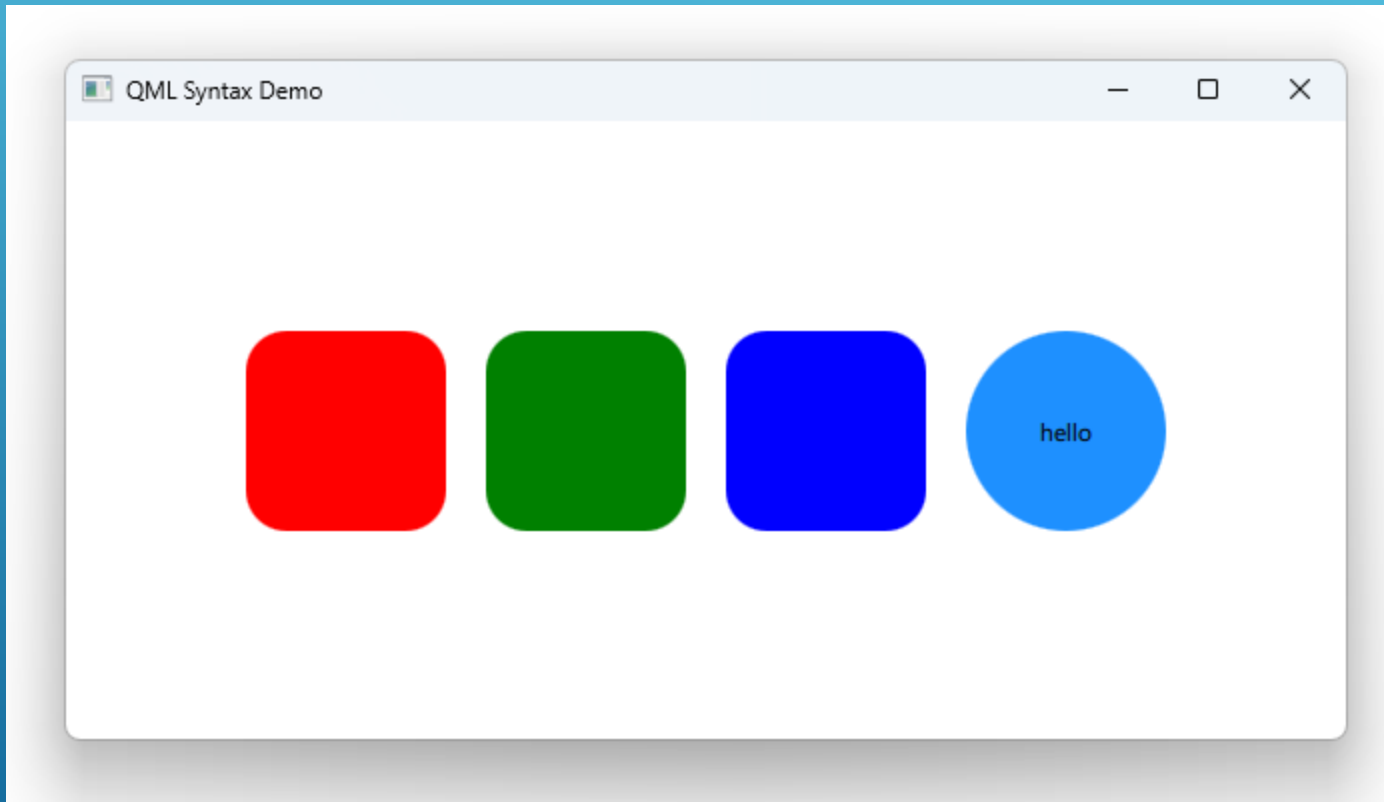


# Notes to self

- . A basic example to generally explore the syntax of qml
- . Main ideas :
  - . QML is a declarative language
  - . top down hierarchy
  - . components can have children
  - . components can have unique IDs
  - . variables
  - . property binding
  - . responding to events
  - . anchors to position elements
- . Reference the video for Qt5 if needed.

# Hello World



# Key Takeaways

- \* QML is a declarative language
- \* top down hierarchy
- \* components can have children
- \* components can have unique IDs
- \* variables
- \* property binding
- \* responding to events
- \* anchors to position elements

# Notes to self

- Create the project and show the code as you go
- Don't show code in the slides at this point
- Show the key takeaways slide after everything is explained.