**SWING DRAG AND DROP AND DATA TRANSFER, INTRODUCTION AND LIVE EXAMPLES**

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In computer graphical user interfaces (GUI), drag and drop is a pointing device gesture in which the user selects a virtual object by "grabbing" it and dragging it to a different location or onto another virtual object. In general, it can be used to invoke many kinds of actions, or create various types of associations between two abstract objects.

As a feature, drag-and-drop support is not found in all software, though it is sometimes a fast and easy-to-learn technique.

Drag and drop, and cut, copy and paste (collectively called data transfer) are essential features of most applications. But what kind of support does Swing provide and how do you take advantage of it?

This will be an introduction to the data transfer mechanism used by Swing, discussing in particular the TransferHandler class which is the workhorse of the data transfer system.

If you are writing an application you will want to support the ability to transfer information between components in your application. The TransferHandler class will provide an easy mechanism for transferring data to and from a JComponent.