Notes to self
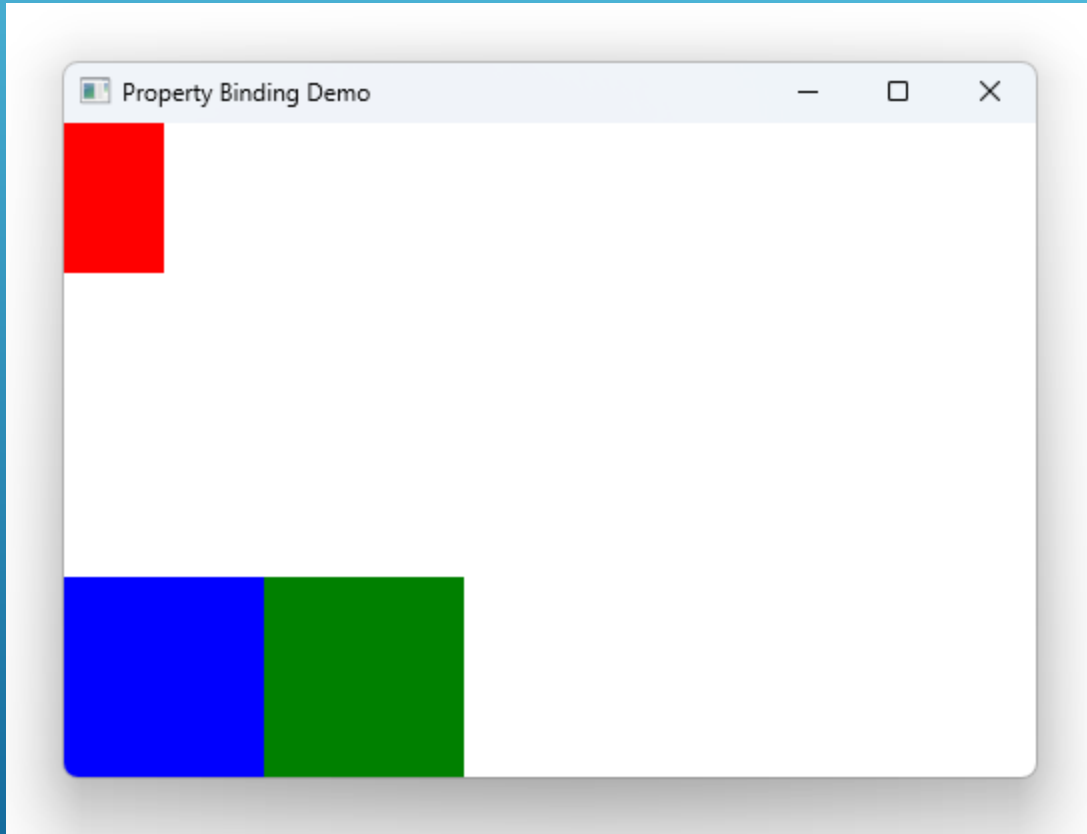
```
. Introduce property bindings
. Show that changing the binding with a static value breaks the binding
. Show how to update the binding with the Qt.binding thing
```

Property Bindings

Red

```
Rectangle {
    id : redRectId
    width: 50
    height: width * 1.5
    color: "red"
}
```

Blue

```qml
Rectangle {
    id : blueRectId
    color: "blue"
    width: 100
    height: 100
    anchors.bottom: parent.bottom
    MouseArea {
        anchors.fill: parent
        onClicked: {
            redRectId.width = redRectId.width +10
        }
    }
}
```

Green

```qml
Rectangle {
    id : greenRectId
    color: "green"
    width: 100
    height: 100
    anchors.bottom: parent.bottom
    anchors.left: blueRectId.right
    MouseArea {
        anchors.fill: parent
        onClicked: {
            //redRectId.height = 100 // Doesn't work
            //redRectId.height = redRectId.width * 1.5 // Doesn't work either

            redRectId.height = Qt.binding(function(){
                return redRectId.width * 2
            })

        }
    }
}
```