

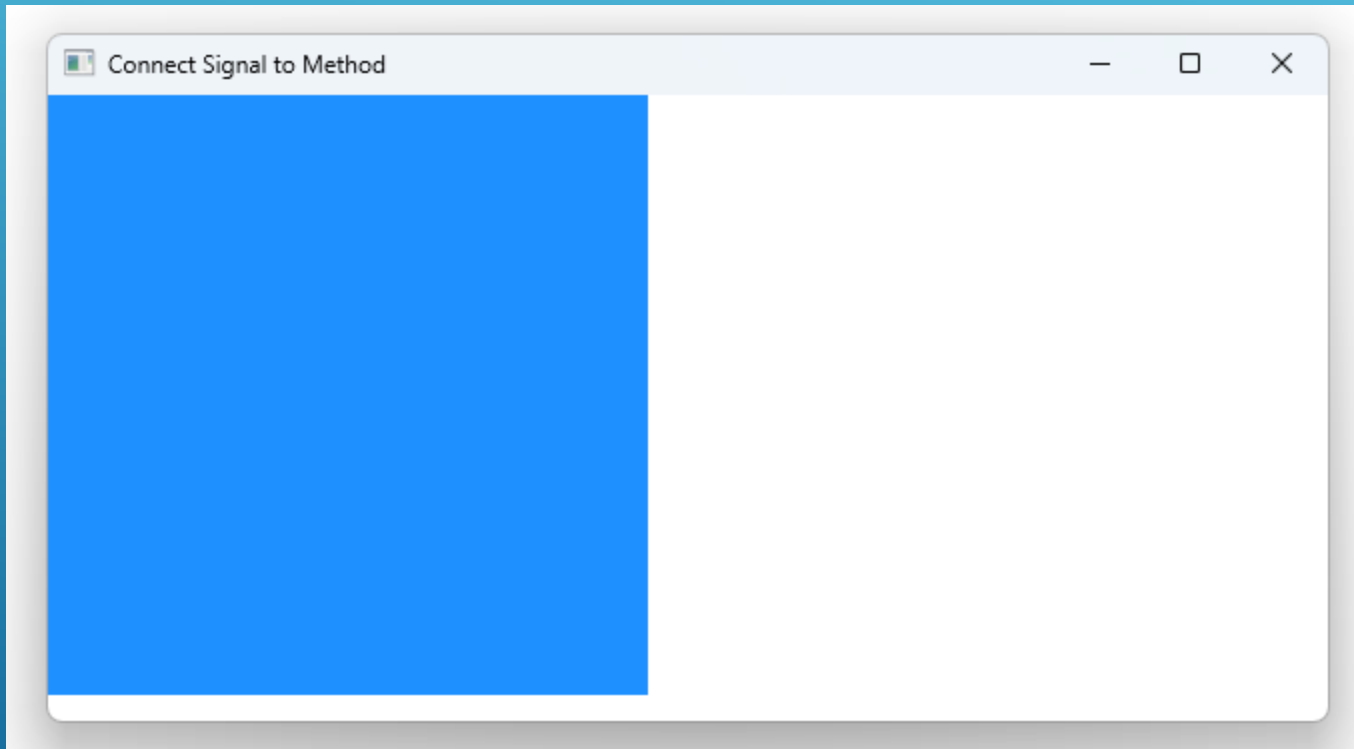
Notes to self

- . Connecting signals to methods
- . You set up your own function :
 - .

```
function respond_your_way(message){  
    console.log("Responding our way;Greeting with message : "+ message)  
}
```
- . You do the custom connection :
 - .

```
Component.onCompleted: {  
    //Make the connection explicitly  
    rectId.greet.connect(rectId.respond_your_way)  
}
```
- . You have to make a choice as to where you make the connection. Put it where it makes sense in your project

Connect Signal to Method (Slot)



Connect Signal to Method(Slot)

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

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

    //regular function
    function respond_your_way(message){
        console.log("Responding our way;Greeting with message : "+ message)
    }

    MouseArea{
        onClicked: {
            //Fire the signal by just calling it like a function
            rectId.greet("The sky is blue")
        }
    }
    Component.onCompleted: {
        //Make the connection explicitly
        rectId.greet.connect(rectId.respond_your_way)
    }
}
```