All source and header files are in

[InstaDam](https://github.com/Vedhus/InstaDam)/[Qt](https://github.com/Vedhus/InstaDam/tree/master/Qt)/**InstaDam**/app

.ui files just describe the layout of different wdigets for a particular window

In the instadam.ui file, you see the basic instadam layout

Each UI file has one source and header associated with it, that has the functions for the widgets in the UI

Instadam.h and instadam.cpp have most of the logic for mouse interactions, menu actions like opens, save, edit label, etc

There a bunch of files for the selectors have the classes for the selector types

Polygonselect.cpp

Ellipseselect.cpp

Freedrawselect.cpp

Freedrawerase.cpp

Rectangleselect.cpp

Base classes: selectitem.cpp, boxbasedselector.cpp

Objects of these classes are created from InstaDam.cpp

Qt has something called signals and slots. When you do a certain action

You can define a signal which has a unique name and is like a function call, but it just emits either a blank signal or some variable or object.

Slots are functions that listen for any signals they are connected to start their scope

You can connect a signal to a slot by using the connect function.. Check Qt website for syntax

The output of the signal has the same set of parameters as a slot.