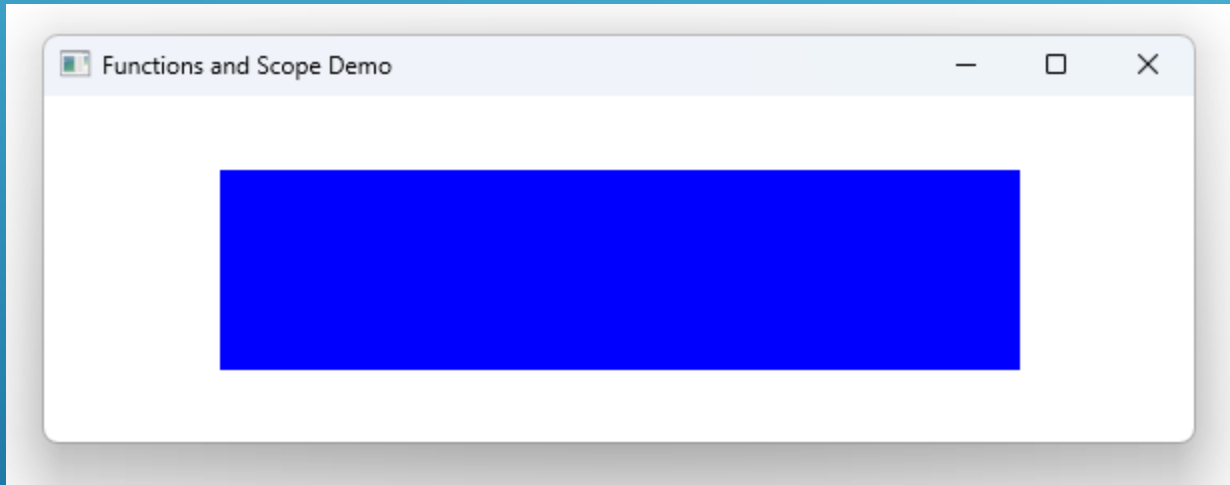


Notes to self

- . Function scope is where you can call the function without getting an error.
- . Things you should know about JS functions in QML
- . A function you define on the root level like `min` below, is callable anywhere in child elements of the root element. For ex, `min` can be called inside `Rectangle`
- . Functions defined in nested elements can't be called from parent scopes without going through the `id`. See `sayMessage` here. You can't call it in `Component.onCompleted` without using the `id`.

Functions and Scope



Functions and Scope

```
Window {
    id : rootId
    function min ( a ,b)
    {
        return Math.min(a,b)
    }
    Rectangle {
        id : mRectId
    }
    MouseArea {
        id : mMouseAreaId
        function sayMessage()
        {
            console.log("Hello there")
        }
        onClicked: {
            sayMessage()
        }
    }
    Component.onCompleted: {
        console.log("The width of the rect is :"+ min(500,400))
        mMouseAreaId.sayMessage()
    }
}
```