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# QML Basic

QML is implemented and extend ECMAScript; Qt Quick use it to describe its GUI object system.

## Object

In QML to define a object is easy and quick;

```
import QtQuick 2.2

Rectangle{
 width:320;
 height:480;
}

/*
<ObjectClass> {
  [ObjectPropertyName]:[ObjectPropertyValue];
}
*/
```

## Expression

Same as the expression in JavaScript

1. variable
2. literal value
3. function
4. regexp

```
Rectangle{
 width:23*10;
 height:6*80;
 color:"#121212";
}
```

## Comments

1. // single line comment
2. /* */ multi-line comment

## Property

### Name

use Camel name style for property

# Type

1. QML Language
2. QML Modules
3. C++ Exported

## Basic type

| type | category | description |
|---|---|---|
| int | QML Language | Whole number, e.g. 0, 10, or -20 |
| real | QML Language | The real type refers to a number with decimal point, e.g. 1.2 or -29.8. |
| double | QML Language | Number with a decimal point, stored in double precision |
| bool | QML Language | Binary true/false value |
| string | QML Language | Free form text string |
| list | QML Language | List of QML objects |
| url | QML Language | Resource locator |
| var | QML Language | Generic property type |
| enumeration | QML Language | Named enumeration value |
| date | QML Modules | Date value |
| point | QML Modules | Value with x and y attributes |
| rect | QML Modules | Value with x, y, width and height attributes |
| size | QML Modules | Value with width and height attributes |

## id property

should be unique in one QML file.

```
Item{
 id:myItem;
}
```

## list property

same as Array in JavaScript,

```
Item{
 children:[
  Text{ text:"text1"},Text{text:"text2"}
 ]
 onClicked:{
  console.log(chidren.length);
  console.log(children[0].text);
 }
}
```

## signal handler property

```
Button{
 id:quit;
 onClicked:{
  Qt.quit();
 }
}
// on<Signal>

```

## group property

```
Text{
 font.pixelSize:18;
 font.bold:true;
}

Text{
 font{
  pixelSize:12;
  bold:true;
 }
}
```

## attached property

```
import QtQuick 2.2
Item{
 width:100;
 height:100;
 focus:true;
 Keys.enabled:false;
}
```