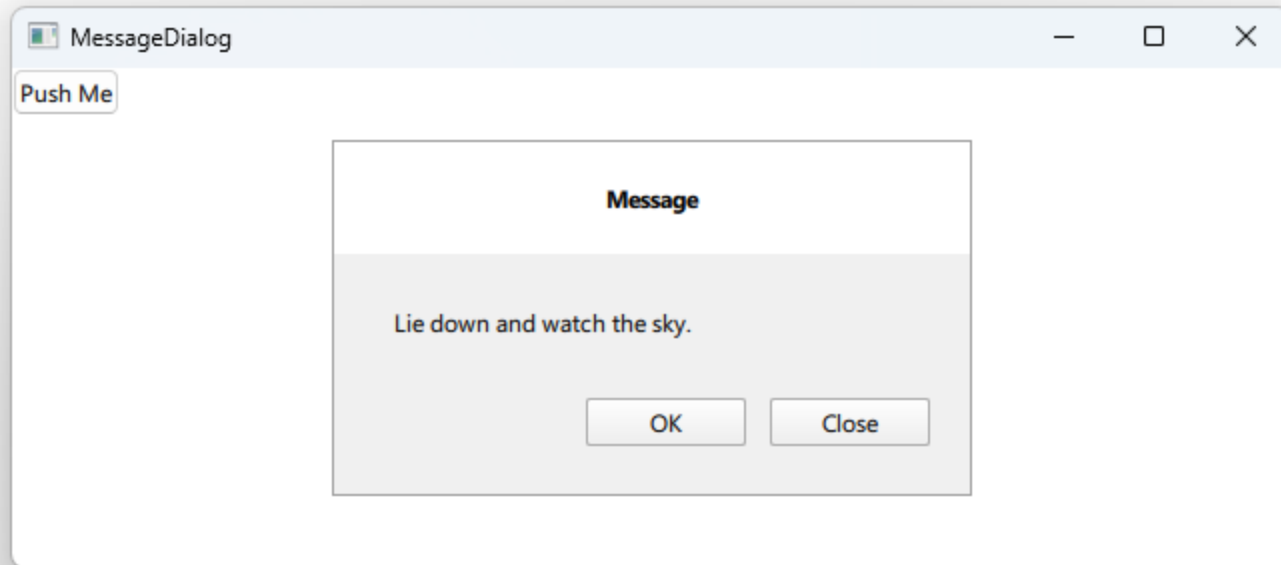


Notes to self

- . Exploring MessageDialog
- . Allow to show prompt messages to users
- . Use the doc and improvise.

MessageDialog



MessageDialog

```
Button{
    onClicked: {
        messageDialog.open()
    }
}
MessageDialog {
    id: messageDialog
    title: "Message"
    text: "Lie down and watch the sky."
    buttons: MessageDialog.Ok | MessageDialog.Close
    onAccepted: {
        console.log("Dialog accepted.")
    }
    onRejected: {
        console.log("Dialog rejected")
    }
}
```

CMake

```
find_package(Qt6 6.2 COMPONENTS Quick QuickControls2 REQUIRED)
...
target_link_libraries(app2-Button
    PRIVATE Qt6::Quick Qt6::QuickControls2)
```