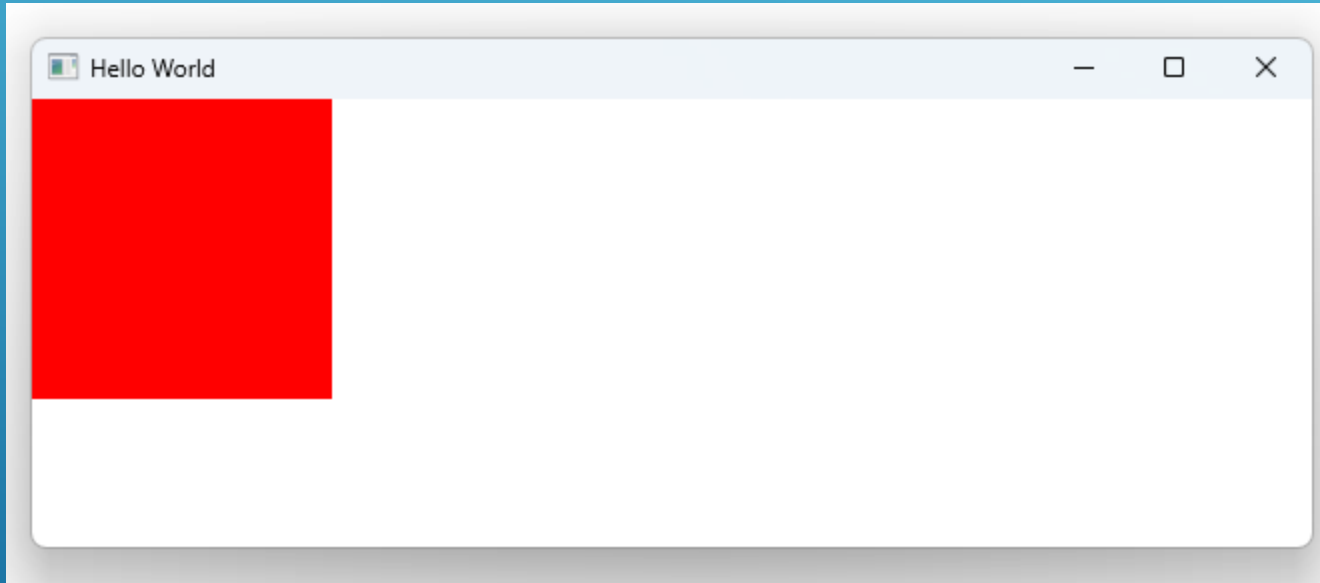


Notes to self

```
. Show how to handle parameters from signals :  
  . The bad way : can just mention the parameter name out of the blue  
    name must be that coming from the signal  
    onClicked: {  
      //Deprecated : Injection of parameters into signal handlers is deprecated. Use JavaScript functions with formal parameters instead warning  
      console.log(mouse.x)  
    }  
  . Using explicit js functions :  
    onClicked: function(mouse){  
      console.log(mouse.x)  
    }  
  . Using arrow functions :  
    onClicked: (mouse) => console.log(mouse.x)  
  
  . Multiple parameter signals :  
    . We'll see about that when we know how to setup  
      custom signals.
```

Passing Signal Parameters



Passing Signal Parameters

```
MouseArea{
    anchors.fill: parent
    /*
    onClicked: {
        //Deprecated
        console.log(mouse.x)
    }
    */

    //Explicit Javascript function
    onClicked: function(mouse){
        console.log(mouse.x)
    }

    /*
    //Arrow function
    onClicked: (mouse) => console.log(mouse.x)
    */
}
```