

Clipboard and Drag-and-Drop

Data Transfer

- Methods to enable “user-interface level data transfer” within an application and between applications
 - clipboard (copy, cut, paste)
 - drag-and-drop (drag data from one view/application to another)

Clipboard Transfer

- Data transfer method using a (system-level) **generic data buffer**
 - Copy/Cut data from document to clipboard
 - Paste data from clipboard to document
- Like undo, clipboard "copy and paste" is *expected in a GUI*
- Clipboard design and access
 - access to clipboard contents a potential security risk?
 - how to handle different data, and different formats?
(copy text, image, data table, HTML, SVG, ...)

Clipboard Supported Data Formats

- When data is placed on clipboard, application indicates formats
 - data can be provided as vector image, bitmap image, text, ...
- Need way to deal with:
 - Formatted text like HTML, RTF, MS Office, ...
 - Vector-based drawing? (SVG, Illustrator, ...)
 - Images in different file formats (JPG, PNG, TIF, ...)
 - PostScript/PDF drawings?
 - Tables? Charts? Grouped objects? Filters?
 - Proprietary graphics formats? (Photoshop layers)
 - 3D meshes? Video?
- MacOS Human Interface Guidelines specify all application must:
 - at least support plaintext or image on clipboard
 - at least accept plaintext or image from clipboard

Placing Data on Clipboard

- Data is (usually) not put into clipboard immediately
 - multiple data formats could take space (e.g. image)
 - clipboard may never be pasted (use “cut” like delete)
- Application manages clipboard data until “paste” occurs
 - If application exits, it may put all data into clipboard regardless

Java Clipboard API

- Clipboard and drag and drop package:
`java.awt.datatransfer`
- Key classes:
`Clipboard`
`DataFlavor`
`Transferable`
- Supports Local and system clipboards
 - Local clipboards are named clipboards holding data only accessible by the application
`new Clipboard(“My clipboard”);`
 - System clipboard is operating-system-wide clipboard
`Toolkit.getDefaultToolkit().getSystemClipboard()`

Steps to Copy Data to Clipboard

1. Get clipboard

```
Clipboard cb = Toolkit.getDefaultToolkit()  
    .getSystemClipboard();
```

2. Create a Transferable object

- methods to list/query supported data formats
- method to get data in specified format

```
Transferable transferObject = new Transferable() { ... }
```

1. Set clipboard contents to Transferable object

```
cb.setContents(transferObject, this);
```

Transferable Object

- Encapsulates all data to copy
 - Command pattern, similar in spirit to UndoableEdit
- Data formats are called “flavors”
- Data format methods:

```
DataFlavor[ ] getTransferDataFlavors()  
boolean isDataFlavorSupported(DataFlavor flavor)  
Object getTransferData(DataFlavor flavor)
```

Creating a Transferable

```
Transferable transferObject = new Transferable() {  
  
    // text data to put on clipboard  
    private String text = textArea.getSelectedText();  
  
    public Object getTransferData(DataFlavor flavor) {  
        // could convert data to whatever you want here  
        if (flavor.equals(DataFlavor.stringFlavor)) {  
            return text;  
        }  
        throw new UnsupportedFlavorException(flavor);  
    }  
  
    public DataFlavor[] getTransferDataFlavors() {  
        return new DataFlavor[] { DataFlavor.stringFlavor };  
    }  
  
    public boolean isDataFlavorSupported(DataFlavor flavor) {  
        return flavor.equals(DataFlavor.stringFlavor);  
    }  
};
```

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Steps to Paste Data from Clipboard

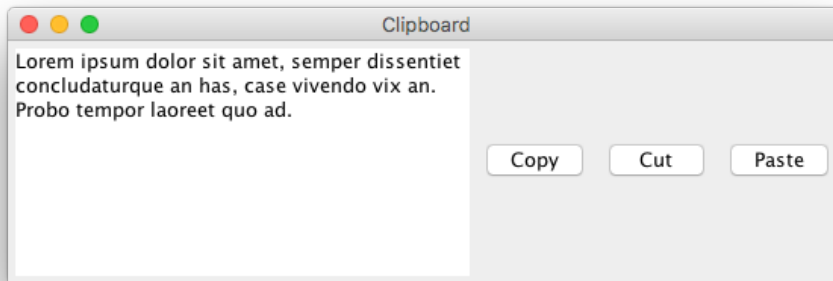
1. Get clipboard

```
Clipboard cb = Toolkit.getDefaultToolkit()  
    .getSystemClipboard();
```
2. See if clipboard supports desired data format (DataFlavor)

```
if (cb.isDataFlavorAvailable(DataFlavor.stringFlavor)) {
```
3. Get the data, casting it to the proper Java object

```
String t = (String)cb.getData(DataFlavor.stringFlavor);  
textArea.replaceSelection(t);
```

Code Demo: Cut-and-Paste



```
COPY: `Lorem`
COPY: set system clipboard to Transferable
      Transferable.getTransferDataFlavors
      Transferable.getTransferDataFlavors
      Transferable.getTransferData as java.awt.datatransfer.DataFlavor[mimetype=applicatio
      Transferable.getTransferData as java.awt.datatransfer.DataFlavor[mimetype=applicatio
      Transferable.getTransferData as java.awt.datatransfer.DataFlavor[mimetype=applicatio
PASTE
      Transferable.getTransferDataFlavors
PASTE: 1 available flavours ...
      Transferable.getTransferDataFlavors
      Unicode String java.awt.datatransfer.DataFlavor[mimetype=application/x-java-seriali
      Transferable.isDataFlavorSupported: java.awt.datatransfer.DataFlavor[mimetype=applic
PASTE: DataFlavor.stringFlavor available
      Transferable.getTransferData as java.awt.datatransfer.DataFlavor[mimetype=applicatio
PASTE: 'Lorem'
```

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Drag-and-Drop

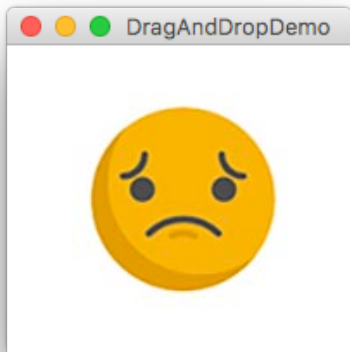
- Also uses Transferable, DataFlavor objects
- Attach a TransferHandler to each widget to manage data transfer
- Need to detect the start-of-drag gesture



- has a TransferHandler that implements createTransferable and exportDone
- has a mouseListener to detect the start-of-drag gesture
- has a TransferHandler that implements importData

Supporting Drop (in Drag-and-Drop)

- “Drop” refers to pasting data **into** your widget at end of drag
- To support dropping:
 1. Create a TransferHandler
 2. Override TransferHandler.importData method
 3. Set the TransferHandler on the widget



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DragAndDropDemo.java

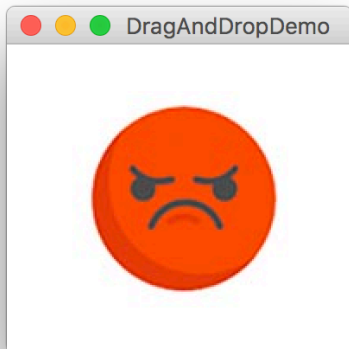
```
// create image transfer handler
private class ImageTransferHandler extends TransferHandler {
    ...
    public boolean importData(JComponent c, Transferable t) {
        if (t.isDataFlavorSupported(DataFlavor.imageFlavor)) {
            image = (Image)t.getTransferData(DataFlavor.imageFlavor);
            label.setIcon(new ImageIcon(image));
            return true;
        }
        return false;
    }
    ...
}

// In view setup
imageLabel = new JLabel();
imageLabel.setOpaque(true);
imageLabel.setTransferHandler(new ImageHandler());
```

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Supporting Drag (in Drag-and-Drop)

- “Drag” refers to copying data **out of** your widget at start of drag
- Steps to add “Drag” support:
 1. Create a TransferHandler
 2. Override createTransferable with data Transferable
 3. Set the TransferHandler on the widget
 4. Define a mouse listener that knows when a drag **starts**
 5. On drag, get widget’s transfer handler and call exportAsDrag



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DragAndDropDemo.java

```
// create an image transfer handler
private class ImageTransferHandler extends TransferHandler {

    // create Transferable for handler
    protected Transferable createTransferable(JComponent c) {
        return new Transferable() {
            private Image img =
                ((ImageIcon)imageLabel.getIcon()).getImage();

            public Object getTransferData(DataFlavor flavor) {
                if (flavor.equals(DataFlavor.imageFlavor)) {
                    return this.img;
                }
                throw new UnsupportedFlavorException(flavor);
            }
            ...
        };
    }
}
```

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DragAndDropDemo.java

```
// A simple recognizer for the drag gesture
private class DragGesture extends MouseInputAdapter {

    private boolean armed = true;

    public void mouseDragged(MouseEvent e) {
        // Initiate drag and drop at start of drag only
        if (armed) {
            JComponent c = (JComponent)e.getSource();
            TransferHandler handler = c.getTransferHandler();
            handler.exportAsDrag(c, e, TransferHandler.COPY);
            armed = false;
        }
    }

    public void mouseReleased(MouseEvent e) {
        armed = true;
    }
}
```

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TransferHandler Methods

Transferable createTransferable(JComponent c)

boolean importData(JComponent c, Transferable t)

int getSourceActions(JComponent c)

- returns one of COPY, MOVE, or COPY_OR_MOVE

void exportAsDrag(JComponent c, InputEvent e, int action)

- action is one of COPY, MOVE, or COPY_OR_MOVE

void exportDone(JComponent source, Transferable data,
int action)

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TransferDemo.java

- Clipboard and Drag-and-Drop combined

