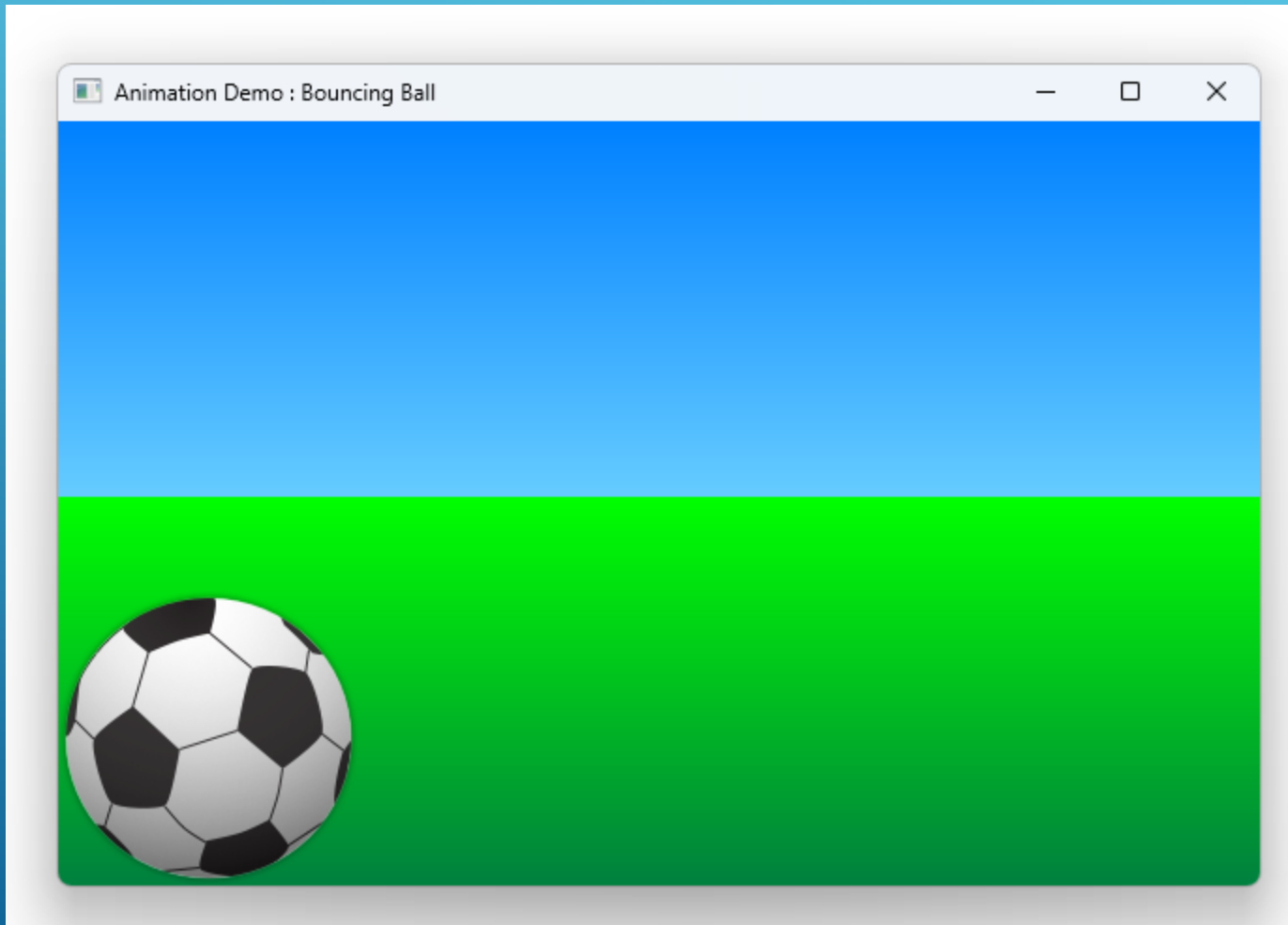


# Notes to self

- . Go through the book on qt 6 and build this example live
- . Take reference from what you did in the Qt 5 course.

# Animated Ball Bounce



# Sky and Ground

```
Rectangle {
    id: sky
    width: parent.width
    height: 200
    gradient: Gradient {
        GradientStop { position: 0.0; color: "#0080FF" }
        GradientStop { position: 1.0; color: "#66CCFF" }
    }
}
Rectangle {
    id: ground
    anchors.top: sky.bottom
    anchors.bottom: parent.bottom
    width: parent.width
    gradient: Gradient {
        GradientStop { position: 0.0; color: "#00FF00" }
        GradientStop { position: 1.0; color: "#00803F" }
    }
}
```

# The ball

```
Image {
    id: ball
    x: 0; y: root.height-height
    source: "qrc:/images/soccerball.png"

    MouseArea {
        anchors.fill: parent
        onClicked: {
            ball.x = 0;
            ball.y = root.height-ball.height;
            ball.rotation = 0;
            anim.restart()
        }
    }
}
```

# Animations

```
ParallelAnimation{
    id : anim
    SequentialAnimation {
        //Ball goes up and down
    }

    NumberAnimation {
        // X1 animation
        target: ball
        properties: "x"
        to: 400
        duration: root.duration
    }

    RotationAnimation {
        target: ball
        properties: "rotation"
        to: 720
        duration: root.duration
    }
}
```

# Up and down SequentialAnimation

```
SequentialAnimation {  
    NumberAnimation {  
        target: ball  
        properties: "y"  
        to: 20  
        duration: root.duration * 0.4  
        easing.type: Easing.OutCirc  
    }  
    NumberAnimation {  
        target: ball  
        properties: "y"  
        to: root.height-ball.height  
        duration: root.duration * 0.6  
        easing.type: Easing.OutBounce  
    }  
}
```

# CMake

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