**Object Types**

Most object types provided by the QtQuick import are based on the [Item](qml-qtquick-item.html) type, which itself derives from [QtObject](../qtqml/qml-qtqml-qtobject.html). [QML object types](../qtqml/qtqml-qmlmodule.html#object-types) provided by the Qt QML module (such as [QtObject](../qtqml/qml-qtqml-qtobject.html) and [Component](../qtqml/qml-qtqml-component.html)) are also available when you import QtQuick.

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| [Accessible](qml-qtquick-accessible.html) | Enables accessibility of QML items |
| [AnchorAnimation](qml-qtquick-anchoranimation.html) | Animates changes in anchor values |
| [AnchorChanges](qml-qtquick-anchorchanges.html) | Specifies how to change the anchors of an item in a state |
| [AnimatedImage](qml-qtquick-animatedimage.html) | Plays animations stored as a series of images |
| [AnimatedSprite](qml-qtquick-animatedsprite.html) | Draws a sprite animation |
| [Animation](qml-qtquick-animation.html) | Is the base of all QML animations |
| [AnimationController](qml-qtquick-animationcontroller.html) | Enables manual control of animations |
| [Animator](qml-qtquick-animator.html) | Is the base of all QML animators |
| [Behavior](qml-qtquick-behavior.html) | Defines a default animation for a property change |
| [BorderImage](qml-qtquick-borderimage.html) | Paints a border based on an image |
| [BorderImageMesh](qml-qtquick-borderimagemesh.html) | Defines a mesh with vertices arranged like those of a BorderImage |
| [Canvas](qml-qtquick-canvas.html) | Provides a 2D canvas item enabling drawing via JavaScript |
| [CanvasGradient](qml-qtquick-canvasgradient.html) | Provides an opaque CanvasGradient interface |
| [CanvasImageData](qml-qtquick-canvasimagedata.html) | Contains image pixel data in RGBA order |
| [CanvasPixelArray](qml-qtquick-canvaspixelarray.html) | Provides ordered and indexed access to the components of each pixel in image data |
| [ColorAnimation](qml-qtquick-coloranimation.html) | Animates changes in color values |
| [Column](qml-qtquick-column.html) | Positions its children in a column |
| [Context2D](qml-qtquick-context2d.html) | Provides 2D context for shapes on a Canvas item |
| [DoubleValidator](qml-qtquick-doublevalidator.html) | Defines a validator for non-integer numbers |
| [Drag](qml-qtquick-drag.html) | For specifying drag and drop events for moved Items |
| [DragEvent](qml-qtquick-dragevent.html) | Provides information about a drag event |
| [DragHandler](qml-qtquick-draghandler.html) | Handler for dragging |
| [DropArea](qml-qtquick-droparea.html) | For specifying drag and drop handling in an area |
| [EnterKey](qml-qtquick-enterkey.html) | Provides a property to manipulate the appearance of Enter key on an on-screen keyboard |
| [EventPoint](qml-qtquick-eventpoint.html) | Provides information about an individual point within a PointerEvent |
| [EventTouchPoint](qml-qtquick-eventtouchpoint.html) | Provides information about an individual touch point within a PointerEvent |
| [Flickable](qml-qtquick-flickable.html) | Provides a surface that can be "flicked" |
| [Flipable](qml-qtquick-flipable.html) | Provides a surface that can be flipped |
| [Flow](qml-qtquick-flow.html) | Positions its children side by side, wrapping as necessary |
| [FocusScope](qml-qtquick-focusscope.html) | Explicitly creates a focus scope |
| [FontLoader](qml-qtquick-fontloader.html) | Allows fonts to be loaded by name or URL |
| [FontMetrics](qml-qtquick-fontmetrics.html) | Provides metrics for a given font |
| [GestureEvent](qml-qtquick-gestureevent.html) | Parameter given with the gestureStarted signal |
| [Gradient](qml-qtquick-gradient.html) | Defines a gradient fill |
| [GradientStop](qml-qtquick-gradientstop.html) | Defines the color at a position in a Gradient |
| [GraphicsInfo](qml-qtquick-graphicsinfo.html) | Provides information about the used Qt Quick backend |
| [Grid](qml-qtquick-grid.html) | Positions its children in grid formation |
| [GridMesh](qml-qtquick-gridmesh.html) | Defines a mesh with vertices arranged in a grid |
| [GridView](qml-qtquick-gridview.html) | For specifying a grid view of items provided by a model |
| [HandlerPoint](qml-qtquick-handlerpoint.html) | An event point |
| [HoverHandler](qml-qtquick-hoverhandler.html) | Handler for mouse and tablet hover |
| [Image](qml-qtquick-image.html) | Displays an image |
| [IntValidator](qml-qtquick-intvalidator.html) | Defines a validator for integer values |
| [Item](qml-qtquick-item.html) | A basic visual QML type |
| [ItemGrabResult](qml-qtquick-itemgrabresult.html) | Contains the results from a call to Item::grabToImage() |
| [KeyEvent](qml-qtquick-keyevent.html) | Provides information about a key event |
| [KeyNavigation](qml-qtquick-keynavigation.html) | Supports key navigation by arrow keys |
| [Keys](qml-qtquick-keys.html) | Provides key handling to Items |
| [LayoutMirroring](qml-qtquick-layoutmirroring.html) | Property used to mirror layout behavior |
| [ListView](qml-qtquick-listview.html) | Provides a list view of items provided by a model |
| [Loader](qml-qtquick-loader.html) | Allows dynamic loading of a subtree from a URL or Component |
| [Matrix4x4](qml-qtquick-matrix4x4.html) | Provides a way to apply a 4x4 tranformation matrix to an Item |
| [MouseArea](qml-qtquick-mousearea.html) | Enables simple mouse handling |
| [MouseEvent](qml-qtquick-mouseevent.html) | Provides information about a mouse event |
| [MultiPointHandler](qml-qtquick-multipointhandler.html) | Abstract handler for multi-point Pointer Events |
| [MultiPointTouchArea](qml-qtquick-multipointtoucharea.html) | Enables handling of multiple touch points |
| [NumberAnimation](qml-qtquick-numberanimation.html) | Animates changes in qreal-type values |
| [OpacityAnimator](qml-qtquick-opacityanimator.html) | Type animates the opacity of an Item |
| [ParallelAnimation](qml-qtquick-parallelanimation.html) | Enables animations to be run in parallel |
| [ParentAnimation](qml-qtquick-parentanimation.html) | Animates changes in parent values |
| [ParentChange](qml-qtquick-parentchange.html) | Specifies how to reparent an Item in a state change |
| [Path](qml-qtquick-path.html) | Defines a path for use by PathView and Shape |
| [PathAngleArc](qml-qtquick-pathanglearc.html) | Defines an arc with the given radii and center |
| [PathAnimation](qml-qtquick-pathanimation.html) | Animates an item along a path |
| [PathArc](qml-qtquick-patharc.html) | Defines an arc with the given radius |
| [PathAttribute](qml-qtquick-pathattribute.html) | Specifies how to set an attribute at a given position in a Path |
| [PathCubic](qml-qtquick-pathcubic.html) | Defines a cubic Bezier curve with two control points |
| [PathCurve](qml-qtquick-pathcurve.html) | Defines a point on a Catmull-Rom curve |
| [PathElement](qml-qtquick-pathelement.html) | The base path type |
| [PathInterpolator](qml-qtquick-pathinterpolator.html) | Specifies how to manually animate along a path |
| [PathLine](qml-qtquick-pathline.html) | Defines a straight line |
| [PathMove](qml-qtquick-pathmove.html) | Moves the Path's position |
| [PathMultiline](qml-qtquick-pathmultiline.html) | Defines a set of polylines through a list of lists of coordinates |
| [PathPercent](qml-qtquick-pathpercent.html) | Manipulates the way a path is interpreted |
| [PathPolyline](qml-qtquick-pathpolyline.html) | Defines a polyline through a list of coordinates |
| [PathQuad](qml-qtquick-pathquad.html) | Defines a quadratic Bezier curve with a control point |
| [PathSvg](qml-qtquick-pathsvg.html) | Defines a path using an SVG path data string |
| [PathText](qml-qtquick-pathtext.html) | Defines a string in a specified font |
| [PathView](qml-qtquick-pathview.html) | Lays out model-provided items on a path |
| [PauseAnimation](qml-qtquick-pauseanimation.html) | Provides a pause for an animation |
| [PinchArea](qml-qtquick-pincharea.html) | Enables simple pinch gesture handling |
| [PinchEvent](qml-qtquick-pinchevent.html) | For specifying information about a pinch event |
| [PinchHandler](qml-qtquick-pinchhandler.html) | Handler for pinch gestures |
| [PointHandler](qml-qtquick-pointhandler.html) | Handler for reacting to a single touchpoint |
| [PointerDevice](qml-qtquick-pointerdevice.html) | Provides information about a pointing device |
| [PointerDeviceHandler](qml-qtquick-pointerdevicehandler.html) | Abstract handler for pointer events with device-specific constraints |
| [PointerEvent](qml-qtquick-pointerevent.html) | Provides information about an event from a pointing device |
| [PointerHandler](qml-qtquick-pointerhandler.html) | Abstract handler for pointer events |
| [PointerScrollEvent](qml-qtquick-pointerscrollevent.html) | Provides information about a scrolling event, such as from a mouse wheel |
| [Positioner](qml-qtquick-positioner.html) | Provides attached properties that contain details on where an item exists in a positioner |
| [PropertyAction](qml-qtquick-propertyaction.html) | Specifies immediate property changes during animation |
| [PropertyAnimation](qml-qtquick-propertyanimation.html) | Animates changes in property values |
| [PropertyChanges](qml-qtquick-propertychanges.html) | Describes new property bindings or values for a state |
| [Rectangle](qml-qtquick-rectangle.html) | Paints a filled rectangle with an optional border |
| [RegularExpressionValidator](qml-qtquick-regularexpressionvalidator.html) | Provides a string validator |
| [Repeater](qml-qtquick-repeater.html) | Instantiates a number of Item-based components using a provided model |
| [Rotation](qml-qtquick-rotation.html) | Provides a way to rotate an Item |
| [RotationAnimation](qml-qtquick-rotationanimation.html) | Animates changes in rotation values |
| [RotationAnimator](qml-qtquick-rotationanimator.html) | Type animates the rotation of an Item |
| [Row](qml-qtquick-row.html) | Positions its children in a row |
| [Scale](qml-qtquick-scale.html) | Provides a way to scale an Item |
| [ScaleAnimator](qml-qtquick-scaleanimator.html) | Type animates the scale factor of an Item |
| [ScriptAction](qml-qtquick-scriptaction.html) | Defines scripts to be run during an animation |
| [SequentialAnimation](qml-qtquick-sequentialanimation.html) | Allows animations to be run sequentially |
| [ShaderEffect](qml-qtquick-shadereffect.html) | Applies custom shaders to a rectangle |
| [ShaderEffectSource](qml-qtquick-shadereffectsource.html) | Renders a Qt Quick item into a texture and displays it |
| [Shortcut](qml-qtquick-shortcut.html) | Provides keyboard shortcuts |
| [SinglePointHandler](qml-qtquick-singlepointhandler.html) | Abstract handler for single-point Pointer Events |
| [SmoothedAnimation](qml-qtquick-smoothedanimation.html) | Allows a property to smoothly track a value |
| [SpringAnimation](qml-qtquick-springanimation.html) | Allows a property to track a value in a spring-like motion |
| [Sprite](qml-qtquick-sprite.html) | Specifies sprite animations |
| [SpriteSequence](qml-qtquick-spritesequence.html) | Draws a sprite animation |
| [State](qml-qtquick-state.html) | Defines configurations of objects and properties |
| [StateChangeScript](qml-qtquick-statechangescript.html) | Specifies how to run a script in a state |
| [StateGroup](qml-qtquick-stategroup.html) | Provides built-in state support for non-Item types |
| [SystemPalette](qml-qtquick-systempalette.html) | Provides access to the Qt palettes |
| [TableView](qml-qtquick-tableview.html) | Provides a table view of items to display data from a model |
| [TapHandler](qml-qtquick-taphandler.html) | Handler for taps and clicks |
| [Text](qml-qtquick-text.html) | Specifies how to add formatted text to a scene |
| [TextEdit](qml-qtquick-textedit.html) | Displays multiple lines of editable formatted text |
| [TextInput](qml-qtquick-textinput.html) | Displays an editable line of text |
| [TextMetrics](qml-qtquick-textmetrics.html) | Provides metrics for a given font and text |
| [TouchPoint](qml-qtquick-touchpoint.html) | Describes a touch point in a MultiPointTouchArea |
| [Transform](qml-qtquick-transform.html) | For specifying advanced transformations on Items |
| [Transition](qml-qtquick-transition.html) | Defines animated transitions that occur on state changes |
| [Translate](qml-qtquick-translate.html) | Provides a way to move an Item without changing its x or y properties |
| [UniformAnimator](qml-qtquick-uniformanimator.html) | Type animates a uniform of a ShaderEffect |
| [Vector3dAnimation](qml-qtquick-vector3danimation.html) | Animates changes in QVector3d values |
| [ViewTransition](qml-qtquick-viewtransition.html) | Specifies items under transition in a view |
| [WheelEvent](qml-qtquick-wheelevent.html) | Provides information about a mouse wheel event |
| [WheelHandler](qml-qtquick-wheelhandler.html) | Handler for the mouse wheel |
| [XAnimator](qml-qtquick-xanimator.html) | Type animates the x position of an Item |
| [YAnimator](qml-qtquick-yanimator.html) | Type animates the y position of an Item |