

Qt Core and Widgets

Training Course

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Material based on Qt5.2, created on August 18, 2014



Qt Fundamentals

➔ Fundamentals of Qt

➤ The Story of Qt

➤ Developing a Hello World Application

➤ Hello World using Qt Creator

➤ Practical Tips for Developers

Objects and Core Types

➔ Core Classes

- String Handling
- Container Classes
- File Handling
- Practical Tips for Developers

➔ Objects

- Qt's Object Model
- Variants
- Properties

Continued,...

Objects and Core Types

➔ Object Communication

➔ Signals & Slots

➔ Event Handling

Widgets and Designer

➔ Widgets

- Designer Introduction
- Common Widgets
- Layout Management
- Guidelines for Custom Widgets

➔ Dialogs

- Dialogs
- Common Dialogs
- Designer Forms and Code Integration

Applications and Painting

➔ Application Creation

- ➔ Main Windows
- ➔ Designer:
 - Main Windows, Menus and Actions
- ➔ Settings and Resources
- ➔ The System Clipboard
- ➔ Drag and Drop
- ➔ Translation for Developers
- ➔ Deploying Qt Applications

Continued,...

Applications and Painting

- ➔ Painting and Styling
 - ↳ Painting on Widgets
 - ↳ Color Handling
 - ↳ Painting Operations
 - ↳ Style Sheets

Models and Views

➤ Model/View

- ↪ Model/View Concept
- ↪ Showing Simple Data
- ↪ Proxy Models
- ↪ Custom Models

➤ Model/View II

- ↪ Delegates
- ↪ Editing item data
- ↪ Data Widget Mapper
- ↪ Drag and Drop
- ↪ Custom Tree Models

Graphics View

➔ Graphics View

- Using Graphics View Classes
- Coordinate Systems and Transformations
- Creating Custom Items

➔ Graphics View 2

- Widgets in a Scene
- Drag and Drop
- Effects
- Performance Tuning

Other Topics

➔ Animation

- Starting Animation
- Animation Groups
- States and Animations
- Events and Transitions