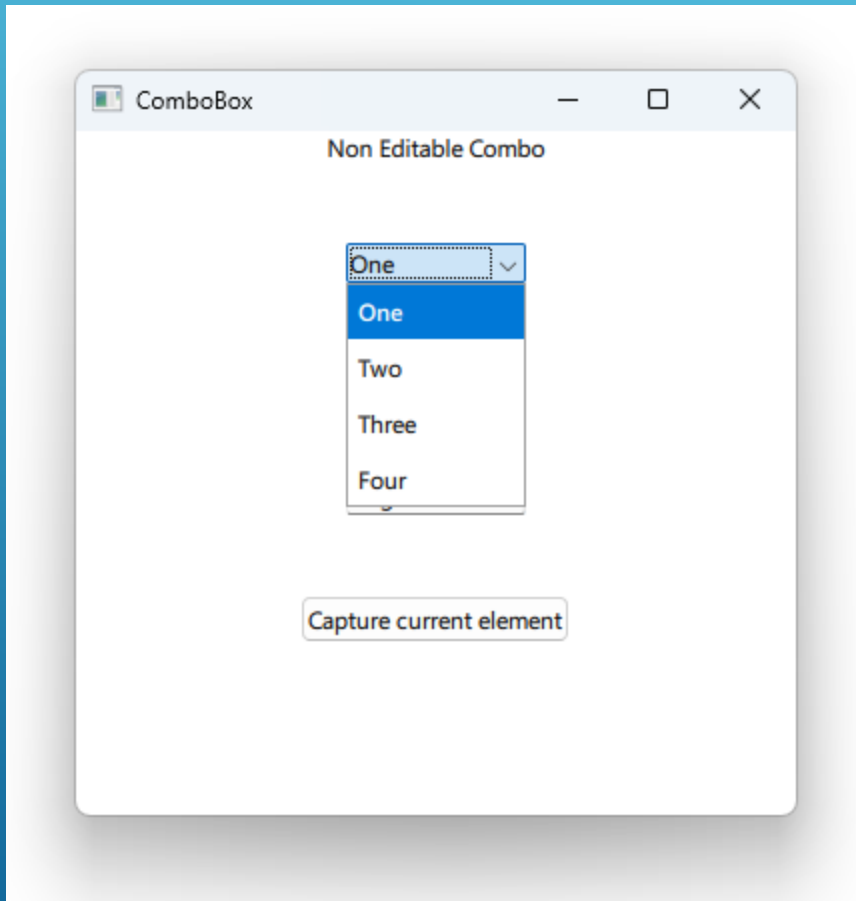# Notes to self

```
. Exploring ComboBox
. Non Editable Combobox
    . Just feed the model property
    . Know when an item is activated
. Editable combobox : We want to add items dynamically at run time
    . We add new data when the item is accepted.(Return pressed)


. If confused, refer to the Qt 5 course for clarity.
```

ComboBox

Non Editable ComboBox

```qml
Label {
    text: "Non Editable Combo"
    wrapMode: Label.Wrap
    horizontalAlignment: Qt.AlignHCenter
    width: parent.width
}

ComboBox {
    id : nonEditableComboId
    model: ["One","Two","Three","Four"]
    anchors.horizontalCenter: parent.horizontalCenter
    onActivated: {
        console.log("[" + currentIndex +"]" + currentText + " is activated")
    }

}
```

Editable ComboBox

```qml
ComboBox {
    id : editableComboId
    editable: true
    textRole : "text"
    model: ListModel {
            id : model
            ListElement { text: "Dog";location:"Kigali" }
            ListElement { text: "Chicken";location : "Beijing" }
    }
    onActivated: {
        console.log("[" + currentIndex +"]" + currentText + " is activated")
    }
    onAccepted: {
        if ( find(editText) === -1){
            model.append({text : editText , location : "US"})
        }
    }
}
```

CMake

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