

Protocol

# UITableViewDropCoordinator

An interface for coordinating your custom drop-related actions with the table view.

## Declaration

```
protocol UITableViewDropCoordinator
```

## Overview

You do not create instances of this class yourself. When a drop occurs in the table view, UIKit creates an instance of this class and passes it to your `tableView(_:performDropWith:)` method. Use the object to let the table view know how you want to animate the dropped items into position.

## Topics

---

### Getting the Dragged Items

```
var items: [UITableViewDropItem]
```

The items being dragged.

**Required.**

---

### Getting the Drop Location

```
var destinationIndexPath: IndexPath?
```

The index path at which to insert the item into the table view.

**Required.**

## Animating Rows to Their Destination

```
func drop(UIDragItem, toRowAt: IndexPath) -> UIDragAnimating
```

Animates the item to the specified index path in the table view.  
**Required.**

```
func drop(UIDragItem, intoRowAt: IndexPath, rect: CGRect) -> UIDragAnimating
```

**Required.**

```
func drop(UIDragItem, to: UIDragPreviewTarget) -> UIDragAnimating
```

Animates the item to an arbitrary location in your view hierarchy.  
**Required.**

## Getting the Session Information

```
var session: UIDropSession
```

The drop session containing information about the transaction.  
**Required.**

```
var proposal: UITableViewDropProposal
```

The proposal for how to incorporate the dropped items.  
**Required.**

## Instance Methods

```
func drop(UIDragItem, to: UITableViewDropPlaceholder) -> UITableViewDropPlaceholderContext
```

**Required.**