JAVAFX DRAG AND DROP

DRAG/DROP TYPES

- Simple press-drag-release

  - Useful for resizing objects, etc.

  - All events are sent to the *source* node

- Full press-drag-release

  - Useful for connecting components, for example, in connecting tables in an ERD with lines

- **Drag and drop gesture**

  - **Used to move or copy data from one node to another**

TERMINOLOGY

- Node - a button, text box, list, etc. that exists in the scene that can handle events

- Source - the node that contains the information to be copied or moved

- Target - the node that is the destination of the copy

- Clipboard - the operating system function that temporarily holds data that was copied

- DragBoard - the JavaFX component that interfaces with the clipboard

OVERALL PROCESS