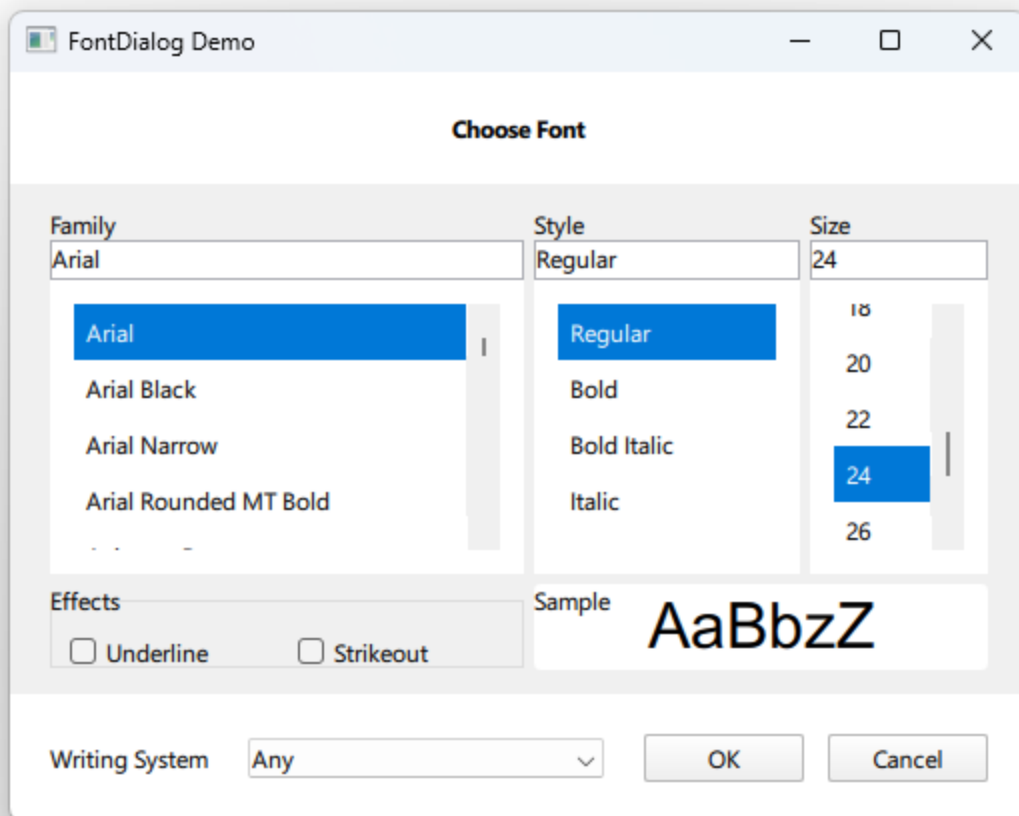


Notes to self

- . Exploring `fontDialog`
- . Used to select fonts
- . Use the doc and improvise based on the code here

FontDialog



FontDialog

```
Column {
    Button{
        onClicked: {
            fontDialogId.open()
        }
    }
    Text {
        id : textId
        text : "Hello World"
    }
    FontDialog{
        id : fontDialogId
        currentFont : Qt.font({ family: "Arial", pointSize: 24, weight: Font.Normal })
        onAccepted: {
            textId.font = fontDialogId.selectedFont
        }
        onRejected: {
            console.log("Dialog rejected")
        }
    }
}
```

CMake

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