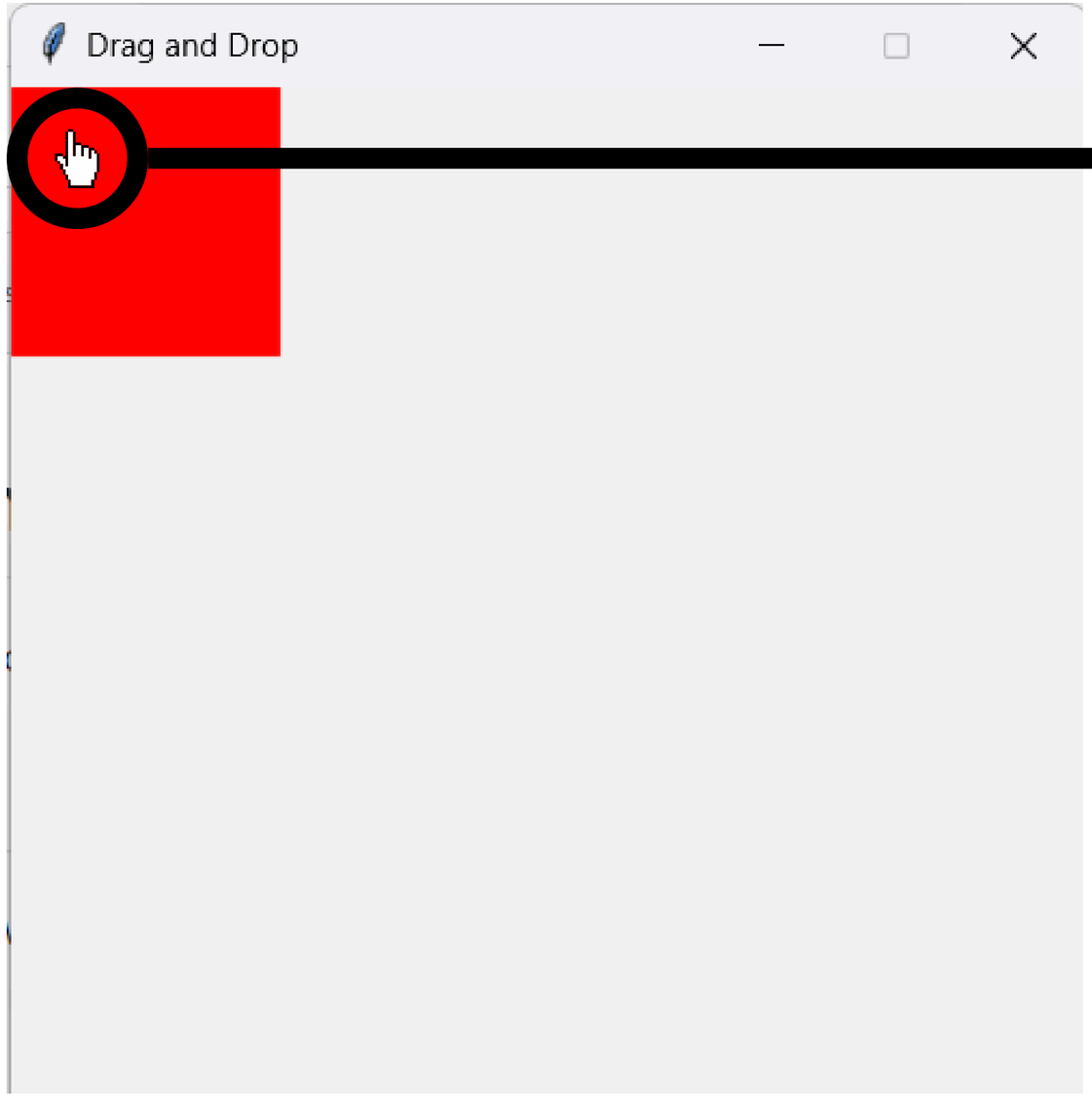
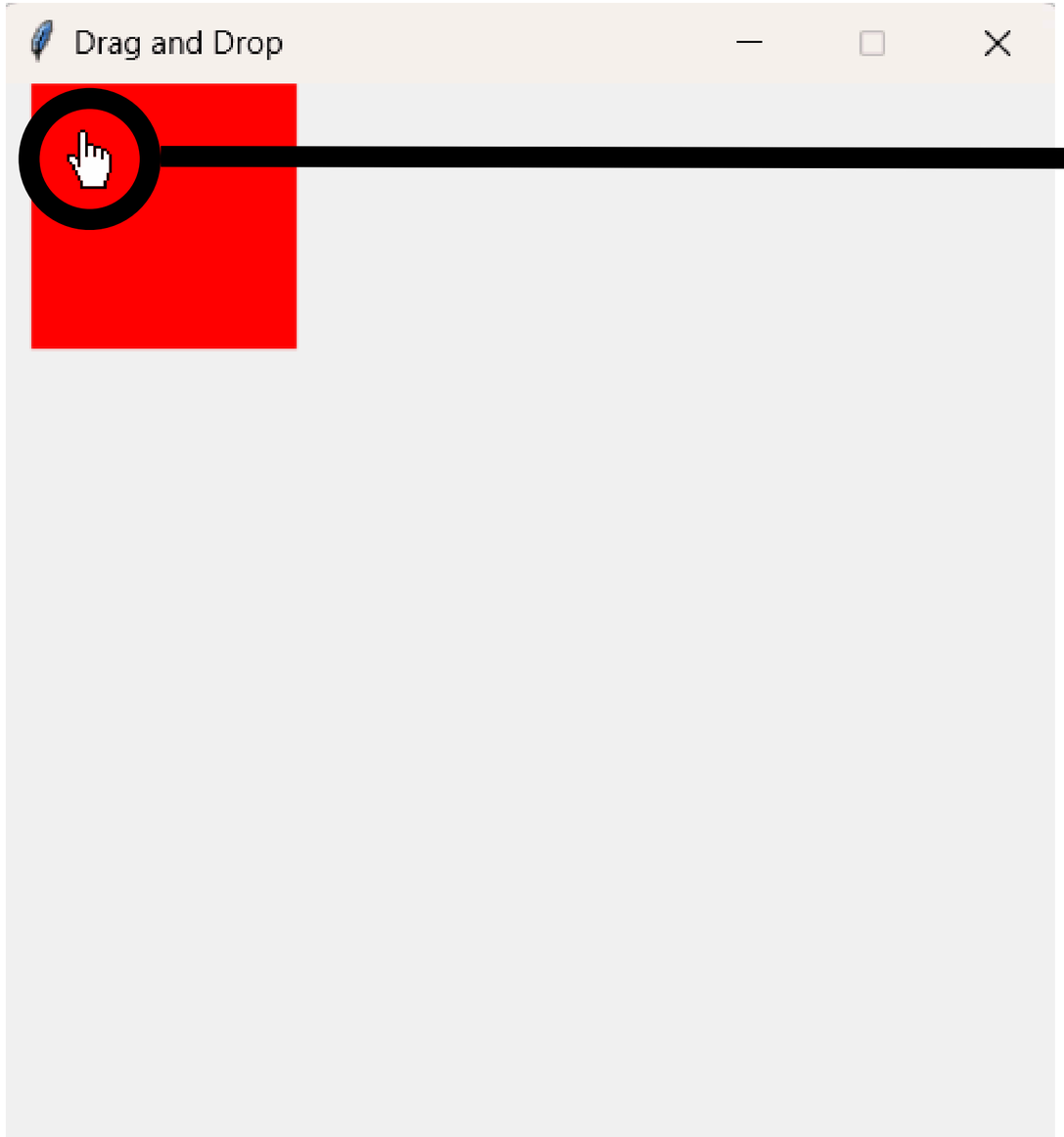


User clicks on the widget to start the dragging

Relative coordinates (relative to the widget) are calculated.
In this case, the cursor is at the following coordinates:
x = 20;
y = 14



User drags the mouse. Every slight movement of the mouse calls on_drag() method.

Example: the first slight movement consists of a displacement of 1 pixel on the x-axis.

```
Widget: x = 0; y = 0
Event: x = 21; y = 14


New x=1; y=0
```

Here’s what happens during the first movement.

Widget is at the initial position, which is (0; 0)
The cursor is now at position (21; 14).

Considering that the start coordinates (given by the first of the mouse) were (20; 14), new coordinates are calculated in the following way:

new_x = 0 + 21 - 20 = 1
new_y = 0 + 14 - 14 = 0

Widget is placed at (1; 0)