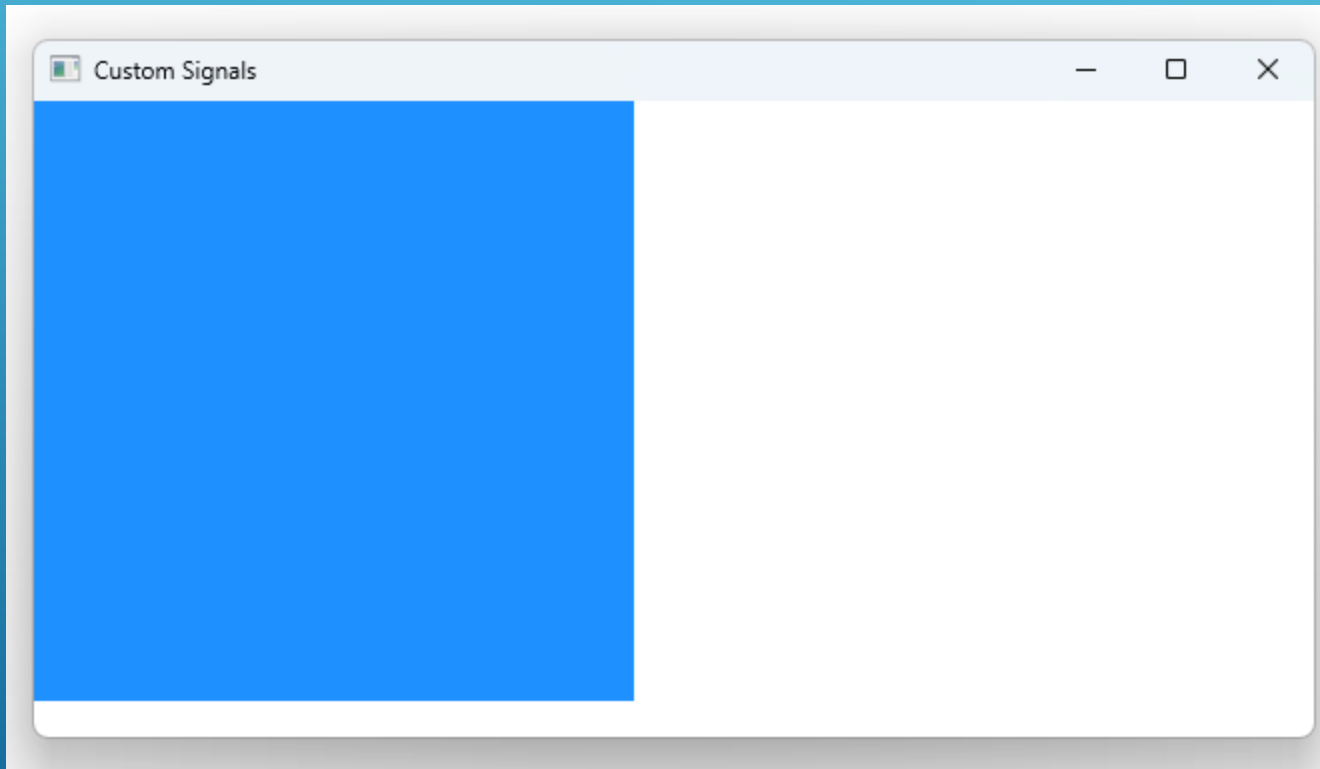


# Notes to self

```
. Exploring how to set up your own signals
. The syntax :
    .      signal greet(string message)
. Qt automatically gives you a handler
    .      onGreet: function(message){
                console.log("Greeting with message : "+ message)
            }

. You fire the signal by calling it like you call a regular javascript function :
    .      MouseArea{
                anchors.fill: parent
                onClicked: {
                    //Fire the signal by just calling it like a function
                    rectId.greet("The sky is blue")
                }
            }
```

# Custom Signals



# Custom Signals

```
Rectangle{
    id : rectId
    width : 300
    height : 300
    color : "dodgerblue"
    anchors.left: parent.left

    //Set up the signal
    signal greet(string message)

    //Once you set up the signal, Qt setup a signal handler automatically
    onGreet: function(message){
        console.log("Greeting with message : "+ message)
    }

    MouseArea{
        anchors.fill: parent
        onClicked: {
            //Fire the signal by just calling it like a function
            rectId.greet("The sky is blue")
        }
    }
}
```