Notes to self
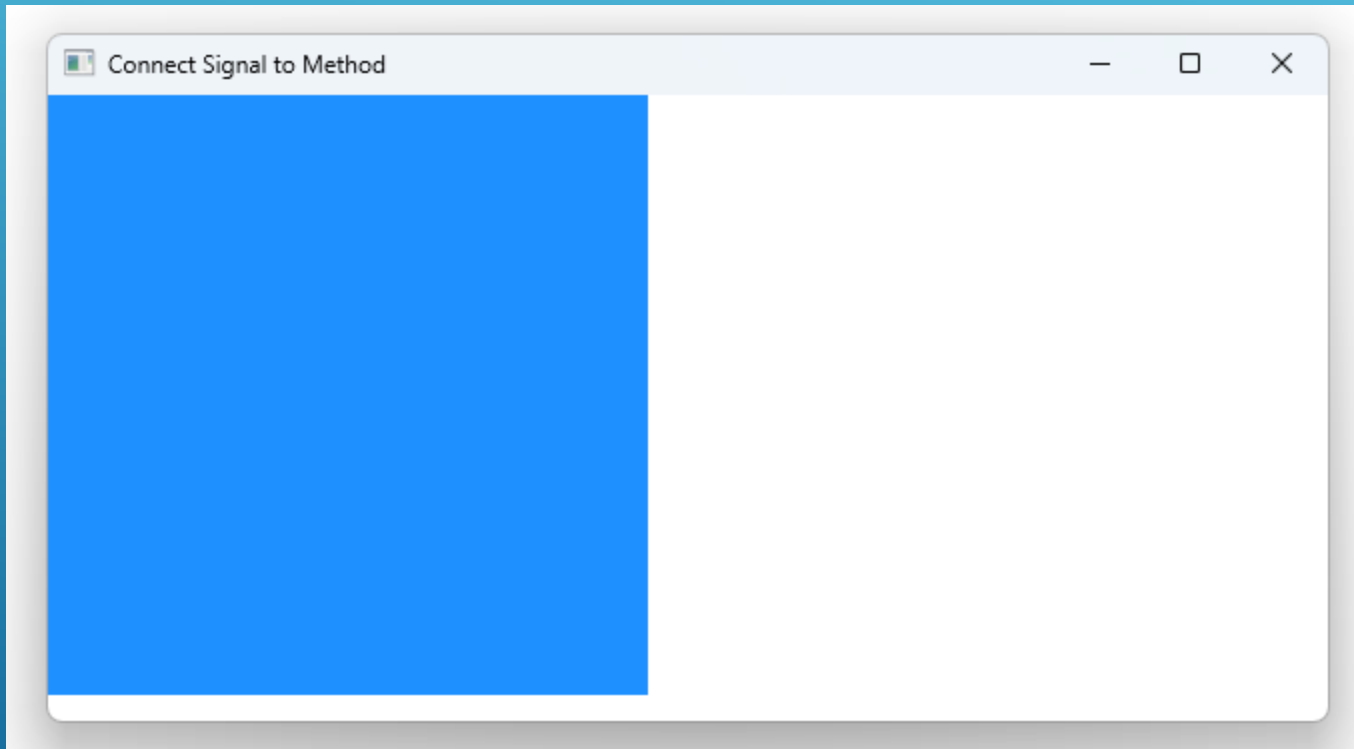
```
.  Connecting signals to other signals

.  We have this chain of signals :
        greet -->> forward_greeting -->> slot[respond_your_way]




.  We can connect a signal to another signal with the syntax :
    .  rectId.greet.connect(rectId.forward_greeting)
```

Connect Signal to Signal

The signal chain

```
greet -->> forward_greeting -->> slot[respond_your_way]
```

Connect Signal to Signal

```qml
Rectangle{
    id : rectId
    //Set up the signals
    signal greet(string message)
    signal forward_greeting(string message)

    function respond_your_way(message){
        console.log("Responding our way;Greeting with message : "+message)
    }
    MouseArea{
        onClicked: {
            rectId.greet("The sky is blue")
        }
    }
    Component.onCompleted: {
        //Connect a signal to another signal
        rectId.greet.connect(rectId.forward_greeting)
        //Respond to the final signal
        rectId.forward_greeting.connect(rectId.respond_your_way)
    }
}
```