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Autore	Huang Symeon
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Collana	Community experience distilled
Soggetti	Blueprints
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Creating Your First Qt Application; Creating a new project; Changing the layout of widgets; Understanding the mechanism of signals and slots; Connecting two signals; Creating a Qt Quick application; Connecting C++ slots to QML signals; Summary; Chapter 2: Building a Beautiful Cross-platform Clock; Creating a basic digital clock; Tweaking the digital clock; Saving and restoring settings; Building on the Unix platforms; Summary Chapter 3: Cooking an RSS Reader with Qt QuickUnderstanding model and view; Parsing RSS Feeds by XmlListModel; Tweaking the categories; Utilizing ScrollView; Adding BusyIndicator; Making a frameless window; Debugging QML; Summary; Chapter 4: Controlling Camera and Taking Photos; Accessing the camera in Qt; Controlling the camera; Displaying errors on the status bar; Permanent widgets in the status bar; Utilizing the menu bar; Using QFileDialog; QML camera; Summary; Chapter 5: Extending Paint Applications with Plugins; Drawing via QPainter; Writing static plugins; Writing dynamic plugins Merging plugin and main program projectsCreating a C++ plugin for QML applications; Summary; Chapter 6: Getting Wired and Managing Downloads; Introducing Qt network programming; Utilizing QNetworkAccessManager; Making use of the progress bar; Writing multithreaded applications; Managing a system network session;

Summary; Chapter 7: Parsing JSON and XML Documents to Use Online APIs; Setting up Qt for Android; Parsing JSON results; Parsing XML results; Building Qt applications for Android; Parsing JSON in QML; Summary; Chapter 8: Enabling Your Qt Application to Support Other Languages
Internationalization of Qt applications
Translating the Qt Widgets applications; Disambiguating identical texts; Changing languages dynamically; Translating the Qt Quick applications; Summary; Chapter 9: Deploying Applications on Other Devices; Releasing Qt applications on Windows; Creating an installer; Packaging the Qt applications on Linux; Deploying the Qt applications on Android; Summary; Chapter 10: Don't Panic When You Encounter These Issues; Commonly encountered issues; C++ syntax mistakes; Pointer and memory; Incompatible shared libraries; Doesn't run on Android!
Debugging the Qt applications
Debugging Qt Quick applications; Useful resources; Summary; Index

Sommario/riassunto

If you are a programmer looking for a truly cross-platform GUI framework to help you save your time by side-stepping the incompatibility between different platforms and building applications using Qt 5 for multiple targets, then this book is most certainly intended for you. It is assumed that you have a basic programming experience of C++ and fundamental knowledge about Qt.
