

# Components + Javascript example

- The following is a rewrite of the [Javascript example](#) using the Button component created in [Components](#).

[resuing-button-complete.qml](#)

```
import QtQuick 1.0

import "randomFile.js" as RandomFunction

Item {
    id: myItem
    width: 400
    height: 400

    property int currentStateNumber: 0

    Image {
        source: "images/background.png"
    }

    Image {
        id: spaceship
        x: -200
        y: 50
        source: "images/spaceship.png"
    }

    Button {
        id: button
        labelText: "PRESS"
        anchors.horizontalCenter: myItem.horizontalCenter
        anchors.bottom: myItem.bottom
        anchors.bottomMargin: 20

        onClicked:{
            myItem.state = RandomFunction.randomState();
        }
    }

    states: [
        State {
            name: "bottomRight"
            PropertyChanges {
                target: spaceship
            }
        }
    ]
}
```

```
        x: 250
        y: 200
    },
    State {
        name: "bottomLeft"
        PropertyChanges {
            target: spaceship
            x: 100
            y: 200
        }
    },
    State {
        name: "topLeft"
        PropertyChanges {
            target: spaceship
            x: 10
            y: 50
        }
    },
    State {
        name: "topRight"
        PropertyChanges {
            target: spaceship
            x: 100
            y: 50
        }
    }
]

transitions: [
    Transition {
        NumberAnimation {
            properties: "x,y"
            duration: 500
            easing.type: Easing.OutExpo
        }
    },
    Transition {
        from: ""
        to: "topLeft"
        SequentialAnimation{
            PauseAnimation {
                duration: 1000
            }
        }
    }
]
```

```
        NumberAnimation {
            properties: "x,y"
            duration: 500
            easing.type: Easing.OutExpo
        }
    }
}

Component.onCompleted:{
    myItem.state = "topLeft";
}
}
```

## Resources

- [images.zip](#)
- All source code is subject to this [copyright](#).

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