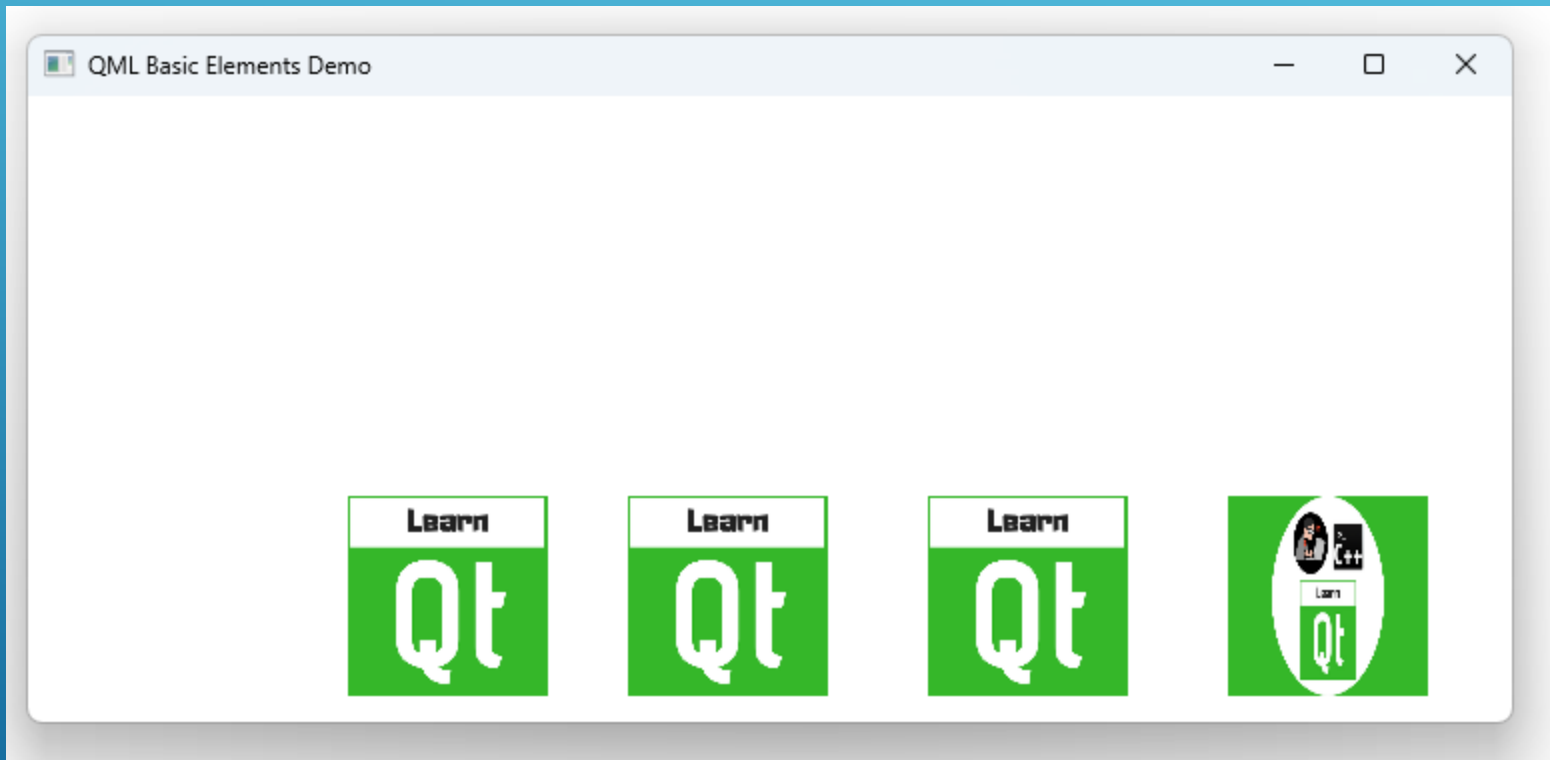


Notes to self

- . Exploring the Image element
 - . Different ways to load images :
 - . from working directory
 - . Working directory is where your binary is built :
for example :
F:\OnlineCourses\Qt6QMLForBeginners\3.BasicElements\build-2-Image-Desktop_Qt_6_3_1_MinGW_64_bit-Debug
 - . You can find that in Qt Creator by going to Projects-> Kit -> Run
 - . from resource file
 - . from full path on the local file system
 - . from web url path
- . To load image from resource, you have to :
 - . set(CMAKE_AUTORCC ON) in your CMakeLists.txt file
 - . use the
source: "qrc:/images/LearnQt.png"
syntax in your Image element.

Image



```
Image {  
    x : 10  
    y : 150  
    width: 100  
    height: 100  
    //Loading image from the working directory  
    source: "file:LearnQt.png"  
}
```

```
Image {  
    x : 150  
    y : 150  
    width: 100  
    height: 100  
    //Loading image from the resource file  
    source: "qrc:/images/LearnQt.png"  
}
```

```
Image {  
    x : 300  
    y : 150  
    width: 100  
    height: 100  
    //Specify the full path to the image  
    source: "file:///D:/Artwork/LearnQt.png"  
}
```

```
Image {  
    x : 450  
    y : 150  
    width: 100  
    height: 100  
    //Specify the full web path to the image  
    source: "https://www.learnqt.guide/images/qt_gui_intermediate.png"  
}
```