

Qt Quick Essentials

Training Course

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



Introduction to the Qt Quick layer

➔ Introduction to Qt Quick

- ➔ The Story of Qt
- ➔ Developing a Hello World Application
- ➔ Hello World using Qt Creator
- ➔ Practical Tips for Developers
- ➔ Meet Qt Quick
- ➔ Concepts

Continued,...

Introduction to the Qt Quick layer

➔ Composing User Interfaces

↳ Nested Elements

↳ Graphical Types

↳ Text Items

↳ Anchor Layout

↳ Components

Core Qt Fundamentals

➔ Core Classes

- String Handling
- Container Classes
- File Handling

➔ Objects

- Qt's Object Model
- Variants
- Properties

➔ Object Communication

- Signals & Slots
- Event Handling

Introduction to the Qt Quick layer

➤ User Interaction

- ↳ Mouse Input
- ↳ Touch Input
- ↳ Keyboard Input

➤ Animations

- ↳ Animations
- ↳ Easing Curves
- ↳ Animation Groups

Continued,...

Introduction to the Qt Quick layer

➔ States and Transitions

- ➔ States

- ➔ State Conditions

- ➔ Transitions

Under the hood - the Qt C++ layer

➤ Integrating QML with C++

- ↪ Declarative Environment
- ↪ Exporting C++ objects to QML
- ↪ Exporting Classes to QML
- ↪ Using Custom Types
- ↪ Plug-ins

Qt Quick Advanced

➔ Presenting Data

➔ Arranging Items

➔ Data Models

➔ Using Views

➔ XML Models

➔ Views Revisited

➔ Graphics Effects

➔ Canvas

➔ Particles

➔ Shaders