Designing an Object and Real-Time Feedback for the Location (X, Y axis):

KOD:

```qml
import QtQuick 2.12
import QtQuick.Window 2.12

//how to move object and take a real-time feedback for the object position.

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Hello World")

    Rectangle{
        id: myShape
        width: 100
        height: 100
        color: "orange"

        function update() {
            console.log(x + "x" + y)
            label.text = Math.round(x) + "x" + Math.round(y)

        }

        //anchors.centerIn: parent
        x:100
        y:100

        Component.onCompleted: update()
        onXChanged: update()
        onYChanged: update()

        Text {
            id: label
            text: qsTr("text")
            anchors.centerIn: parent
        }
        MouseArea{
            anchors.fill: parent
            drag.target: parent



        }
    }
}
```
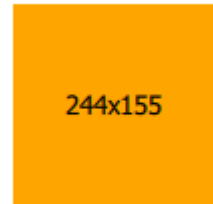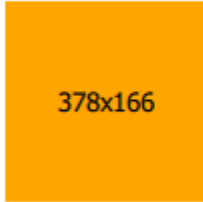
OUTPUT:

X x Y → 244x155 (Koordinat sistemi üzerinde.)

378x166

244x155

Designing an Object and Real-Time Feedback for the Location (Z axis):

KOD – *MyShape*:

```qml
import QtQuick 2.0

Rectangle {
    color: "gray"
    width: 100
    height: 100

    MouseArea{
        anchors.fill: parent
        drag.target: parent
        onClicked: parent.z++

    }

}
```

KOD – *MAIN*:

```qml
import QtQuick 2.12
import QtQuick.Window 2.12
//Z axis drag.

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Hello World")

    property var midx: width / 2
    property var midy: height / 2

    MyShape{
        color: "red"
        x: midx - (width / 2)
        y: midy - (height / 2) - 30
    }
    MyShape{
        color: "green"
        x: midx - (width / 2) - 55
        y: midy - (height / 2) + 30
    }
    MyShape{
        color: "blue"
        x: midx - (width / 2) + 55
        y: midy - (height / 2) + 30
    }
}
```
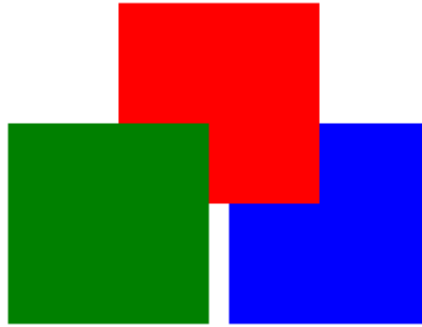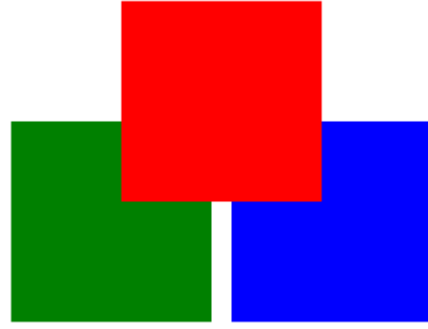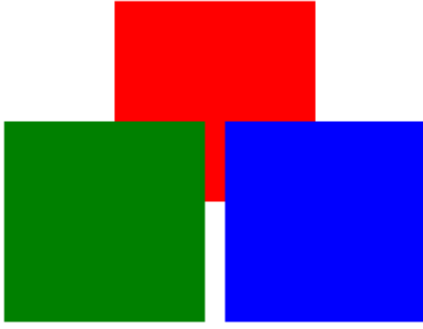
OUTPUT:

Yeşil için çift tık → Z axis++

Kırmızı için çift tık → Z axis++

Mavi için çift tık → Z axis++

COLUMN - ROW LAYOUT:

Component olarak yeniden *MyShape* kullanılmıştır.

KOD – *MAIN (COLUMN)*:

```qml
import QtQuick 2.12
import QtQuick.Window 2.12
//Column Layout

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Hello World")

    Column{
        anchors.centerIn: parent
        spacing: 2 //Simple spacing

        MyShape {color: "red"}
        MyShape {color: "blue"}
        MyShape {color: "green"}
}
}
```
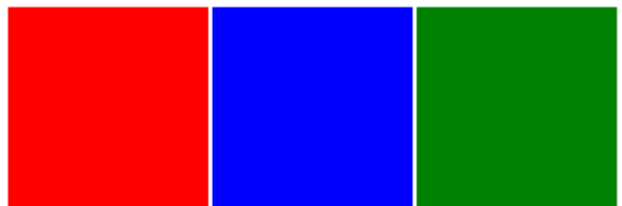
KOD – *MAIN (ROW)*:

```qml
import QtQuick 2.12
import QtQuick.Window 2.12
//Row layout

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Hello World")

    Row{
        anchors.centerIn: parent
        spacing: 2

        MyRow{color: "red"}
        MyRow{color: "blue"}
        MyRow{color: "green"}

    }}
```

OUTPUT:

GRID LAYOUT:

Component olarak yeniden *MyShape* kullanılmıştır.

KOD – *MAIN*:

```
import QtQuick 2.12
import QtQuick.Window 2.12
//Grid Layout (Simply Matrix)

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Hello World")

    Grid{
        anchors.centerIn: parent
        spacing: 5
        rows: 3
        columns: 4

        //Goes top to the down
        MyShape{color: "red"}
        MyShape{color: "yellow"}
        MyShape{color: "green"}
        MyShape{color: "blue"}
        MyShape{color: "black"}
        MyShape{color: "purple"}
        MyShape{color: "gray"}
        MyShape{color: "teal"}
        MyShape{color: "brown"}
        MyShape{color: "orange"}

    }
}
```
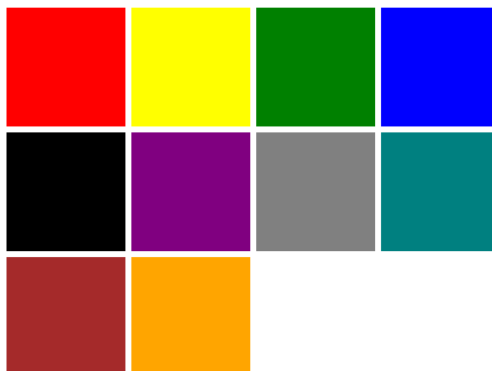
OUTPUT: Çift tık yaptığımızda Z axis++ olduğundan her zaman önde görmeyebiliriz.

ANCHORS - MARGINS: Component olarak yeniden *MyShape* kullanılmıştır.

KOD – *MAIN (ANCHORS)*:

```qml
import QtQuick 2.12
import QtQuick.Window 2.12

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Hello World")

    MyShape{
        id: shapeCental
        anchors.centerIn: parent
        text: "Center"

        Rectangle{
            width: 25
            height: 25
            color: "pink"
            //no anchors by default
            //anchors.centerIn: parent
            //anchors.fill:parent
            anchors.right: parent.right
            anchors.bottom: parent.bottom
        }
    }
    MyShape{
        id: shapeTop
        text: "Top"
        color: "green"
        anchors.bottom: shapeCental.top
        anchors.right: shapeCental.right
    }
    MyShape{
        id: shapeBottom
        text: "Bottom"
        color: "red"
        anchors.top: shapeCental.bottom
        anchors.right: shapeCental.right
    }
    MyShape{
        id: shapeLeft
        text: "Left"
        color: "orange"
        anchors.right: shapeCental.left
        anchors.top: shapeCental.top
    }
    MyShape{
        id: shapeRight
        text: "Right"
        color: "yellow"
        anchors.left: shapeCental.right
        anchors.top: shapeCental.top
    }
}
```

KOD – *MAIN (MARGINS)*:

```qml
import QtQuick 2.12
import QtQuick.Window 2.12

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Hello World")

    Rectangle{
        anchors.centerIn: parent
        width: 300
        height: 300
        color: "red"

        Rectangle{
            width: 100
            height: 100
            color: "yellow"
            //No anchors by default.
            anchors.margins: 50 //All margins
            anchors.left: parent.left
            anchors.bottom: parent.bottom
            anchors.leftMargin: 15
        }
    }
}
```

OUTPUT: