

Notes to self

- . Exploring more about MouseArea
- . The onClicked handler
- . Using the event parameter to print x and y
 - . Use functions for this
- . Handling wheel events
- . Handling hover
- . Dragging in another separate rectangle below

MouseArea



MouseArea(1)

```
MouseArea{
    anchors.fill: parent
    onClicked: function(mouse) {
        console.log(mouse.x)
        movingRectId.x = mouse.x
    }

    onWheel:function(wheel) {
        console.log(" X : "+ wheel.x + " y : "+ wheel.y + " angleData :"+ wheel.angleDelta)
    }

    hoverEnabled: true
    onHoveredChanged: {
        if (containsMouse)
        {
            containerRectId.color = "red"
        }else {
            containerRectId.color = "green"
        }
    }
}
```

MouseArea(2)

```
MouseArea{  
    anchors.fill : parent  
    drag.target: draggableRect  
    drag.axis: Drag.XAxis  
    drag.minimumX: 0  
    drag.maximumX: dragContainerId.width - draggableRect.width  
}
```