

QML - Qt Modeling Language

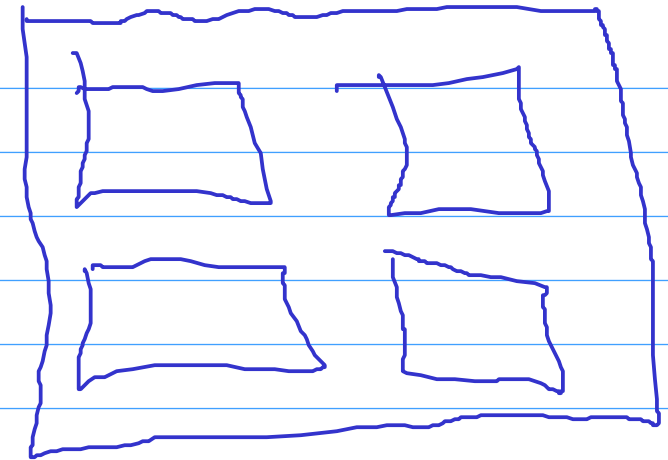
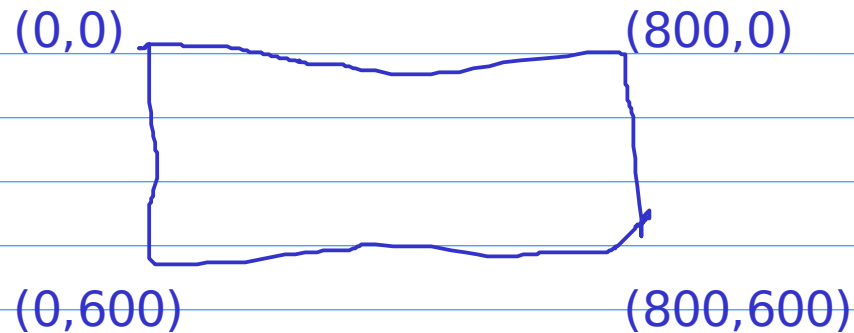
Supported Quick Engine (quick module)

.pro file:-

QT += quick

Item is base element for most of QML elements

qmlscene example1.qml



width : 100
height : 100
margin : 20

x,y for four rectangles

Rectangle {

ctrl + I : code formatting

id : inner

anchors.centerIn: outer

width : 150

height : 100

radius : 20

border.color : "black"

border.width : 2

MouseArea {

anchors.fill: parent

onClicked: {

console.log("clicked")

}

}

}

TextInput -- single line

TextEdit -- multi line

Timer

Image

Summary:-

gradient property
Circle

Rectangle	Inner element/sibling
Text	absolute positioning (x,y)
MouseArea	anchors
Timer	
Image	
Keys	

Properties of each element
Item is base element

TODO:- TextInput, TextEdit

Further:-

Components
Animations
Quick Controls
C++ and QML interaction