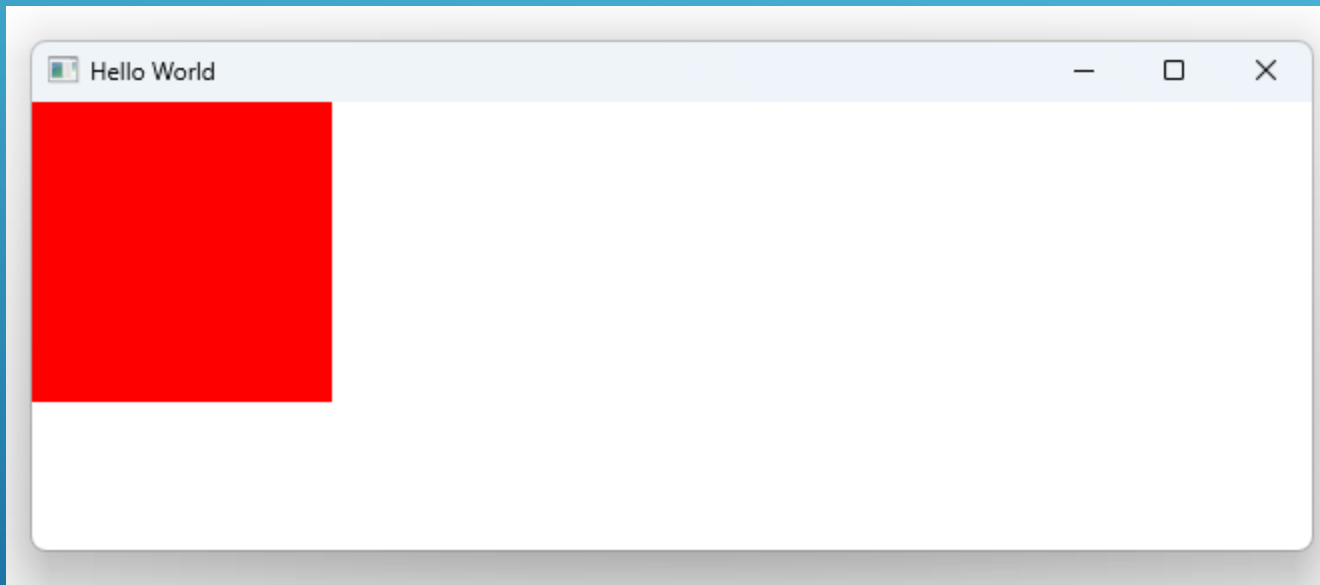


Notes to self

- . Exploring signal handlers for built in signals
 - . Components in QML will have pre-defined signals
 - . For example : MouseArea has these signals :
 - `canceled()`
 - `clicked(MouseEvent mouse)`
 - `doubleClicked(MouseEvent mouse)`
 - `entered()`
 - `exited()`
 - `positionChanged(MouseEvent mouse)`
 - `pressAndHold(MouseEvent mouse)`
 - `pressed(MouseEvent mouse)`
 - `released(MouseEvent mouse)`
 - `wheel(WheelEvent wheel)`
 - . You can process any of these signals by setting up a signal handler with the syntax : `On<SignalName>` with the first letter capitalized. Examples :
 - `onClicked://{Code that responds to click}`
 - `onEntered: {//Code that responds to Enter}`
 - . We play with a bunch of them

Signal Handlers



Signals from MouseArea

```
MouseArea{
    anchors.fill: parent
    //hoverEnabled: true

    onClicked: {
        console.log("Clicked on the rect")
    }
    onDoubleClicked: {
        console.log("Double clicked on the rect")
    }
    onEntered: {
        console.log("You're in!")
    }
    onExited: {
        console.log("You're out!")
    }
    onWheel: function(wheel) {
        console.log("Wheel : "+ wheel.x)
    }
}
```