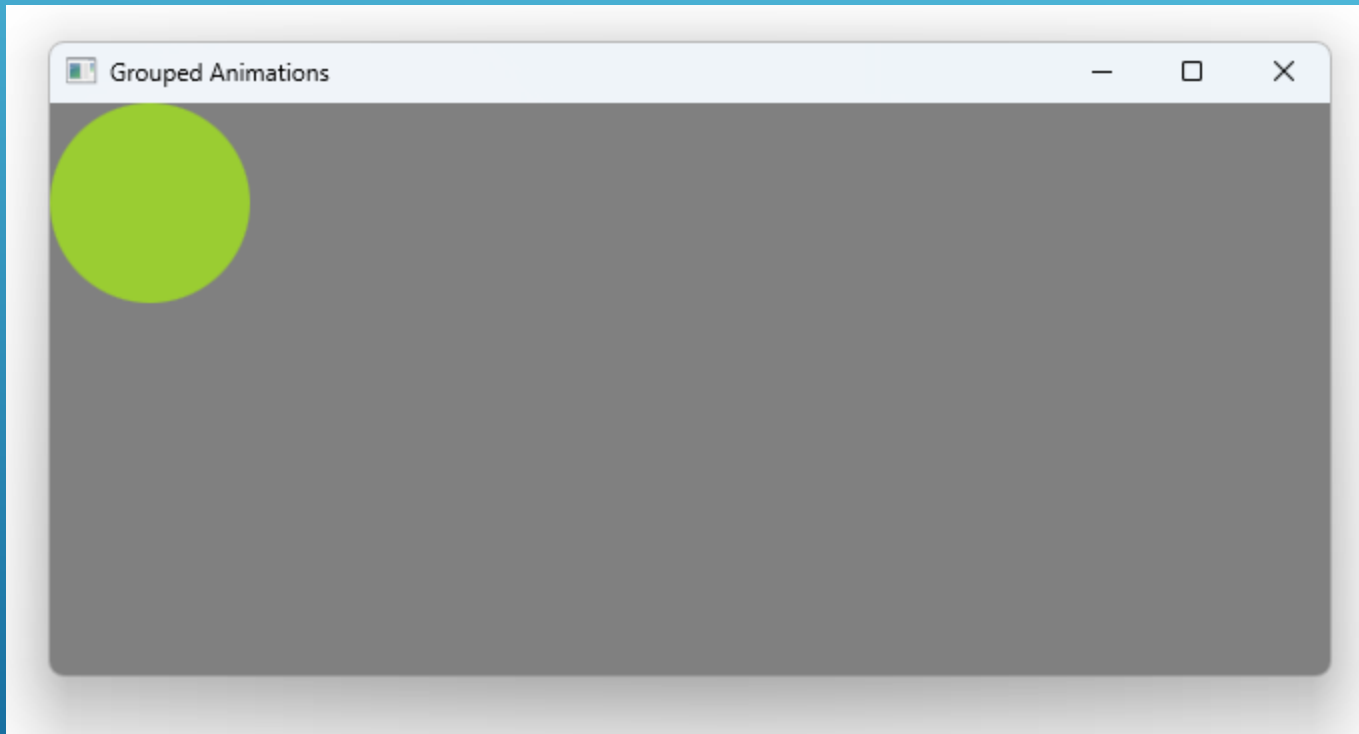


# Notes to self

- . Exploring grouped animations
  - . Sequentialanimation
  - . ParallelAnimation
- . Use annotations to visualize sequential and parallel animations here
  - . Start without the easing
  - . Then show the easing.
  - . Improvise as you go

# Grouped Animations



# SequentialAnimation and ParallelAnimation

```
SequentialAnimation{
//ParallelAnimation{
    id : groupedAnimId
    //Animate X
    NumberAnimation{
        target: circleId
        property : "x"
        to : rootId.width - circleId.width
        from : 0
        duration: animationDuration

    }

    //Animate Y
    NumberAnimation{
        //easing.type: Easing.OutBounce
        //easing.amplitude: 3
        target: circleId
        property : "y"
        to : rootId.height - circleId.height
        from : 0
        duration: animationDuration

    }
}
```

# Start the animation

```
MouseArea{
    anchors.fill: parent
    onClicked: {
        console.log("Clicked on gray")
        //Reset the values : x and y
        circleId.x = 0
        circleId.y = 0

        //Animate
        groupedAnimId.start()
    }
}
```

# CMake

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