

Drag Pseudo Code

- Define 3 fields
 - the shape to be dragged
 - a Boolean variable (tells whether the mouse was pressed when the cursor was within the shape)
 - a Location variable (used to keep track of the former Location of the dragged shape)
- Initialize fields in begin()
 - set Boolean variable to be false
 - construct the shape
- Make an onMousePress method
 - Sets the Boolean variable to true if the mouse is pressed when the cursor is inside the shape
 - Saves the Location when the mouse is pressed when the cursor is within the shape
- Make an onMouseDrag method
 - If the Boolean variable is true (the mouse was pressed inside the shape)
 - Calculate the change in the x coordinate between the present Location and the last Location
 - Calculate the change in the y coordinate between the present Location and the last Location
 - Call the move method using the change in x and change in y values
 - Save the present Location value in the Location field variable (it becomes the last Location)

