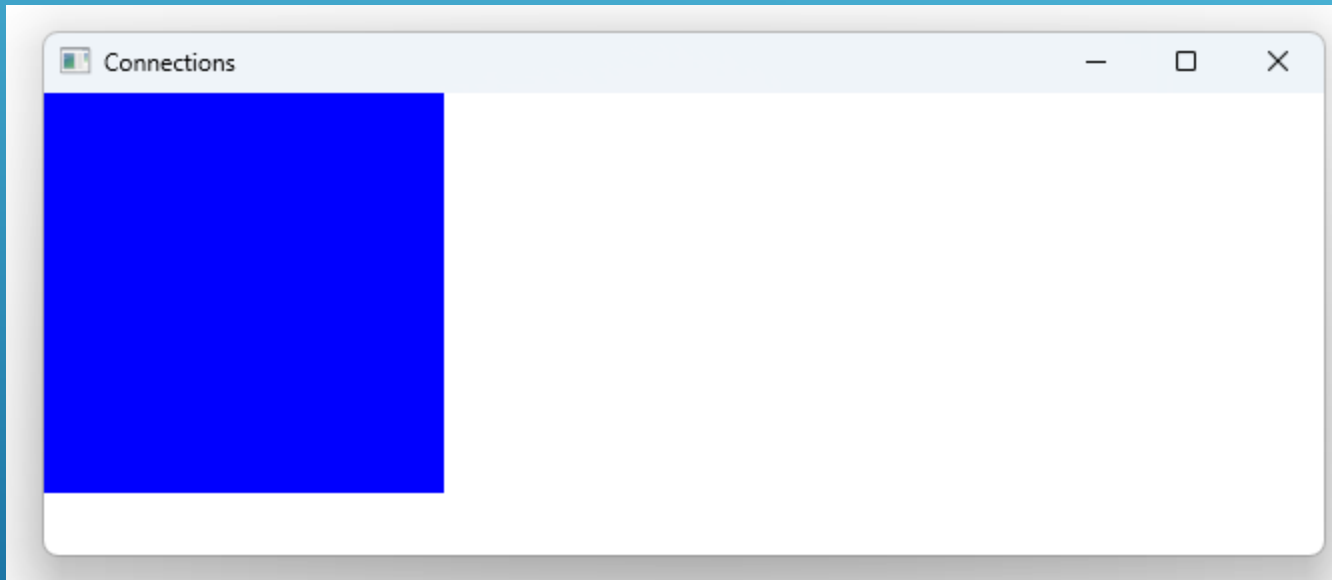


Notes to self

- . Exploring the Connections component
 - . It's used to handle signals outside the block where the signal originates
 - . The target property of a Connections object specifies the object that will be sending the signal. Named in a confusing way if you ask me
 - . The handler is a JS function named exactly like the signal you want to handle See :

```
function onClicked(){}  
onDoubleClicked(){}
```

Connections



Connections

```
Rectangle{
    id : rectId
    width : 200
    height: 200
    color : "blue"
    anchors.left: parent.left

    MouseArea{
        id:mouseAreaId
        anchors.fill: parent
    }

    Connections {
        target : mouseAreaId
        function onClicked(){
            console.log("Hello")
        }
        function onDoubleClicked(mouse){
            console.log("Doubleclicked at : "+mouse.x)
        }
    }
}
```