

Notes to self

- . Exploring default properties :
 - . All you have to do is to add the macro :
 `Q_CLASSINFO("DefaultProperty","players")`
to your class with list properties

- . You can then set up your team like so :

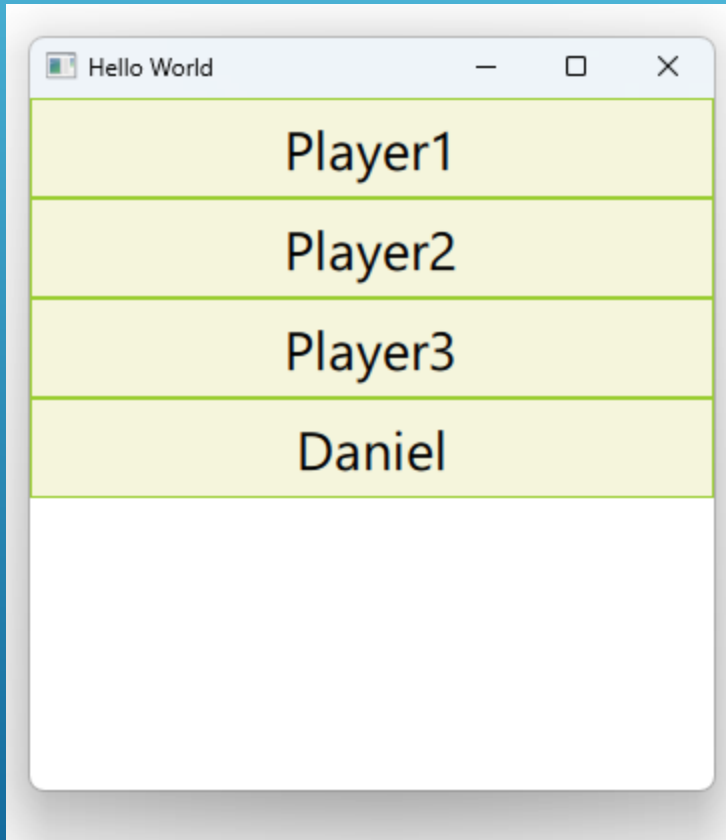
```
FootballTeam {  
    id : team2  
    title: "APR"  
    coach: "Coach Name"  
    captain: Striker{  
        name: "Captain"  
        position: "Middle Field"  
        playing: true  
    }  
  
    Defender{  
        name: "Player4"  
        position: "Middle Field"  
        playing: true  
    }  
    Striker{  
        name: "Player5"  
        position: "Middle Field"  
        playing: true  
    }  
    Defender{  
        name: "Player6"  
        position: "Middle Field"  
        playing: true  
    }  
    Striker{  
        name : "Daniel2"  
        position: "None"  
        playing: false  
    }  
}
```

- . The qml engine will take the players and store them
in the players property.

- . The `Q_CLASSINFO("DefaultProperty","players")` macro is basically telling
the qml engine to take any element that's not explicitly assigned to
property and treat it as it is for the players property.

- . Use explanations from the Qt 5 course and improvise.

Default Properties



```
FootballTeam {  
    id : team2  
    title: "APR"  
    coach: "Coach Name"  
    captain: Striker{  
        name: "Captain"  
        position: "Middle Field"  
        playing: true  
    }  
  
    Defender{  
        name: "Player4"  
        position: "Middle Field"  
        playing: true  
    }  
    Striker{  
        name: "Player5"  
        position: "Middle Field"  
        playing: true  
    }  
}
```

```
FootballTeam {  
    id : team1  
    title: "Rayon Sports"  
    coach: "Coach Name"  
    captain: Striker{  
        name: "Captain"  
        position: "Middle Field"  
        playing: true  
    }  
  
    players: [  
        Defender{  
            name: "Player1"  
            position: "Middle Field"  
            playing: true  
        },  
        Striker{  
            name: "Player2"  
            position: "Middle Field"  
            playing: true  
        }  
    ]  
}
```

```
class FootballTeam : public QObject
{
    Q_OBJECT

    Q_PROPERTY(QString title READ title WRITE setTitle NOTIFY titleChanged)
    Q_PROPERTY(QString coach READ coach WRITE setCoach NOTIFY coachChanged)
    Q_PROPERTY(Player * captain READ captain WRITE setCaptain NOTIFY captainChanged)
    Q_PROPERTY(QQmlListProperty<Player> players READ players NOTIFY playersChanged)

    Q_CLASSINFO("DefaultProperty", "players")

public:
    explicit FootballTeam(QObject *parent = nullptr);
private :
    QString m_title;
    QString m_coach;
    Player * m_captain;
    QVector<Player*> m_players;
};
```