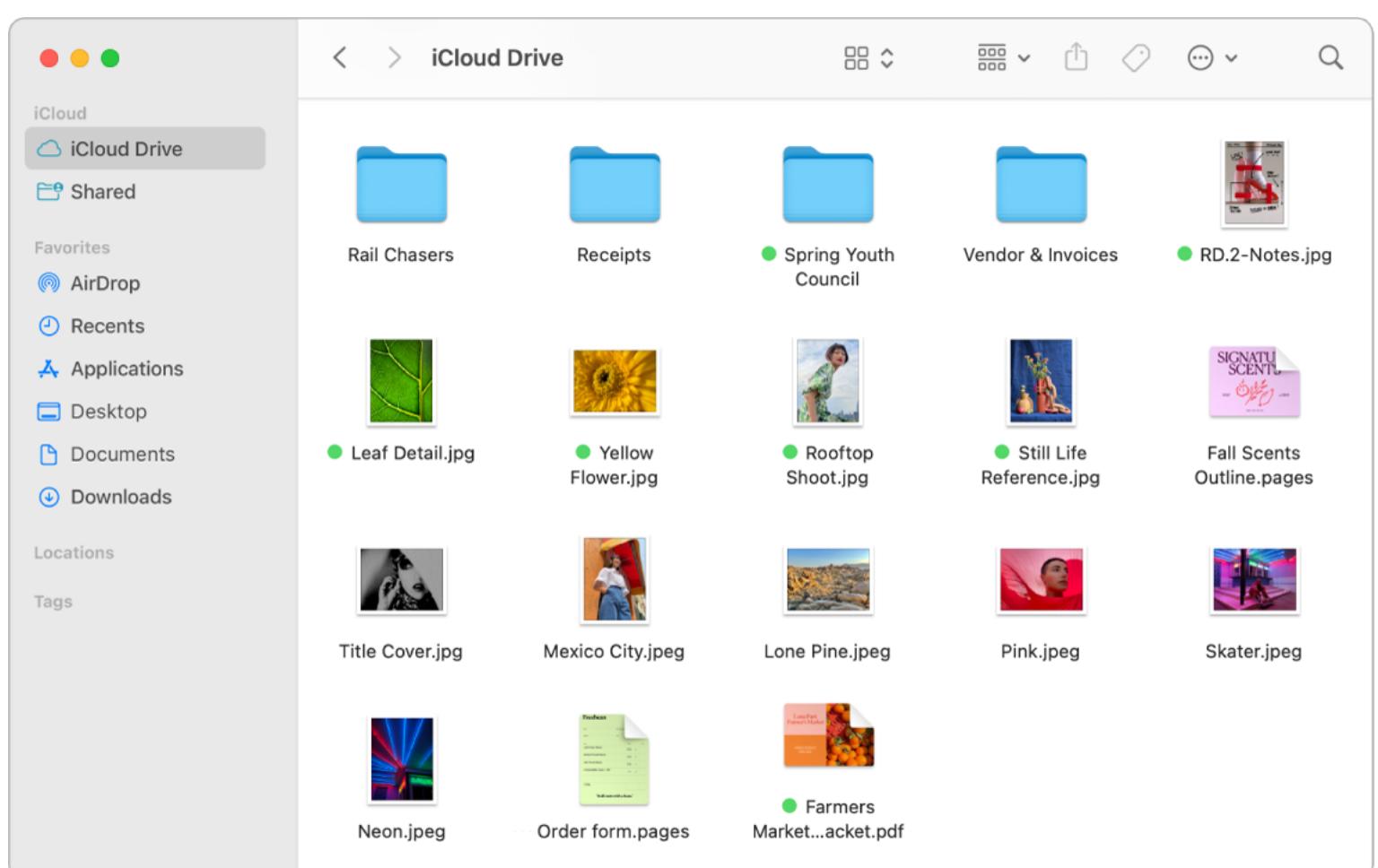
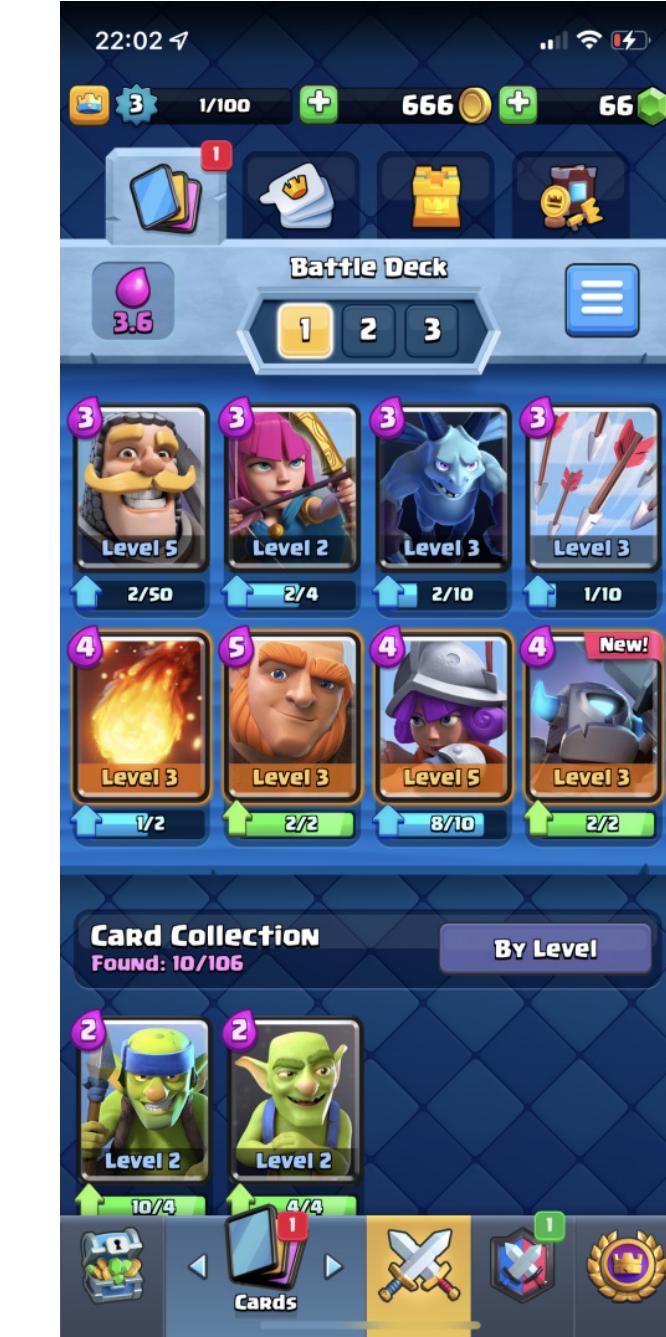
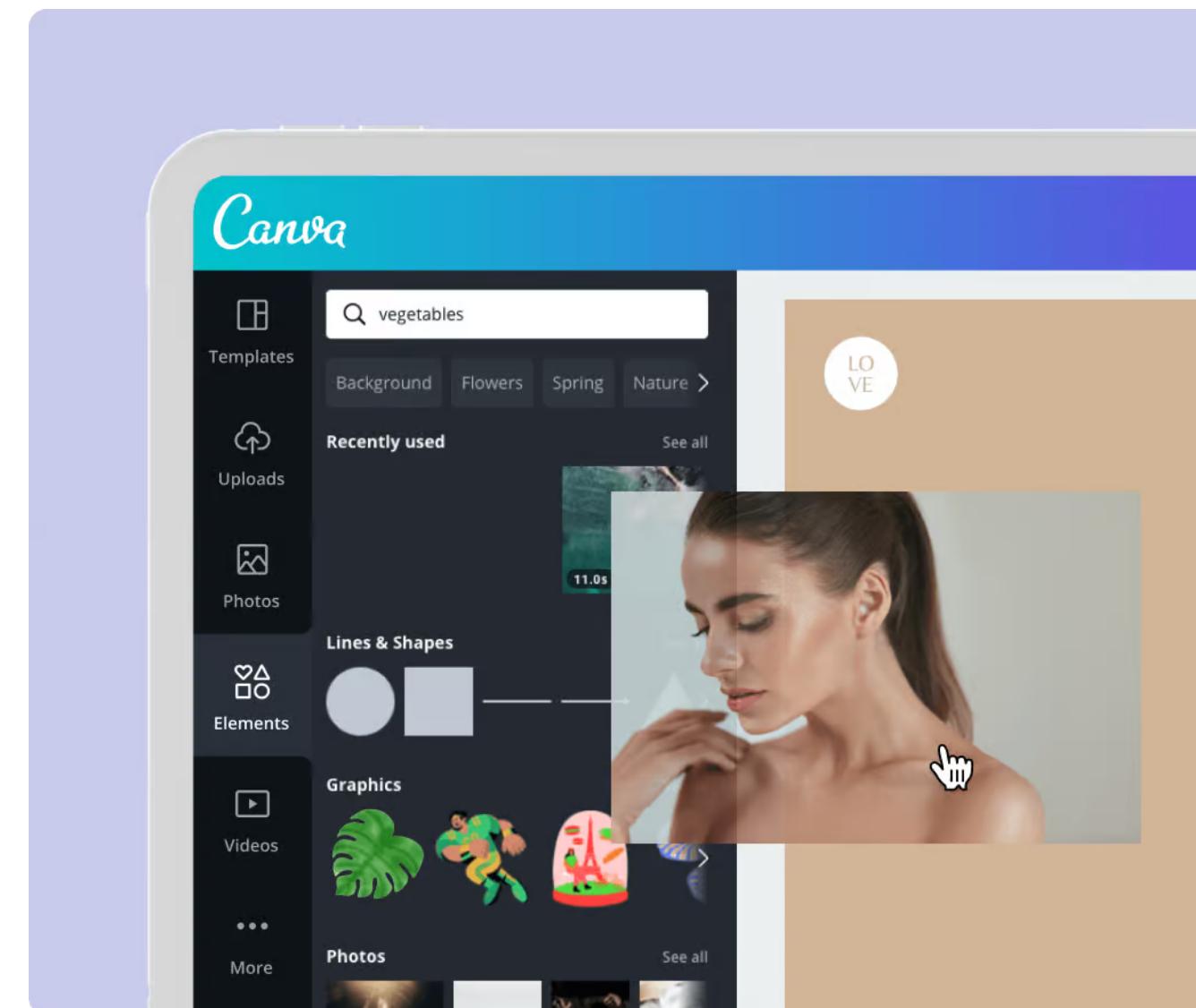
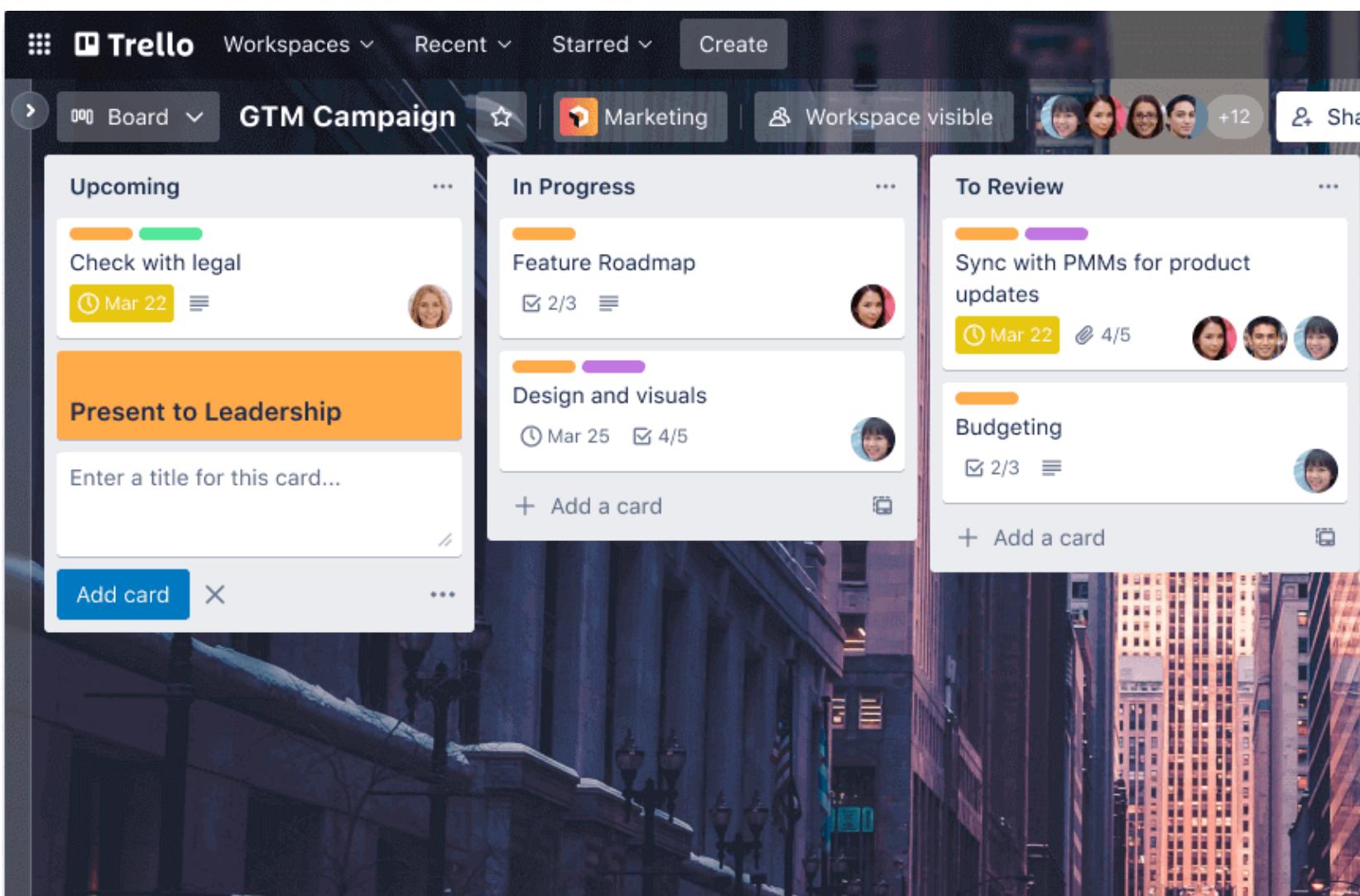


Drag & Drop

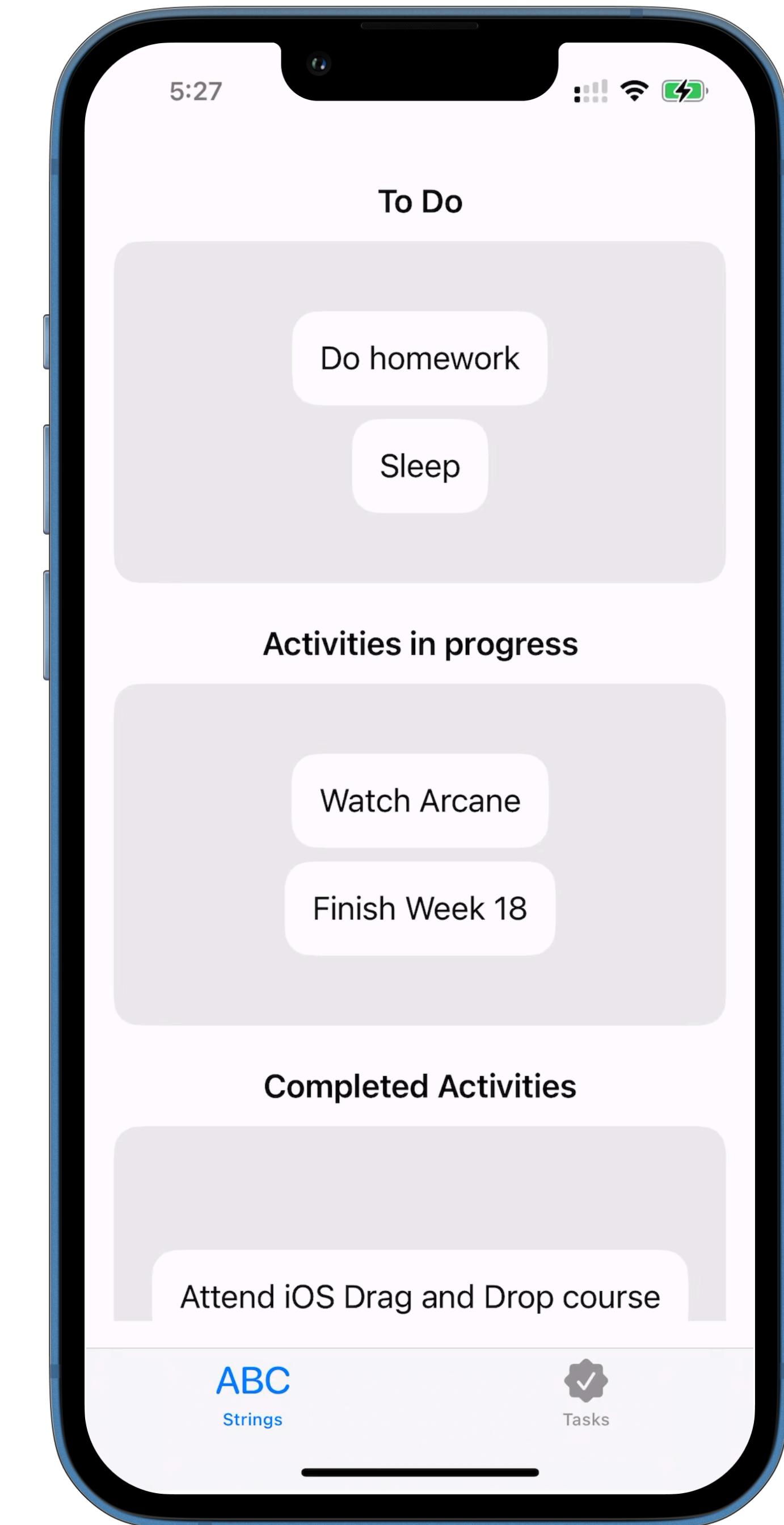
Taller SwiftUI - Semana 18

Sergio González - Diciembre 3, 2024

Ejemplos de Drag & Drop



Funcionalidad final



Modificador - draggable

[SwiftUI](#) / [Drag_and_drop](#) / `draggable(_:)`

Instance Method

draggable(_:)

Activates this view as the source of a drag and drop operation.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | macOS 13.0+ | visionOS 1.0+

`nonisolated`

```
func draggable<T>(_ payload: @autoclosure @escaping () -> T) -> some View where T : Transferable
```

Parameters

`payload`

A closure that returns a single instance or a value conforming to [Transferable](#) that represents the draggable data from this view.

Modificador - draggable

```
var word: String = "Hello"

var body: some View {
    VStack {
        Text(word)
    }
    .draggable(word)
}
```

Modificador - dropDestination

dropDestination(for:action:isTargeted:)

Defines the destination of a drag and drop operation that handles the dropped content with a closure that you specify.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | macOS 13.0+ | visionOS 1.0+

```
nonisolated
func dropDestination<T>(
    for payloadType: T.Type = T.self,
    action: @escaping ([T], CGPoint) -> Bool,
    isTargeted: @escaping (Bool) -> Void = { _ in }
) -> some View where T : Transferable
```

Parameters

payloadType

The expected type of the dropped models.

action

A closure that takes the dropped content and responds appropriately. The first parameter to action contains the dropped items. The second parameter contains the drop location in this view's coordinate space. Return true if the drop operation was successful; otherwise, return false.

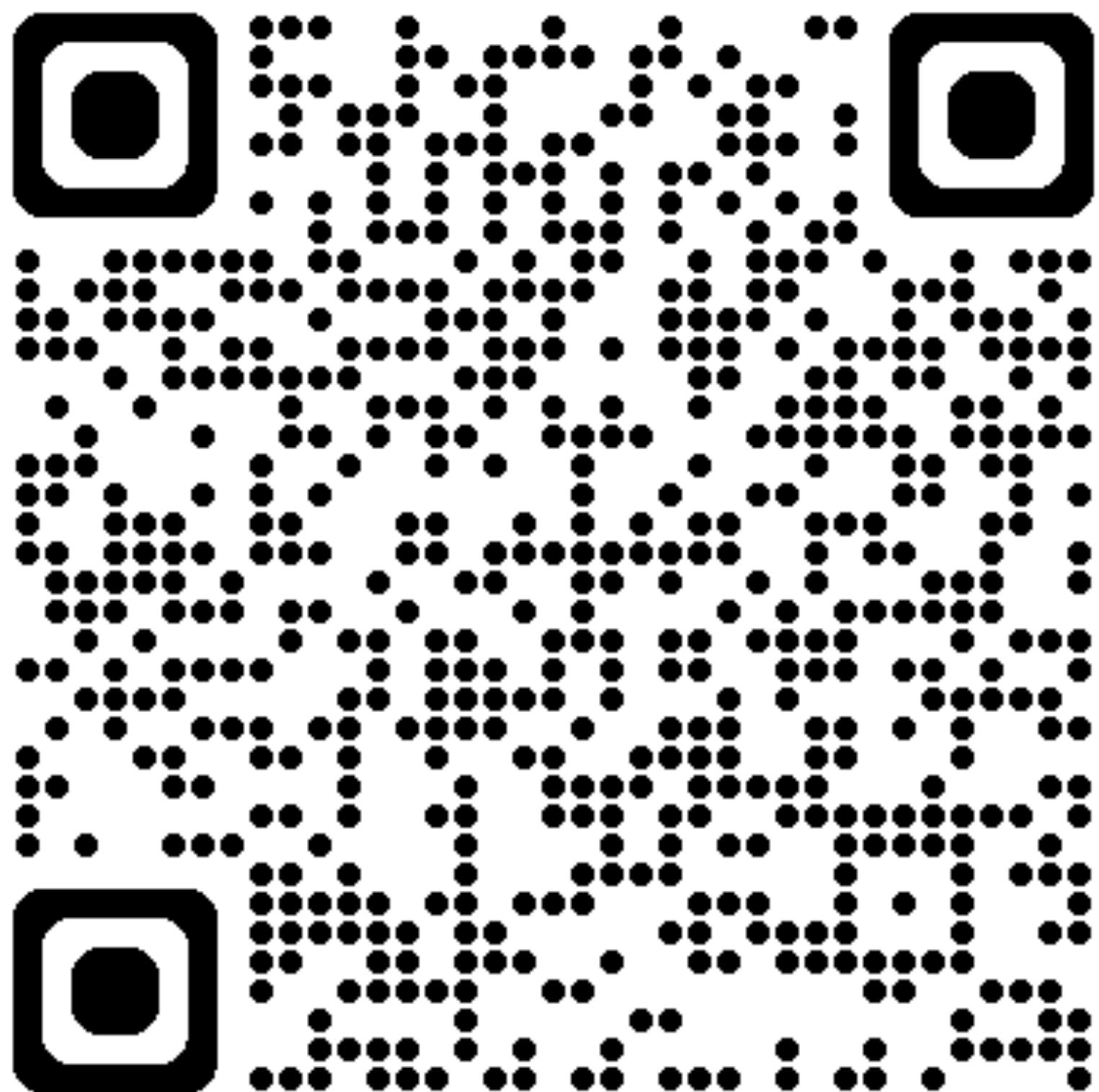
isTargeted

A closure that is called when a drag and drop operation enters or exits the drop target area. The received value is true when the cursor is inside the area, and false when the cursor is outside.

Modificador - dropDestination

```
var body: some View {
    VStack {
        Text("Drop me!")
    }
    .dropDestination(for: String.self) { words, location in
        for word in words {
            print("The word \(word) was dropped into me")
        }
        return true
    } isTargeted: { isTargeted in
        if isTargeted {
            print("Something is hovering over me!")
        } else {
            print("Nothing is happening :(")
        }
    }
}
```

Código Base



**Drag and drop con
Strings**

D&D con String

```
32 struct RowView: View {  
46     var body: some View {  
47         VStack {  
48             Text(rowName)  
49                 .bold()  
50         ZStack {  
51             RoundedRectangle(cornerRadius: 15)  
52                 .frame(maxWidth: .infinity)  
53                 .frame(height: 200)  
54                 .foregroundStyle(backgroundColor)  
55                 .padding(.horizontal)  
56  
57             VStack {  
58                 ForEach (activities[listIndex], id: \.self) { act in  
59                     Text(act)  
60                         .padding()  
61                         .background(Color(uiColor: .secondarySystemGroupedBackground))  
62                         .clipShape(RoundedRectangle(cornerRadius: 15))  
63                         .draggable(act) // MARK: Draggable  
64                 }  
65             }  
66             // MARK: Easy animation  
67             .animation(.spring, value: activities[listIndex])  
68         }  
69     }  
70     // MARK: Drop Destination  
71     .dropDestination(for: String.self) { acts, location in  
72         for i in 0..73             activities[i].removeAll(where: { acts.contains($0) })  
74         }  
75  
76         activities[listIndex].append(contentsOf: acts)  
77         return true  
78     } isTargeted: { isTargeted in  
79         self.isTargeted = isTargeted  
80     }  
81 }  
82 }  
83 }
```

 KanbanView.swift

**Drag and drop con
tipos personalizados**

Protocolo Transferable

Define cómo interactúa el objeto con Drag and Drop o Copy and Paste

Task.swift

```
10 // MARK: Important imports
11 import SwiftUI
12 import UniformTypeIdentifiers
13
14
15 // MARK: - Transferable
16
17 // Define a custom UTType for Task
18 extension UTType {
19     static var task: UTType {
20         // BundleIdentifier + "." + typeName
21         UTType(exportedAs: "sergiogzz.DragAndDropKanban.task")
22     }
23 }
24
25
26
27
28
29
30
31
32
33
34 extension Task: Transferable {
35     static var transferRepresentation: some TransferRepresentation {
36         CodableRepresentation(contentType: .task)
37     }
38 }
```

Protocolo Transferable

DragAndDropKanban.xcodeproj

The screenshot shows the Xcode General tab for the project "DragAndDropKanban". The "Resource Tags" tab is selected. The "Supported Destinations" section lists the following:

Destination	SDK
iPhone	iOS
iPad	iOS
Mac	macOS
Apple Vision	visionOS

The "Minimum Deployments" section shows the following deployment targets:

Platform	Version	+
iOS	18.1	<input checked="" type="checkbox"/>
macOS	15.1	<input checked="" type="checkbox"/>
visionOS	2.1	<input checked="" type="checkbox"/>

The "Identity" section contains the following settings:

App Category	None
Display Name	Display Name
Bundle Identifier	sergiogzz.DragAndDropKanban
Version	1.0
Build	1

Se tiene que crear un identificador de tipo exportado

D&D con Tipo Task

```
28 struct RowViewTask: View {  
45     var body: some View {  
46         VStack {  
47             Text(status.rawValue)  
48                 .bold()  
49             ZStack {  
50                 RoundedRectangle(cornerRadius: 15)  
51                     .frame(maxWidth: .infinity)  
52                     .frame(height: 200)  
53                     .foregroundStyle(backgroundColor)  
54                     .padding(.horizontal)  
55  
56             VStack {  
57                 ForEach(filteredTasks, id: \.id) { task in  
58                     Text(task.name)  
59                         .padding()  
60                         .background(Color(uiColor: .secondarySystemGroupedBackground))  
61                         .clipShape(RoundedRectangle(cornerRadius: 15))  
62                         .draggable(task) // MARK: Draggable  
63                 }  
64             }  
65             // MARK: Easy animation  
66             .animation(.spring, value: tasks)  
67         }  
68     }  
69     // MARK: Drop Destination  
70     .dropDestination(for: Task.self) { tasks, location in  
71         for task in tasks {  
72             guard let referenceTask = self.tasks.first(where: { $0.id == task.id }) else {  
73                 continue  
74             }  
75             withAnimation {  
76                 referenceTask.status = self.status  
77             }  
78         }  
79         return true  
80     }  
81     isTargeted: { isTargeted in  
82         self.isTargeted = isTargeted  
83     }  
84 }  
85 }
```

Swift  KanbanViewTask.swift

Código Final

