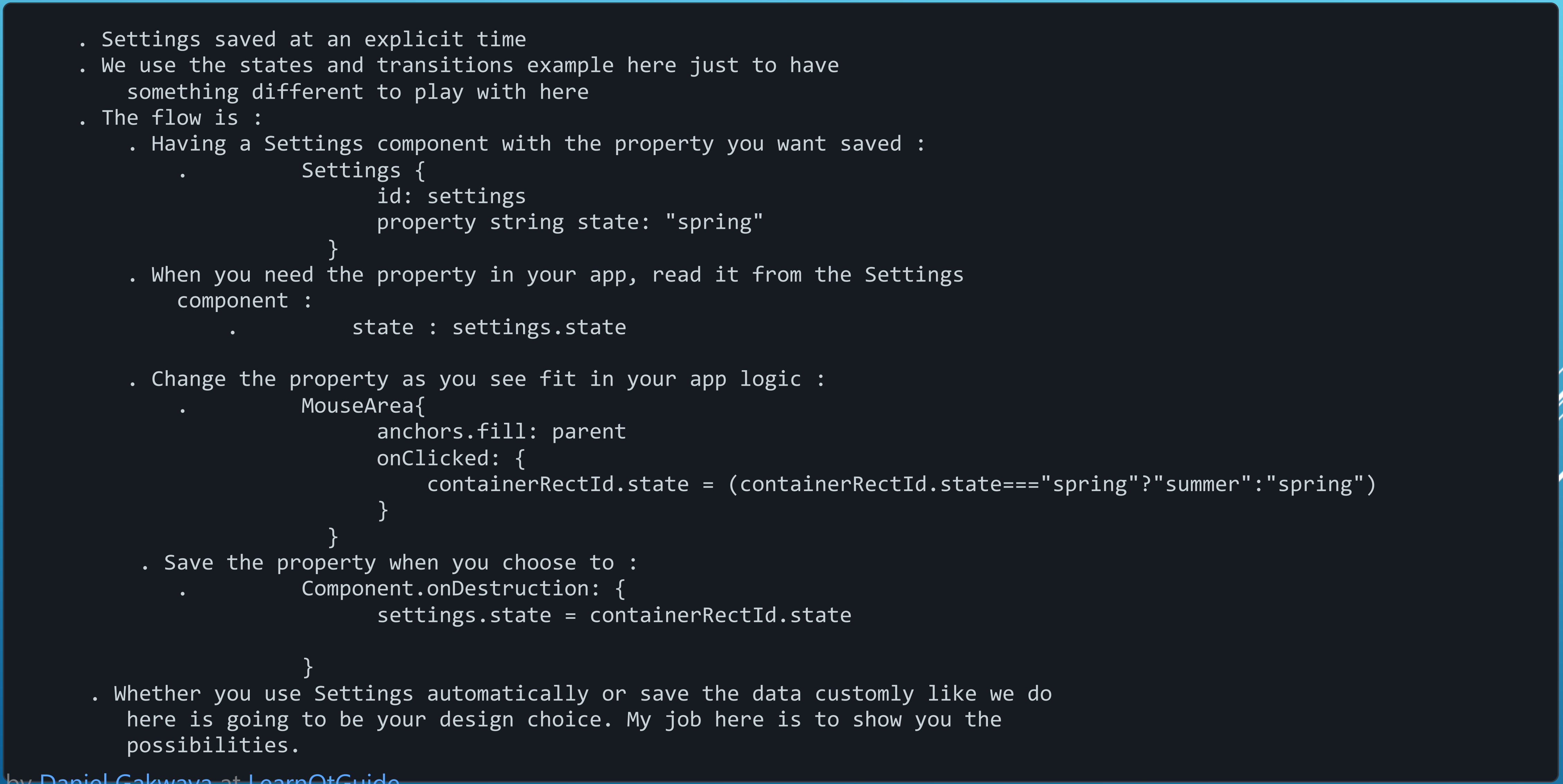
Notes to self

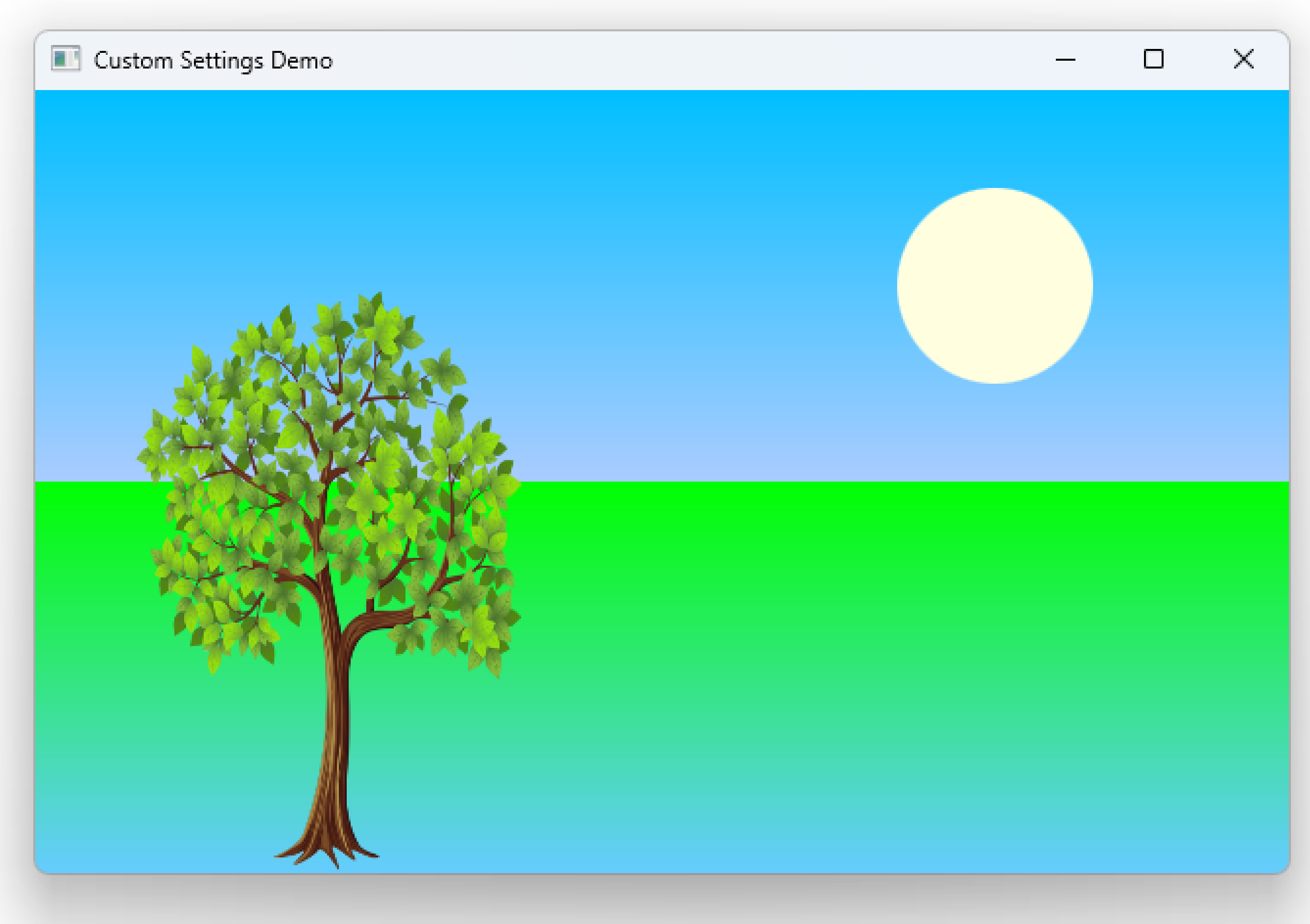


```
. Settings saved at an explicit time
. We use the states and transitions example here just to have
    something different to play with here
. The flow is :
    . Having a Settings component with the property you want saved :
        .         Settings {
                        id: settings
                        property string state: "spring"
                    }
    . When you need the property in your app, read it from the Settings
        component :
            .         state : settings.state

    . Change the property as you see fit in your app logic :
        .         MouseArea{
                        anchors.fill: parent
                        onClicked: {
                            containerRectId.state = (containerRectId.state==="spring"?"summer":"spring")
                        }
                    }
     . Save the property when you choose to :
        .         Component.onDestruction: {
                        settings.state = containerRectId.state

                  }
 . Whether you use Settings automatically or save the data customly like we do
    here is going to be your design choice. My job here is to show you the
    possibilities.
```

Custom Settings



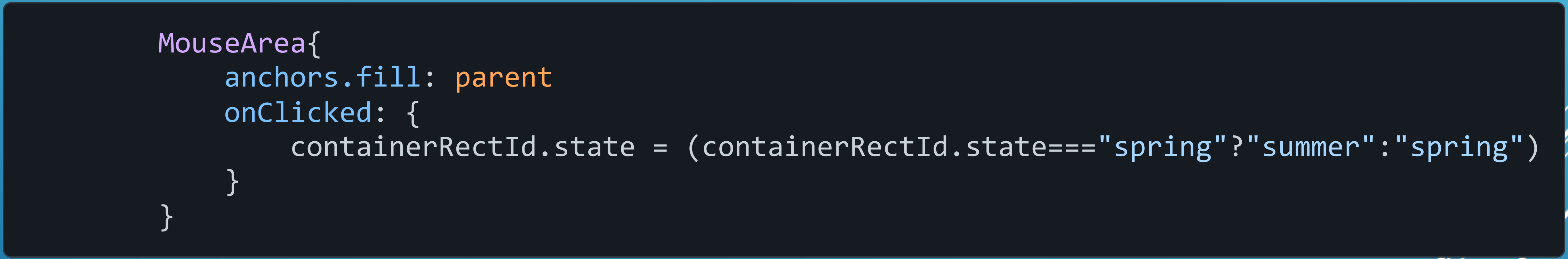
Settings with Property of Interest

```
Settings {
    id: settings
    property string state: "spring"
}
```

Use(Read From) the Property

```
        state : settings.state
```

Modify the Property



```
MouseArea{
    anchors.fill: parent
    onClicked: {
        containerRectId.state = (containerRectId.state==="spring"?"summer":"spring")
    }
}
```

When to save the data : You choose

```
 Component.onDestruction: {
    settings.state = containerRectId.state

}
```

CMake

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