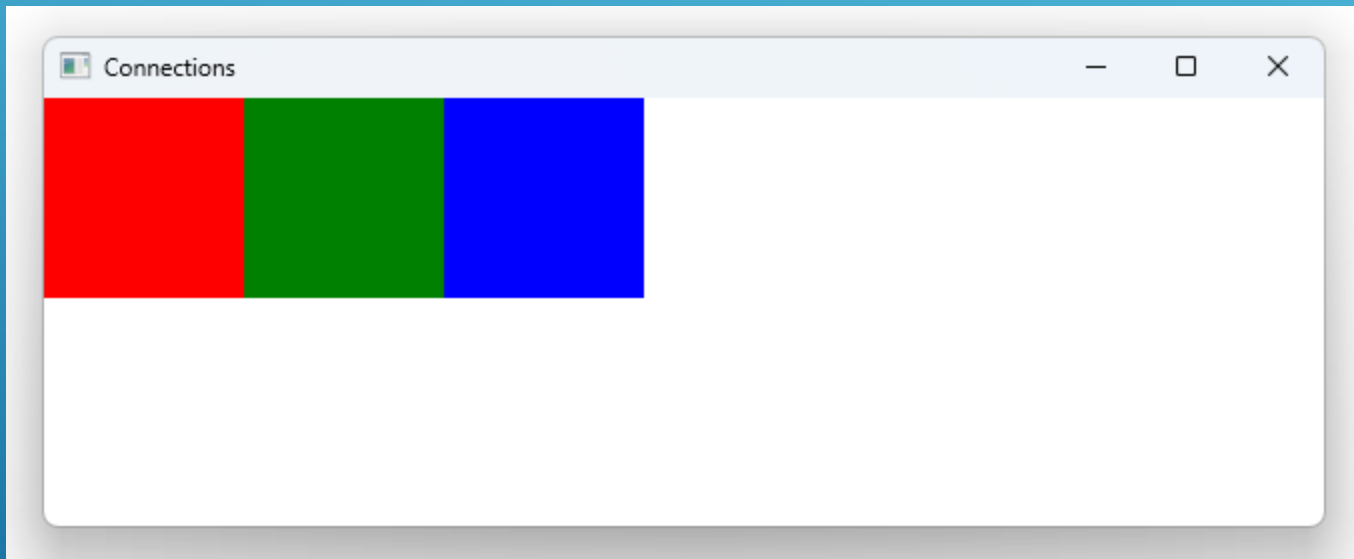


Notes to self

- . Exploring the Connections type :
 - . It's used to hijack signals from other components
 - . In this example , green and blue rect are hijacking signals from the red rect and handling them.
 - . The component you hijack from must possess the signal handled by the Connections block.
- . Improvise :
 - . In Qt 6 it's advised to explicitly define the handler like so :

```
Connections{
    target: redRectMouseAreaId
    function onClicked() {
        console.log("This is blue rect responding")
    }
}
```

QML Connections Type



```
Rectangle{
    id : redRect
    width: 100
    height: 100
    color: "red"
}

Rectangle{
    id : greenRect
    width: 100
    height: 100
    color: "green"

    Connections{
        target: redRectMouseAreaId
        function onClicked (){
            console.log("This is green rect responding")
        }
    }
}
```