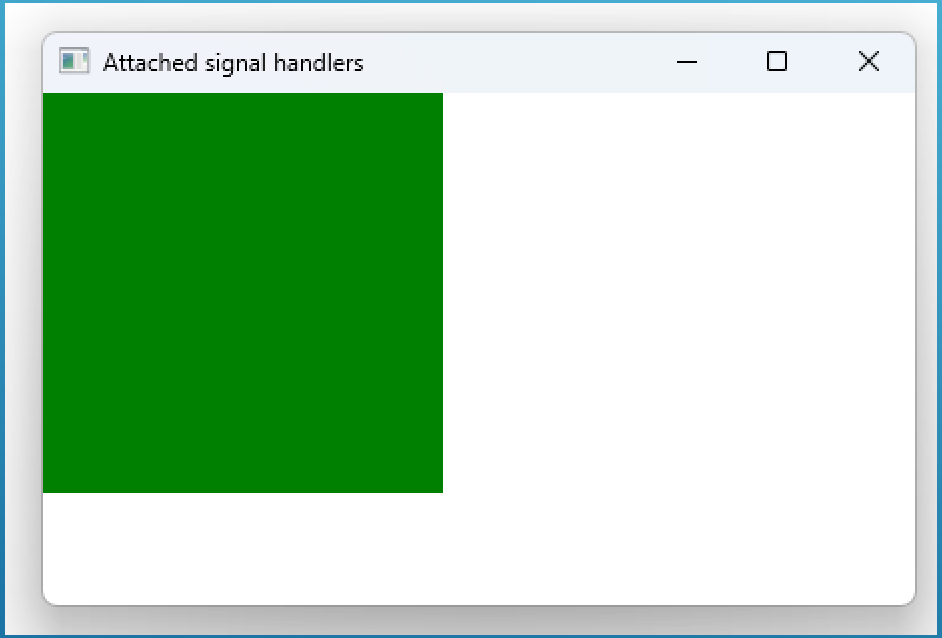
Notes to self

```
Exploring attached signal handlers

    . an attached signal handler receives a signal
      from an attaching type rather than the object within which the handler is declared.

    . For example, Component.onCompleted is an attached signal handler.
      It is often used to execute some JavaScript code when its creation process is complete.

     . The onCompleted handler is not responding to a completed signal
      from the Rectangle type. Instead, an object of the Component
      attaching type with a completed signal has automatically been
      attached to the Rectangle object by the QML engine. The engine
      emits this signal when the Rectangle object is created, thus
      triggering the Component.onCompleted signal handler.

     . Attached signal handlers allow objects to be notified of particular
      signals that are significant to each individual object. If there was no
      Component.onCompleted attached signal handler, for example, an object
      could not receive this notification without registering for some special
      signal from some special object. The attached signal handler mechanism
      enables objects to receive particular signals without extra code.


      EXPLAIN THIS :
      . A rectangle can't know when it finishes being created because it doesn't
          create itself. The QML engine which creates objects knows. A component
          property is automatically attached to the rectangle, and it's through
          that that we're able to process the Component.onCompleted handler letting
          us know that the rectangle is fully created. The completed signal isn't emited
          by the Rectangle here, it's emited by the QML engine.
```

Attached Signal Handlers



Attached Signal Handlers

```
Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Attached signal handlers")

    Rectangle{
        width : 200
        height: 200
        color : "green"
        anchors.left: parent.left

        Component.onCompleted: {
            console.log("Finished setting up the rectangle")
        }
    }
}
```