

C++ Training: Mastering the Qt Library (QTLIBPRO, 3 jours)

Description

The course Mastering the Qt Library (C++ Training) explore the power and flexibility of the Qt library. Starting with a solid introduction to the Qt library, you learn to build user interfaces with the Qt library. The training includes the use of core classes, dialogs, windows, widgets, MVC as well as painting and styling. The Qt Graphics View is covered at the end if time permits.

Tarifs

- Tarification: \$3,750/person
- Rabais de 10% lorsque vous inscrivez 3 personnes.

Plan de cours

Qt Fundamentals

- Introduction to the Qt Library?
- Understanding the Qt Object Model
- Creating a First Application with the Qt Library
- Working with the Qt Designer
- Understading Signals and Slots: Concepts and Use
- About Events and Qt

Working with Qt Core Classes

- Working with Strings
- Working with Item Containers: Sequential, Associative and Generic Algrithms
- About File Handling and Qt
- Understanding String, Byte Arrays and Variants
- Practical Considerations

Working with Dialogs

- Working with QDialog
- Exploring Signals and Slots
- Implementing Standard Dialogs
- Implementing Shape Changing and Dynamic Dialogs
- Working with Build-In Classes

Working with Windows

- Working with QMainWindow
- Creating Menus and Toolbars
- Creating Status Bars
- Implementing the File Menu
- Implementing Dialogs
- Settings Management

Qt Widgets: Use and Customization

- Understanding Qt Widgets
- Customising Qt Widgets
- Working with the QWidget Class
- Custom Widget Integration with QtDesigner
- Practical Considerations

Implementing Model View Controller with Qt

Understanding the MVC Pattern
Implementing the MVC Pattern with Qt
Understanding the Role of Item Widgets
Implementing Model Classes
Implementing View Classes
Implementing the Controller
A Complete Example

Input and Output with Qt

Core Classes for IO
Implementing File IO
Implementing Database Operations
About SQL Models and Qt
Working with XML Documents

QT Painting and Styling

About Color Handling
Fundamentals of Painting with Qt
About Working with Style Sheets
Working with Application Event Handling
About Widget Painting
Implementing Main Windows and Actions

Working with the QT Graphics View – If Time Permits

Using Graphics View
Drag and Drop
Item Animation
Performance
Effects