Notes to self
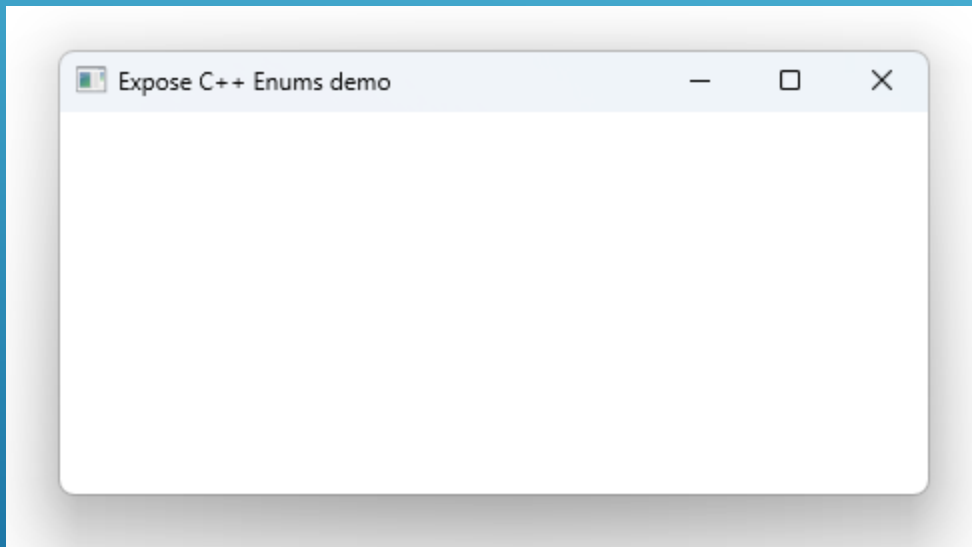
```
. Exploring  qmlRegisterUncreatableType
    . Taking advantage of that to show how to work with enums.

    . Show Q_GADGET : A lightweight version of Q_OBJECT
        . Show that Q_OBJECT works
        . I have  the
            "Invalid QML element name "ErrorLevel";
               value type names should begin with a lowercase letter"
          error thatI haven't figured out the reason for yet.

  . Show what happens if one tries to create an uncreatable type
      . The error you set is
```

C++ Enums

Enums : Q_OBJECT

```cpp
#include <QObject>

class ErrorLevel : public QObject
{
    Q_OBJECT
public:
    explicit ErrorLevel(QObject *parent = nullptr);

    enum ErrorValue{
        INFORMATION,
        WARNING,
        DEBUG,
        MESSAGE
    };
    Q_ENUM(ErrorValue)
};
```

Enums : Q_GADGET

```cpp
class ErrorLevel
{
    Q_GADGET
public:
    explicit ErrorLevel();

    enum ErrorValue{
        INFORMATION,
        WARNING,
        DEBUG,
        MESSAGE
    };
    Q_ENUM(ErrorValue)
};
```

main.cpp : Register Uncreatable Type

```cpp
qmlRegisterUncreatableType<ErrorLevel>("com.blikoon.errorlevel",1,0,"ErrorLevel",
                                       "Can not create ErrorLevel type in QML. Not allowed.");
```

QML

```qml
import com.blikoon.errorlevel 1.0

Window {
    width: 640
    height: 480
    visible: true
    title: qsTr("Expose C++ Enums demo")

    //Showing what happens when one tries to create an uncreatable type.
    /*
    ErrorLevel{
    }
    */

        Component.onCompleted: {
            console.log(ErrorLevel.MESSAGE);
        }
}
```