How to Drag and Drop

```csharp
//To Drop an object from one panel to another.
//Set the panel you want to drop onto to be allowed to do so.
//Also, create the event handlers.

panel11.AllowDrop = true;
panel11.DragEnter += panel_DragEnter;
panel11.DragDrop += panel_DragDrop;

//This example is with a picture box
private void pictureBox1_MouseDown_1(object sender, MouseEventArgs e)
    {
        //check to see if the parent is the panel
        if(pictureBox1.Parent == panel11)
        {
            if (e.Button == MouseButtons.Left)
            {
                isDragged = true;
                Point ptStartPosition = pictureBox1.PointToScreen(new Point(e.X, e.Y));

                ptOffset = new Point();
                ptOffset.X = pictureBox1.Location.X - ptStartPosition.X;
                ptOffset.Y = pictureBox1.Location.Y - ptStartPosition.Y;
            }
            else
            {
                isDragged = false;
            }
        }
        else
        {
            //drag and drop onto a new panel
            pictureBox1.DoDragDrop(pictureBox1, DragDropEffects.Move);
        }
    }

    //this allows the drop to be done on the panel
    void panel_DragEnter(object sender, DragEventArgs e)
    {
        e.Effect = DragDropEffects.Move;
    }

    //This updates the parent of the object
    void panel_DragDrop(object sender, DragEventArgs e)
    {
        ((PictureBox)e.Data.GetData(typeof(PictureBox))).Parent = (Panel)sender;
    }

    //This completes the drag
```

```csharp
    private void pictureBox1_MouseUp(object sender, MouseEventArgs e)
    {
        isDragged = false;
        //This is to check to see if the picture is out of bounds
        //If it is, reset its location
        if(pictureBox1.Location.X < 0 || pictureBox1.Location.Y < 0 || pictureBox1.Location.X >
750 || pictureBox1.Location.Y > 640)
        {
            pictureBox1.Location = new Point(0, 0);
        }
    }

    //Move the object with the mouse
    private void pictureBox1_MouseMove(object sender, MouseEventArgs e)
    {
        if(isDragged)
        {
            Point newPoint = pictureBox1.PointToScreen(new Point(e.X, e.Y));
            newPoint.Offset(ptOffset);
            pictureBox1.Location = newPoint;
        }
    }
```