**Qt** DOCUMENTATION

Qt Design Studio Manual 3.7.0

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# Adding Connections

› Connecting Components to Signals

A signal and handler mechanism enables components to respond to application events, which are represented by *signals*. When a signal is emitted, the corresponding *signal handler* is invoked to respond to the event by applying an action, for example.

› Adding Bindings Between Properties

A component's property can be assigned a static value that stays constant until it is explicitly changed. To make the UI more dynamic, you can use *property bindings*. This means that you can specify relationships between component properties so that when the value of a property changes, the values of any properties that are bound to it are automatically updated accordingly.
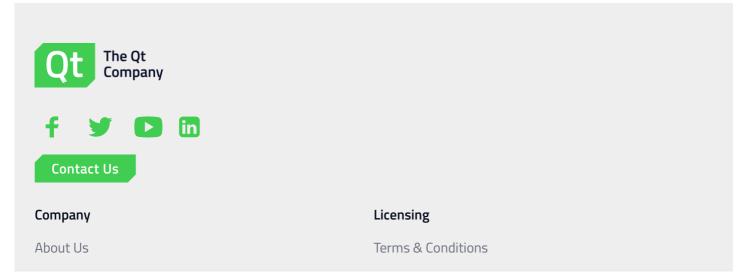
› Specifying Custom Properties

Each preset component has a set of preset properties that you can specify values for. You can add custom properties that would not otherwise exist for a particular component type or your custom components.

For an example of using properties, bindings, and connections to create a scalable push button, see Creating Scalable Buttons and Borders.

‹ Dynamic Behaviors                                    Connecting Components to Signals ›

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