

UITableViewDragDelegate

The interface for initiating drags from a table view.

Declaration

```
protocol UITableViewDragDelegate
```

Overview

Implement this protocol in the object that you use to initiate drags from your table view. The only required method of this protocol is the `tableView(_:itemsForBeginning:at:)` method, but you can implement other methods as needed to customize the drag behavior of your table view.

Assign your custom delegate object to the `dragDelegate` property of your table view.

Topics

Providing the Items to Drag

```
func tableView(UITableView, itemsForBeginning:
UIDragSession, at: IndexPath) -> [UIDragItem]
```

Provides the initial set of items (if any) to drag.

Required.

```
func tableView(UITableView, itemsForAddingTo:
UIDragSession, at: IndexPath, point: CGPoint) ->
[UIDragItem]
```

Adds the specified items to an existing drag session.

Tracking the Drag Session

```
func tableView(UITableView, dragSessionWillBegin:
UIDragSession)
```

Signals the start of a drag operation involving content from the specified table view.

```
func tableView(UITableView, dragSessionDidEnd:
UIDragSession)
```

Signals the end of a drag operation involving content from the specified table view

Providing a Custom Preview

```
func tableView(UITableView, dragPreviewParameters  
ForRowAt: IndexPath) -> UIDragPreviewParameters?
```

Returns custom information about how to display the row at the specified location during the drag.

Instance Methods

```
func tableView(UITableView, dragSessionAllowsMove  
Operation: UIDragSession) -> Bool
```

```
func tableView(UITableView, dragSessionIs  
RestrictedToDraggingApplication: UIDragSession) -  
> Bool
```