

# Dynamic Behaviors

Create connections between components to enable them to communicate with each other. The connections can be triggered by signals that are emitted when the values of other components or the UI state change.

## > [Working with Connections](#)

You can create connections between the UI components and the application to enable them to communicate with each other. For example, how does the appearance of a button change on a mouse click and which action does the application need to perform in response to it.

You can also create connections between UI components by binding their properties together. This way, when the value of a property changes in a parent component, it can be automatically changed in all the child components, for example.

## > [Working with States](#)

You can declare various UI states that describe how component properties change from a base state. Therefore, states can be a useful way of organizing your UI logic. You can associate transitions with components to define how their properties will animate when they change due to a state change.

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