Notes to self

```
. Exploring property change signals

. For any property you have defined in your QML components,
    QML will set up a signal named on<PropertyName>Changed
    with the property name starting with Capital

 . These signals are generated for properties, not signals

     . For example, for MouseArea, we don'thave an
       onClickedChanged signal, because clicked is a signal
       not a property.
     . But enabled is a property, so it has a changed signal
```

Property Change Signals
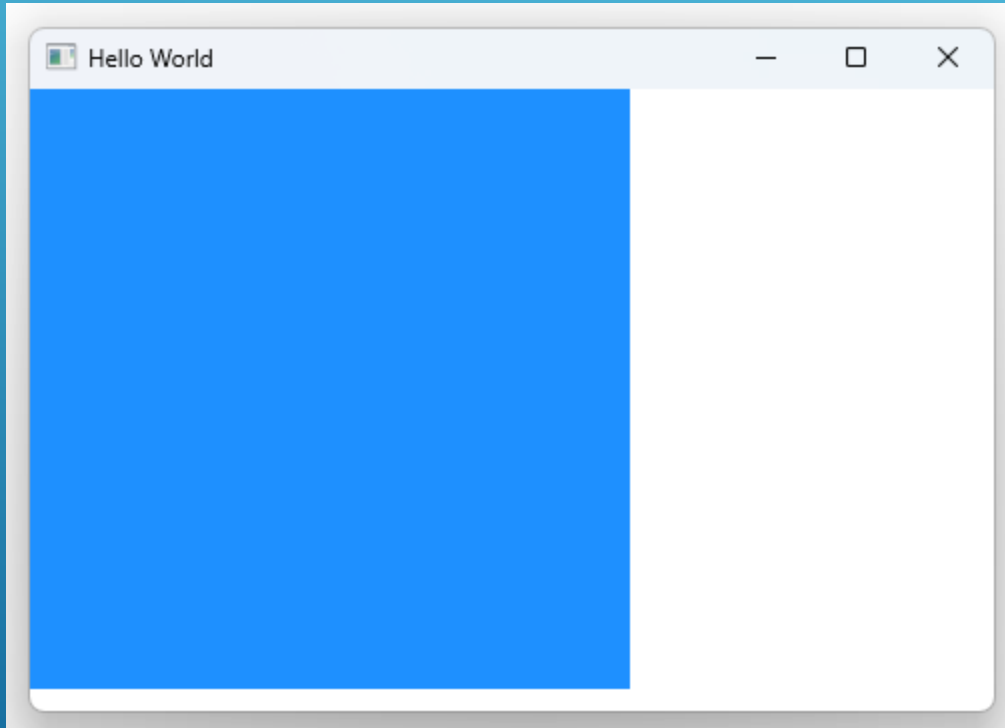
Property Change Signals

```
Rectangle{
    id : rect
    width : 300
    height : width
    color : "dodgerblue"

    onWidthChanged: function(){
        console.log("Width changed to :"+ rect.width)
    }
    onHeightChanged: function(){
        console.log("Height changed to :"+ rect.height)
    }
    onColorChanged: {}
    onVisibleChanged: {}

    MouseArea{
        anchors.fill: parent
        onClicked: {
            rect.width = rect.width+20
        }
    }
}
```