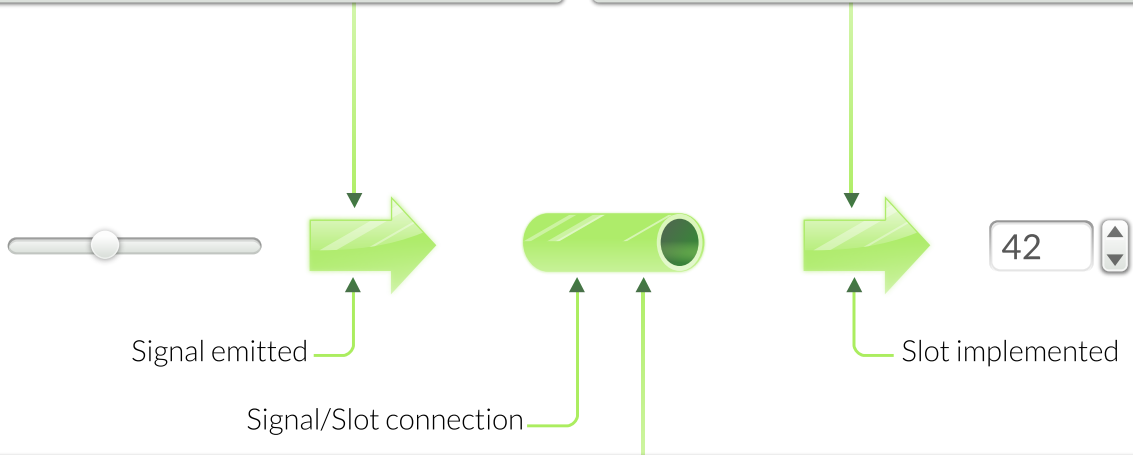


```
void QSlider::mousePressEvent(...)
{
    ...
    emit valueChanged( newValue );
    ...
}
```

```
void QSpinBox::setValue( int value )
{
    ...
    m_value = value;
    ...
}
```



```
QObject::connect( slider, &QSlider::valueChanged,
                 spinbox, &QSpinBox::setValue )
```