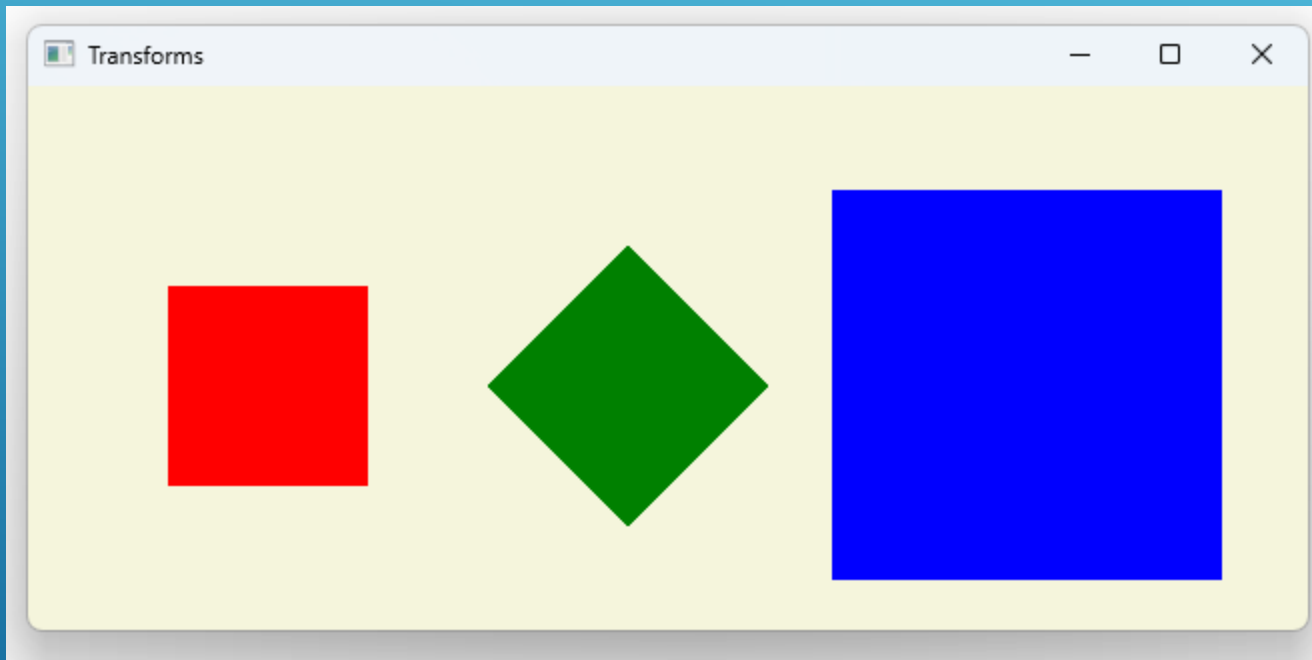


Notes to self

- . Exploring transforms
 - . Translation
 - . Rotation
 - . Scaling
- . We also show transform origins
- . Add rotation to the last blue rect just for fun in the end
- . Use the info above and the Qt 5 course to improvise.

Transforms



ClickableRect.qml

```
import QtQuick 2.12

Rectangle {
    id : root
    signal clicked
    MouseArea {
        anchors.fill: parent
        onClicked: root.clicked()
    }
}
```

Translation

```
ClickableRect{  
    id : rect1Id  
    width: 100  
    height: 100  
    x : 50  
    y : 100  
    color: "red"  
    onClicked: {  
        //Tranlation on x  
        x += 20  
    }  
}
```

Rotation

```
ClickableRect{  
    id : rect2Id  
    width: 100  
    height: 100  
    //transformOrigin: Item.TopRight  
    x : 250  
    y : 100  
    color: "green"  
    onClicked: {  
        //Rotation  
        rotation += 15  
    }  
}
```

Scaling

```
ClickableRect{
    id : rect3Id
    width: 100
    height: 100
    //transformOrigin: Item.BottomLeft
    x : 450
    y : 100
    color: "blue"
    onClicked: {
        //Scaling
        scale += 0.05
    }
}
```

CMake

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