Logic for moving a branch

Task moving the branch

* \*Identify the branch to be moved
* Identify the new parent
  + Show message to select the new parent
  + set bool NodeIsMoving to true
  + when a new node is selected and NodeIsMoving to true, designate that node as the NewParentNode
  + Get its NLN and NOC
* change the NodeNameLevel for the moved branch and its children based on the NLN of the new parent
* QUESTION: Does the old parent’s number of children need to be decremented:
  + No because this would create naming conflicts with any of its other children
* QUESTION: Is the OldParent’s NOC ever compared with the actual number of children? Apparently not
* Thus it appears that the node (and its children) can be renamed, the old Parent’s NOC left unchanged and things should work

Task Renaming the node and its children

* Get the Current(old) NLN of the node to move = ONLN
* Get the New Parent’s NLN and NOC
* Use them to create the NLN for the moved node = NNLN
* Search for all nodes beginning with ONLN and replace that portion of the name with the NNLN, retaining any trailing characters to indicate the children’s position in the new node’ hierarchy