

Application Development With Qt Creator 2nd Edition

Enhance your cross-platform programming abilities with the powerful features and capabilities of Qt 6 Key Features Leverage Qt and C++ capabilities to create modern, cross-platform applications that can run on a wide variety of software applications Explore what's new in Qt 6 and understand core concepts in depth Build professional customized GUI applications with the help of Qt Creator Book Description Qt is a cross-platform application development framework widely used for developing applications that can run on a wide range of hardware platforms with little to no change in the underlying codebase. If you have basic knowledge of C++ and want to build desktop or mobile applications with a modern graphical user interface (GUI), Qt is the right choice for you. Cross-Platform Development with Qt 6 and Modern C++ helps you understand why Qt is one of the favorite GUI frameworks adopted by industries worldwide, covering the essentials of programming GUI apps across a multitude of platforms using the standard C++17 and Qt 6 features. Starting with the fundamentals of the Qt framework, including the features offered by Qt Creator, this practical guide will show you how to create classic user interfaces using Qt Widgets and touch-friendly user interfaces using Qt Quick. As you advance, you'll explore the Qt Creator IDE for developing

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applications for multiple desktops as well as for embedded and mobile platforms. You will also learn advanced concepts about signals and slots. Finally, the book takes you through debugging and testing your app with Qt Creator IDE. By the end of this book, you'll be able to build cross-platform applications with a modern GUI along with the speed and power of native apps.

What you will learn

- Write cross-platform code using the Qt framework to create interactive applications
- Build a desktop application using Qt Widgets
- Create a touch-friendly user interface with Qt Quick
- Develop a mobile application using Qt and deploy it on different platforms
- Get to grips with Model/View programming with Qt Widgets and Qt Quick
- Discover Qt's graphics framework and add animations to your user interface
- Write test cases using the Qt Test framework and debug code
- Build a translation-aware application
- Follow best practices in Qt to write high-performance code

Who this book is for

This book is for application developers who want to use C++ and Qt to create modern, responsive applications that can be deployed to multiple operating systems such as Microsoft Windows, Apple macOS, and Linux desktop platforms. Although no prior knowledge of Qt is expected, beginner-level knowledge of the C++ programming language and object-oriented programming system (OOPs) concepts will be helpful.

Create visually appealing and feature-rich applications by using Qt 5 and the

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C++ language Key Features Explore Qt 5 ' s powerful features to easily design your GUI application Leverage Qt 5 to build attractive cross-platform applications Work with Qt modules for multimedia, networking, and location, to customize your Qt applications Book Description Qt 5, the latest version of Qt, enables you to develop applications with complex user interfaces for multiple targets. It provides you with faster and smarter ways to create modern UIs and applications for multiple platforms. This book will teach you to design and build graphical user interfaces that are functional, appealing, and user-friendly. In the initial part of the book, you will learn what Qt 5 is and what you can do with it. You will explore the Qt Designer, discover the different types of widgets generally used in Qt 5, and then connect your application to the database to perform dynamic operations. Next, you will be introduced to Qt 5 chart which allows you to easily render different types of graphs and charts and incorporate List View Widgets in your application. You will also work with various Qt modules, like QtLocation, QtWebEngine, and the networking module through the course of the book. Finally, we will focus on cross-platform development with QT 5 that enables you to code once and run it everywhere, including mobile platforms. By the end of this book, you will have successfully learned about high-end GUI applications and will be capable of building many more powerful, cross-platform applications. What you will learn Implement

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tools provided by Qt 5 to design a beautiful GUI Understand different types of graphs and charts supported by Qt 5 Create a web browser using the Qt 5 WebEngine module and web view widget Connect to the MySQL database and display data obtained from it onto the Qt 5 GUI Incorporate the Qt 5 multimedia and networking module in your application Develop Google Map-like applications using Qt 5 ' s location module Discover cross-platform development by exporting the Qt 5 application to different platforms Uncover the secrets behind debugging Qt 5 and C++ applications Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Basic knowledge of C++ is necessary and the basics of Qt would be helpful.

Get started quickly with Qt, the popular open source C++ framework for building C++-based applications and games. This book will have you building both fully functional desktop and mobile applications in no time, including some simple game applications. Introducing Qt 6 begins by guiding you in setting up your tools and environment, and then walks you through the first "baby steps" of Qt framework. Next, you'll learn the basics of how project and app structure are set up using Qt. Then, you ' ll begin your first real hands-on projects using Qt, including a task and problem management application and two games. As you progress, you can enhance these apps and games using additional Qt

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components and features. The book then delves into advanced topics in Qt, learning above and beyond what the Qt docs can offer, including local storage, C++ integration, deployment to Windows and Android, custom components and how to work with them. Upon completing this book, you'll come away knowing how to build a C++ application from design to deployment, top to bottom. And, you'll have actual application and game examples that you can apply to your own work or hobby. What You Will Learn Learn to build your first applications and games using Qt 6 framework Design, create, build and deploy your first Qt applications or games as finished products Explore local storage integration in theory and practice Cover deployment on Windows and on Android Integrate with C++ language to leverage additional functionality Dive into Custom Components and how to work with them Explore different project structures and more Who This Book Is For Software programmers, developers who are new to C++ or the Qt framework. Some prior programming experience though may be helpful.

Completely revised and updated, Computer Systems, Fourth Edition offers a clear, detailed, step-by-step introduction to the central concepts in computer organization, assembly language, and computer architecture. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.

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Build apps for Android, iOS, and Raspberry Pi with C++ and Qt

End to End GUI Development with Qt5

The Art of Building Qt Applications

Tools and Techniques for Building with Embedded Linux

C++ GUI Programming with Qt3

Create stunning cross-platform applications using C++ with Qt Widgets and

QML with Qt Quick, 2nd Edition

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.

Presenting hints on developing user-friendly applications, Molkentin explores tools needed to create dialog boxes, steps to follow when developing a GUI-based application, and how to visualize data using Qt's "model-view concept.

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets About This Book Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games Learn Qt with the help of many sample

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games introduced step-by-step in each chapter

Who This Book Is For If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory.

What You Will Learn

- Install Qt on your system
- Understand the basic concepts of every Qt game and application
- Develop 2D object-oriented graphics using Qt Graphics View
- Build multiplayer games or add a chat function to your games with Qt's Network module
- Script your game with Qt Script
- Program resolution-independent and fluid UI using QML and Qt Quick
- Control your game flow as per the sensors of a mobile device
- See how to test and debug your game easily with Qt Creator and Qt Test

In Detail Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file. The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve

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into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have. Style and approach This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

Design, build, and deploy powerful applications with amazing user interfaces on embedded, mobile, and desktop platforms Key Features Easily compile, run, and debug your applications from the powerful Qt Creator IDE Future-proof your applications with Qt Test and modern architecture principles Build multi-platform projects that target Android, iOS, Windows, macOS, Linux, and more Book Description Qt is a professional cross-platform application framework used across industries like automotive, medical, infotainment, wearables, and more. In this book you'll initially create a to-do style app by going via all stages for building a successful project. You'll learn basics of Qt's C++ and QML APIs, test-driven development with Qt Test, application architecture, and UIs with Qt Quick & Quick Controls 2. Next, you'll help two startups build their products. The first startup, Cute Comics, wants to help independent comic creators with a suite of apps that let them experiment with comic pages, image composition, comic dialogues,

and scene descriptions. While developing these apps you'll deepen your knowledge of Qt Quick's layout systems, and see Qt 3D and Widgets in action. The second startup, Cute Measures, wants to create apps for industrial and agricultural sectors, to make sense of sensor data via a monitoring system. The apps should run seamlessly across devices and operating systems like Android, iOS, Windows, or Mac, and be cost-effective by integrating with existing web technologies. You take the role of lead developer and prototype the monitoring system. In doing so you'll get to know Qt's Bluetooth and HTTP APIs, as well as the Charts and Web Engine UI modules. These projects will help you gain a holistic view of the Qt framework. What you will learn

- Learn the basics of modern Qt application development
- Develop solid and maintainable applications with BDD, TDD, and Qt Test
- Master the latest UI technologies and know when to use them: Qt Quick, Controls 2, Qt 3D and Charts
- Build a desktop UI with Widgets and the Designer
- Translate your user interfaces with QTranslator and Linguist
- Get familiar with multimedia components to handle visual input and output
- Explore data manipulation and transfer: the model/view framework, JSON, Bluetooth, and network I/O
- Take advantage of existing web technologies and UI components with WebEngine

Who this book is for This book is for developers who want to successfully build and maintain cross-platform applications with advanced UI and connectivity features. Basic knowledge of C++ is required.

Get up to speed with cross-platform computer vision app development by building

seven practical projects

Advanced Qt Programming

Qt 5 and OpenCV 4 Computer Vision Projects

Application Development with Qt Creator

Qt5 C++ GUI Programming Cookbook

The Definitive Guide to PyQt Programming

Explore Qt Creator, Qt Quick, and QML to design and develop applications that work on desktop, mobile, embedded, and IoT platforms

Key Features

- Build a solid foundation in Qt by learning about its core classes, multithreading, File I/O, and networking
- Learn GUI programming and build custom interfaces using Qt Widgets, Qt Designer, and QML
- Use the latest features of C++17 for improving the performance of your Qt applications

Book Description

Qt is a powerful development framework that serves as a complete toolset for building cross-platform applications, helping you reduce development time and improve productivity. Completely revised and updated to cover C++17 and the latest developments in Qt 5.12, this comprehensive guide is the third edition of *Application Development with Qt Creator*. You'll start by designing a user interface using Qt Designer and learn how to instantiate custom messages, forms, and dialogues. You'll then understand Qt's support for multithreading, a key tool for making applications responsive, and the use of Qt's Model-View-Controller (MVC) to display data and content. As you advance, you'll learn to draw images on screen using Graphics View Framework and create custom widgets that interoperate with Qt Widgets. This Qt programming book takes you through Qt Creator's latest features, such as C

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Quick Controls 2, enhanced CMake support, a new graphical editor for SCXML, and a model editor. You'll even work with multimedia and sensors using Qt Quick, and finally develop applications for mobile, IoT, and embedded devices using Qt Creator. By the end of this Qt book, you'll be able to create your own cross-platform applications from scratch using Qt Creator and the C++ programming language. What you will learn Create programs from scratch using the Qt framework and C++ language Compile and debug your Qt Quick and C++ applications using Qt Creator Implement map view with your Qt application and display device location on the map Understand how to call Android and iOS native functions from Qt C++ code Localize your application with Qt Linguist Explore various Qt Quick components that provide access to audio and video playbacks Develop GUI applications using both Qt and Qt Quick Who this book is for If you are a beginner looking to harness the power of Qt and the Qt Creator framework for cross-platform development, this book is for you. Although no prior knowledge of Qt and Qt Creator is required, basic knowledge of C++ programmin... Explore Qt Creator, Qt Quick, and QML to design and develop applications that work on desktop, mobile, embedded, and IoT platforms Key FeaturesBuild a solid foundation in Qt by learning about its core classes, multithreading, File I/O, and networkingLearn GUI programming and build custom interfaces using Qt Widgets, Qt Designer, and QMLUse the latest features of C++17 for improving the performance of your Qt applicationsBook Description Qt is a powerful development framework that serves as a complete toolset for building cross-platform applications, helping you reduce development time and improve productivity. Completely revised and updated to cover C++17 and the latest developments in Qt 5.12, this comprehensive guide is the third edition of Application Development with Qt

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Creator. You'll start by designing a user interface using Qt Designer and learn how to instantiate custom messages, forms, and dialogues. You'll then understand Qt's support for multithreading, a key tool for making applications responsive, and the use of Qt's Model-View Controller (MVC) to display data and content. As you advance, you'll learn to draw images on screen using Graphics View Framework and create custom widgets that interoperate with Qt Widgets. This Qt programming book takes you through Qt Creator's latest features, such as Qt Quick Controls 2, enhanced CMake support, a new graphical editor for SCXML, and a model editor. You'll even work with multimedia and sensors using Qt Quick, and finally develop applications for mobile, IoT, and embedded devices using Qt Creator. By the end of this Qt book, you'll be able to create your own cross-platform applications from scratch using Qt Creator and the C++ programming language. What you will learn

- Create programs from scratch using the Qt framework and C++ language
- Compile and debug your Qt Quick and C++ applications using Qt Creator
- Implement map view with your Qt application and display device location on the map
- Understand how to call Android and iOS native functions from Qt C++ code
- Localize your application with Qt Linguist
- Explore various Qt Quick components that provide access to audio and video playbacks
- Develop GUI applications using both Qt and Qt Quick

Who this book is for If you are a beginner looking to harness the power of Qt and the Qt Creator framework for cross-platform development, this book is for you. Although no prior knowledge of Qt and Qt Creator is required, basic knowledge of C++ programming is assumed.

Application Development with Qt Creator Build cross-platform applications and GUIs using Qt 5 and C++, 3rd Edition Packt Publishing Ltd

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Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key Features Learn to use Qt 5 to design and customize the look and feel of your application Improve the visual quality of an application by using graphics rendering and animation Understand the balance of presentation and web content that will make an application appealing yet functional Book Description With the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive and user-friendly user interfaces for your applications. Qt5 C++ GUI Programming Cookbook, Second Edition teaches you how to develop functional and appealing user interfaces using the latest version of QT5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots, network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learn Animate GUI elements using Qt5's built-in animation system Draw shapes and 2D images using Qt5's powerful rendering system Implement an industry-standard OpenGL library in your project Build a mobile app that supports touch events and exports it onto devices Parse and extract data from an XML file and present it on your GUI Interact with web content by calling JavaScript functions from C++ Access MySQL and SQLite databases to retrieve data and display it on your GUI Who this book is for This

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intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

Develop cross-platform applications with modern UIs using the powerful Qt framework

Writing Portable GUI applications on Unix and Win32

Computer Vision with OpenCV 3 and Qt5

Qt 5 Projects

Getting Started with Qt 5

Begin writing graphical user interface(GUI) applications for building human machine interfaces with a clear understanding of key concepts of the Qt framework Key FeaturesLearn how to write, assemble, and build Qt application from the command lineUnderstand key concepts like Signals and Slots in QtBest practices and effective techniques for designing graphical user interfaces using Qt 5Book Description Qt is a cross-platform application framework and widget toolkit that is used to create GUI applications that can run on different hardware and operating systems. The main aim of this book is to introduce Qt to the reader. Through the use of simple examples, we will walk you through building blocks without focusing too much on theory. Qt is a popular

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tool that can be used for building a variety of applications, such as web browsers, media players such as VLC, and Adobe Photoshop. Following Qt installation and setup, the book dives straight into helping you create your first application. You will be introduced to Widgets, Qt's interface building block, and the many varieties that are available for creating GUIs. Next, Qt's core concept of signals and slots are well illustrated with sufficient examples. The book further teaches you how to create custom widgets, signals and slots, and how to communicate useful information via dialog boxes. To cap everything off, you will be taken through writing applications that can connect to databases in order to persist data. By the end of the book, you should be well equipped to start creating your own Qt applications and confident enough to pick up more advanced Qt techniques and materials to hone your skills. What you will learn

- Set up and configure your machine to begin developing Qt applications
- Discover different widgets and layouts for constructing UIs
- Understand the key concept of signals and slots
- Understand how signals and slots help animate a GUI
- Explore how to create customized widgets along with signals and slots
- Understand how to subclass and create a custom windows application
- Understand

how to write applications that can talk to databases. Who this book is for Anyone trying to start development of graphical user interface application will find this book useful. One does not need prior exposure to other toolkits to understand this book. In order to learn from this book you should have basic knowledge of C++ and a good grasp of Object Oriented Programming. Familiarity with GNU/Linux will be very useful though it's not a mandatory skill.

Blend the power of Qt with OpenCV to build cross-platform computer vision applications

- Start creating robust applications with the power of OpenCV and Qt combined
- Learn from scratch how to develop cross-platform computer vision applications
- Accentuate your OpenCV applications by developing them with Qt

Book Description Developers have been using OpenCV library to develop computer vision applications for a long time. However, they now need a more effective tool to get the job done and in a much better and modern way. Qt is one of the major frameworks available for this task at the moment. This book will teach you to develop applications with the combination of OpenCV 3 and Qt5, and how to create cross-platform computer vision applications. We'll begin by introducing Qt, its IDE, and

its SDK. Next you'll learn how to use the OpenCV API to integrate both tools, and see how to configure Qt to use OpenCV. You'll go on to build a full-fledged computer vision application throughout the book. Later, you'll create a stunning UI application using the Qt widgets technology, where you'll display the images after they are processed in an efficient way. At the end of the book, you'll learn how to convert OpenCV Mat to Qt QImage. You'll also see how to efficiently process images to filter them, transform them, detect or track objects as well as analyze video. You'll become better at developing OpenCV applications. What you will learn

- Get an introduction to Qt IDE and SDK
- Be introduced to OpenCV and see how to communicate between OpenCV and Qt
- Understand how to create UI using Qt Widgets
- Learn to develop cross-platform applications using OpenCV 3 and Qt 5
- Explore the multithreaded application development features of Qt5
- Improve OpenCV 3 application development using Qt5
- Build, test, and deploy Qt and OpenCV apps, either dynamically or statically
- See Computer Vision technologies such as filtering and transformation of images, detecting and matching objects, template matching, object tracking, video and motion analysis, and much more
- Be introduced to QML and

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Qt Quick for iOS and Android application development Who this book is for This book is for readers interested in building computer vision applications. Intermediate knowledge of C++ programming is expected. Even though no knowledge of Qt5 and OpenCV 3 is assumed, if you're familiar with these frameworks, you'll benefit. In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a

favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

A comprehensive guide that will get you up and running with

embedded software development using Qt5 Key Features Learn to create fluid, cross-platform applications for embedded devices Achieve optimum performance in your applications with QT Lite project Explore the implementation of Qt with IoT using QtMqtt, QtKNX, and QtWebSockets Book Description Qt is an open-source toolkit suitable for cross-platform and embedded application development. This book uses inductive teaching to help you learn how to create applications for embedded and Internet of Things (IoT) devices with Qt 5. You'll start by learning to develop your very first application with Qt. Next, you'll build on the first application by understanding new concepts through hands-on projects and written text. Each project will introduce new features that will help you transform your basic first project into a connected IoT application running on embedded hardware. In addition to practical experience in developing an embedded Qt project, you will also gain valuable insights into best practices for Qt development, along with exploring advanced techniques for testing, debugging, and monitoring the performance of Qt applications. Through the course of the book, the examples and projects are demonstrated in a way so that they can be run both locally and on an embedded platform. By the end of this

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book, you will have the skills you need to use Qt 5 to confidently develop modern embedded applications. What you will learn

- Understand how to develop Qt applications using Qt Creator under Linux
- Explore various Qt GUI technologies to build resourceful and interactive applications
- Understand Qt's threading model to maintain a responsive UI
- Get to grips with remote target load and debug under Qt Creator
- Become adept at writing IoT code using Qt
- Learn a variety of software best practices to ensure that your code is efficient

Who this book is for This book is for software and hardware professionals with experience in different domains who are seeking new career opportunities in embedded systems and IoT. Working knowledge of the C++ Linux command line will be useful to get the most out of this book.

Introduction to Design Patterns in C++ with Qt

Build visually appealing, multithreaded, cross-platform computer vision applications

A Hands-on Approach to GUI Programming

Hands-On Mobile and Embedded Development with Qt 5

Learn Qt 5

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Cross-Platform Development with Qt 6 and Modern C++

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With *Rapid GUI Programming with Python and Qt* you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

Straight from Trolltech, this book covers all one needs to build industrial-strength applications with Qt 3.2.x and C++--applications that run natively on Windows, Linux/UNIX, Mac OS X, and embedded Linux with no source code changes. Includes a CD with the Qt 3.2 toolset and Borland C++ compilers--including a noncommercial Qt 3.2 for Windows available nowhere else.

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Learn GUI programming using Qt4, the powerful crossplatform framework, with the only official Qt book approved by Trolltech.

Learn the fundamentals of QT 5 framework to develop interactive cross-platform applications

Key Features

- A practical guide on the fundamentals of application development with QT 5
- Learn to write scalable, robust and adaptable C++ code with QT
- Deploy your application on different platforms such as Windows, Mac OS, and Linux

Book Description

Qt is a mature and powerful framework for delivering sophisticated applications across a multitude of platforms. It has a rich history in the Linux world, is widely used in embedded devices, and has made great strides in the Mobile arena over the past few years. However, in the Microsoft Windows and Apple Mac OS X worlds, the dominance of C#/.NET and Objective-C/Cocoa means that Qt is often overlooked. This book demonstrates the power and flexibility of the Qt framework for desktop application development and shows how you can write your application once and deploy it to multiple operating systems. Build a complete real-world line of business (LOB) solution from scratch, with distinct C++ library, QML user interface, and QtTest-driven unit-test projects. This is a suite of essential techniques that cover the core requirements for most LOB applications and will empower you to progress from a blank page to shipped application.

What you will learn

- Install and configure the Qt Framework and Qt Creator IDE
- Create a new multi-project solution from scratch and control every aspect of it with QMake
- Implement a rich user

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interface with QML · Learn the fundamentals of QTest and how to integrate unit testing · Build self-aware data entities that can serialize themselves to and from JSON · Manage data persistence with SQLite and CRUD operations · Reach out to the internet and consume an RSS feed · Produce application packages for distribution to other users Who this book is for This book is for application developers who want a powerful and flexible framework to create modern, responsive applications on Microsoft Windows, Apple Mac OS X, and Linux desktop platforms. You should be comfortable with C++ but no prior knowledge of Qt or QML is required.

Game Programming using Qt 5 Beginner's Guide

An in-depth guide to becoming proficient in spatial data analysis using QGIS 3.4 and 3.6 with Python, 3rd Edition

Introduction to programming Qt 5 for cross-platform application development

Design and Build Dazzling Cross-platform Applications Using Qt and Qt Quick

Hands-On Embedded Programming with Qt

Exploring BeagleBone

An In-depth guide updated with the latest version of Qt 5.11

including new features such as Quick Controls and Qt Gamepad

Key Features Unleash the power of Qt 5.11 with C++ Build

applications using Qt Widgets (C++) or Qt Quick (QML) Create

cross-platform applications for mobile and desktop platforms with Qt 5 Book Description Qt 5.11 is an app development framework that provides a great user experience and develops full capability applications with Qt Widgets, QML, and even Qt 3D. Whether you're building GUI prototypes or fully-fledged cross-platform GUI applications with a native look and feel, Mastering Qt 5 is your fastest, easiest, and most powerful solution. This book addresses various challenges and teaches you to successfully develop cross-platform applications using the Qt framework, with the help of well-organized projects. Working through this book, you will gain a better understanding of the Qt framework, as well as the tools required to resolve serious issues, such as linking, debugging, and multithreading. You'll start off your journey by discovering the new Qt 5.11 features, soon followed by exploring different platforms and learning to tame them. In addition to this, you'll interact with a gamepad using Qt Gamepad. Each chapter is a logical step for you to complete in order to master Qt. By the end of this book, you'll have

created an application that has been tested and is ready to be shipped. What you will learn

- Create stunning UIs with Qt Widgets and Qt Quick 2
- Develop powerful, cross-platform applications with the Qt framework
- Design GUIs with the Qt Designer and build a library in it for UI previews
- Handle user interaction with the Qt signal or slot mechanism in C++
- Prepare a cross-platform project to host a third-party library
- Use the Qt Animation framework to display stunning effects
- Deploy mobile apps with Qt and embedded platforms
- Interact with a gamepad using Qt Gamepad

Who this book is for

Mastering Qt 5 is for developers and programmers who want to build GUI-based applications. C++ knowledge is necessary, and knowing QT basics will help you get the most out of this book.

Design and build dazzling cross-platform applications using Qt and Qt Quick

In Detail

Qt Creator is a cross-platform C++ IDE (Integrated Development Environment) that is part of the Qt project. It is used for building GUI applications that run on Windows, Mac OS X, Linux, Android, and many embedded

systems. It includes a visual debugger and a forms designer within an integrated GUI. Application Development with Qt Creator Second Edition, covers everything you need to know to build cross-platform applications with Qt Creator. It starts by showing you how to get, install, and use Qt Creator, beginning with the basics of how to edit, compile, debug, and run applications. Along the way, you will learn how to use Qt to write cross-platform GUI applications for Mac OS X, Windows, Linux, and Android in C++ and Qt Quick. You will become proficient with the facets of Qt Creator that make it a valued software development environment for students and professionals alike. What You Will Learn Use Qt Creator's editor to edit your application source and resource files Explore the core functions of Qt Creator Compile and debug your Qt Quick and C++ applications using Qt Creator Localize applications using Qt Linguist and Qt Build GUI applications using both Qt and Qt Quick Write mobile applications for Android using Qt Creator and Qt Quick Integrate version control with Qt Creator Analyze your

application's runtime performance with Qt Creator

Downloading the example code for this book. You can download the example code files for all Packt books you have purchased from your account at <http://www.PacktPub.com>. If you purchased this book elsewhere, you can visit <http://www.PacktPub.com/support> and register to have the files e-mailed directly to you.

The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces. Platform independence is not the only benefit. Qt is flexible and highly optimized. You'll find that you need to write very little, if any, platform-dependent code because Qt already has what you

need. And Qt is free for open source and Linux development. Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That's where *Programming with Qt* steps in. You'll learn how to program in Qt as the book guides you through the steps of writing a simple paint application. Exercises with fully worked out answers help you deepen your understanding of the topics. The book presents all of the GUI elements in Qt, along with advice about when and how to use them, so you can make full use of the toolkit. For seasoned Qt programmers, there's also lots of information on advanced 2D transformations, drag-and-drop, writing custom image file filters, networking with the new Qt Network Extension, XML processing, Unicode handling, and more. *Programming with Qt* helps you get the most out of this powerful, easy-to-use, cross-platform toolkit. It's been completely updated for Qt

Version 3.0 and includes entirely new information on rich text, Unicode/double byte characters, internationalization, and network programming.

Learn GUI application development from the ground up, taking a practical approach by building simple projects that teach the fundamentals of using PyQt. Each chapter gradually moves on to teach more advanced and diverse concepts to aid you in designing interesting applications using the latest version of PyQt. You'll start by reviewing the beginning steps of GUI development from, using different projects in every chapter to teach new widgets or concepts that will help you to build better UIs. As you follow along, you will construct more elaborate GUIs, covering topics that include storing data using the clipboard, graphics and animation, support for SQL databases, and multithreading applications. Using this knowledge, you'll be able to build a photo editor, games, a text editor, a working web browser and an assortment of other GUIs. Beginning PyQt will guide you through the process of creating UIs to help you bring your

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own ideas to life. Learn what is necessary to begin making your own applications and more with PyQt! What You'll Learn Create your own cross-platform GUIs with PyQt and PythonUse PyQt's many widgets and apply them to building real applicationsBuild larger applications and break the steps into smaller parts for deeper understandingWork with complex applications in PyQt, from animation to databases and more Who This Book Is For Individuals who already have a fundamental understanding of the Python programming language and are looking to either expand their skills in Python or have a project where they need to create a UI, but may have no prior experience or no idea how to begin.

Introducing Qt 6

C++ GUI Programming with Qt4

Mastering Geospatial Development with QGIS 3.x

Application Development with Qt Creator, 2nd Edition

Develop high performance applications for embedded systems with C++ and Qt 5

Learn to Build Fun Apps & Games for Mobile & Desktop in C++

Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 5th Edition of Create GUI Applications, updated for 2021 & PySide6 Starting from the very basics, this book takes you on a tour of the key features of PySide6 you can use to build real-life applications. Learn the fundamental building blocks of PySide6 applications – Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide6 applications from the start. - 665 pages of hands-on PySide6 exercises

- 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.6+ - Code free to reuse in your own projects This book is great for developers who are new to Qt and Qt Creator and who are interested in harnessing the power of Qt for cross-platform development. If you have basic experience programming in C++, you have what it takes to create engaging cross-platform applications using Qt and Qt Creator!

Use Qt5 to design and build a graphical user interface that is functional, appealing, and user-friendly for your software application About This Book Learn to make use of Qt5 to design and customize the look-and-feel of your application Improve the visual quality of your application by utilizing the graphic rendering system and animation system provided by Qt5 A good balance of visual presentation and its contents will make an application appealing yet functional Who This Book Is For This book intended for those who want to develop software using Qt5. If you want to improve the visual quality and content presentation of your software application, this book is best suited to you. What You Will Learn Customize the look and feel of your application using the widget editor provided by Qt5 Change the states

*of the GUI elements to make them appear in a different form
Animating the GUI elements using the built-in animation system
provided by Qt5 Draw shapes and 2D images in your application using
Qt5's powerful rendering system Draw 3D graphics in your application
by implementing OpenGL, an industry-standard graphical library to
your project Build a mobile app that supports touch events and export
it to your device Parse and extract data from an XML file, then present
it on your software's GUI Display web content on your program and
interact with it by calling JavaScript functions from C++, or calling
C++ functions from the web content Access to MySQL and SQLite
databases to retrieve data and display it on your software's GUI In
Detail With the advancement of computer technology, the software
market is exploding with tons of software choices for the user, making
their expectations higher in terms of functionality and the look and
feel of the application. Therefore, improving the visual quality of your
application is vital in order to overcome the market competition and
stand out from the crowd. This book will teach you how to develop
functional and appealing software using Qt5 through multiple projects
that are interesting and fun. This book covers a variety of topics such*

as look-and-feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. You will learn tons of useful information, and enjoy the process of working on the creative projects provided in this book. Style and approach This book focuses on customizing the look and feel and utilizing the graphical features provided by Qt5. It takes a step-by-step approach, providing tons of screenshots and sample code for you to follow and learn. Each topic is explained sequentially and placed in context.

Master C++ “The Qt Way” with Modern Design Patterns and Efficient Reuse This fully updated, classroom-tested book teaches C++ “The Qt Way,” emphasizing design patterns and efficient reuse. Readers will master both the C++ language and Qt libraries, as they learn to develop maintainable software with well-defined code layers and simple, reusable classes and functions. Every chapter of this edition has been improved with new content, better organization, or both. Readers will find extensively revised coverage of QObjects, Reflection, Widgets, Main Windows, Models and Views, Databases, Multi-Threaded Programming, and Reflection. This edition introduces the powerful new Qt Creator IDE; presents new multimedia APIs; and

offers extended coverage of Qt Designer and C++ Integration. It has been restructured to help readers start writing software immediately and write robust, effective software sooner. The authors introduce several new design patterns, add many quiz questions and labs, and present more efficient solutions relying on new Qt features and best practices. They also provide an up-to-date C++ reference section and a complete application case study. Master C++ keywords, literals, identifiers, declarations, types, and type conversions. Understand classes and objects, organize them, and describe their interrelationships. Learn consistent programming style and naming rules. Use lists, functions, and other essential techniques. Define inheritance relationships to share code and promote reuse. Learn how code libraries are designed, built, and reused. Work with QObject, the base class underlying much of Qt. Build graphical user interfaces with Qt widgets. Use templates to write generic functions and classes. Master advanced reflective programming techniques. Use the Model-View framework to cleanly separate data and GUI classes. Validate input using regular expressions and other techniques. Parse XML data with SAX, DOM, and QDomStreamReader. Master today's most valuable

creational and structural design patterns. Create, use, monitor, and debug processes and threads. Access databases with Qt's SQL classes. Manage memory reliably and efficiently. Understand how to effectively manage QThreads and use QtConcurrent algorithms. Click here to obtain supplementary materials for this book.

Programming with Qt

Mastering Qt 5

Build modern, responsive cross-platform desktop applications with Qt, C++, and QML

Hands-On GUI Programming with C++ and Qt5

Creating Great Software with C++ and Qt 4

Create GUI Applications with Python & Qt6 (PySide6 Edition)

Master Qt's Most Powerful APIs, Patterns, and Development Practices Qt has evolved into a remarkably powerful solution for cross-platform desktop, Web, and mobile development.

However, even the most experienced Qt programmers only use a fraction of its capabilities.

Moreover, practical information about Qt's newest features has been scarce—until now.

Advanced Qt Programming shows developers exactly how to take full advantage of Qt 4.5's and Qt 4.6's most valuable new APIs, application patterns, and development practices. Authored by Qt expert Mark Summerfield, this book concentrates on techniques that offer the most power

and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading, and applications incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phonon framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models, QStandardItemModels, delegates, and views, and for creating custom table and tree models, delegates, and views Explains how to write more effective threaded programs with the QtConcurrent module and with the QThread class Includes detailed coverage of creating rich text editors and documents Thoroughly covers graphics/view programming: architecture, windows, widgets, layouts, scenes, and more Introduces Qt 4.6's powerful animation and state machine frameworks

The Only Official, Best-Practice Guide to Qt 4.3 Programming Using Trolltech's Qt you can build industrial-strength C++ applications that run natively on Windows, Linux/Unix, Mac OS X, and embedded Linux without source code changes. Now, two Trolltech insiders have written a start-to-finish guide to getting outstanding results with the latest version of Qt: Qt 4.3. Packed with realistic examples and in-depth advice, this is the book Trolltech uses to teach Qt to its own new hires. Extensively revised and expanded, it reveals today's best Qt programming patterns for everything from implementing model/view architecture to using Qt 4.3's improved graphics

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support. You'll find proven solutions for virtually every GUI development task, as well as sophisticated techniques for providing database access, integrating XML, using subclassing, composition, and more. Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible. Completely updated throughout, with significant new coverage of databases, XML, and Qtopia embedded programming Covers all Qt 4.2/4.3 changes, including Windows Vista support, native CSS support for widget styling, and SVG file generation Contains separate 2D and 3D chapters, coverage of Qt 4.3's new graphics view classes, and an introduction to QPainter's OpenGL back-end Includes new chapters on look-and-feel customization and application scripting Illustrates Qt 4's model/view architecture, plugin support, layout management, event processing, container classes, and much more Presents advanced techniques covered in no other book—from creating plugins to interfacing with native APIs Includes a new appendix on Qt Jambi, the new Java version of Qt Learn the complete Qt ecosystem and its tools and build UIs for mobile and desktop applications Key Features Unleash the power of the latest Qt 5.9 with C++14 Easily compile, run, and debug your applications from the powerful Qt Creator IDE Build multi-platform projects that target Android, iOS, Windows, MacOS, Linux, and more Book Description Qt 5.9 is an application development framework that provides a great user experience and develops full-capability applications with Qt Widgets, QML, and even Qt 3D. This learning path demonstrates the power and flexibility of the Qt framework for desktop application development and shows how you can write an application once and deploy it to multiple operating systems. It will address all the

challenges while developing cross-platform applications with the Qt framework. This course will give you a better understanding of the Qt framework and tools to resolve serious issues such as linking, debugging, and multithreading. It will also upskill you by explaining how to create a to-do-style app and taking you through all the stages in building a successful project. You will build a suite of apps; while developing these apps, you'll deepen your knowledge of Qt Quick's layout systems, and see Qt 3D and widgets in action. The next project will be in the industrial and agricultural sectors: making sense of sensor data via a monitoring system. Your apps should run seamlessly across devices and operating systems such as Android, iOS, Windows, or Mac, and be cost-effective by integrating with existing web technologies. You take the role of lead developer and prototype a monitoring system. In doing so, you'll get to know Qt's Bluetooth and HTTP APIs, as well as the Charts and Web Engine UI modules. These projects will help you gain a holistic view of the Qt framework. What you will learn

Install and configure the Qt Framework and Qt Creator IDE
Implement a rich user interface with QML
Learn the fundamentals of QTest and how to integrate unit testing
Create stunning UIs with Qt Widget and Qt Quick
Develop powerful, cross-platform applications with the Qt framework
Design GUIs with Qt Designer and build a library in it for UI previews
Build a desktop UI with widgets and Designer
Get familiar with multimedia components to handle visual input and output

Who this book is for
This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of C++ is necessary and a basic familiarity with Qt would be helpful.

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A complete guide to designing and building fun games with Qt and Qt Quick using associated toolsets
Key Features
A step by step guide to learn Qt by building simple yet entertaining games
Get acquainted with a small yet powerful addition—Qt Gamepad Module, that enables Qt applications to support the use of gamepad hardware
Understand technologies such as QML, OpenGL, and Qt Creator to design intuitive games
Book Description
Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming popular by the day, especially on mobile and embedded devices. It's a powerful tool that perfectly fits the needs of game developers. This book will help you learn the basics of Qt and will equip you with the necessary toolsets to build apps and games. The book begins by how to create an application and prepare a working environment for both desktop and mobile platforms. You will learn how to use built-in Qt widgets and Form Editor to create a GUI application and then learn the basics of creating graphical interfaces and Qt's core concepts. Further, you'll learn to enrich your games by implementing network connectivity and employing scripting. You will learn about Qt's capabilities for handling strings and files, data storage, and serialization. Moving on, you will learn about the new Qt Gamepad module and how to add it in your game and then delve into OpenGL and Vulkan, and how it can be used in Qt applications to implement hardware-accelerated 2D and 3D graphics. You will then explore various facets of Qt Quick: how it can be used in games to add game logic, add game physics, and build astonishing UIs for your games. By the end of this book, you will have developed the skillset to develop interesting games with Qt. What you will learn
Install the latest version of Qt on your system
Understand

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the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt Network module Script your game with Qt QML Explore the Qt Gamepad module in order to integrate gamepad support in C++ and QML applications Program resolution-independent and fluid UIs using QML and Qt Quick Control your game flow in line with mobile device sensors Test and debug your game easily with Qt Creator and Qt Test Who this book is for If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. No previous knowledge of Qt is required; however knowledge of C++ is mandatory.

Qt 5 Blueprints

Design and build applications with modern graphical user interfaces without worrying about platform dependency

The hands-on guide to making apps with Python

Build cross-platform applications and GUIs using Qt 5 and C++, 3rd Edition

Create GUI Applications with Python & Qt5 (PySide2 Edition)

Application Development with Qt Creator - Second Edition

Master application development by writing succinct, robust, and reusable code with Qt 5 About This Book Unleash the power of Qt 5 with C++14 Integrate useful third-party libraries such as OpenCV Package and deploy your application on multiple platforms Who This Book Is For This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of C++ is necessary and the basics of Qt would be helpful. What You Will Learn Create stunning UIs with Qt Widget and Qt Quick Develop powerful, cross-platform applications with the Qt framework Design GUIs with the Qt Designer

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and build a library in it for UI preview Handle user interaction with the Qt signal/slot mechanism in C++ Prepare a cross-platform project to host a third-party library Build a Qt application using the OpenCV API Use the Qt Animation framework to display stunning effects Deploy mobile apps with Qt and embedded platforms In Detail Qt 5.7 is an application development framework that provides a great user experience and develops full-capability applications with Qt Widgets, QML, and even Qt 3D. This book will address challenges in successfully developing cross-platform applications with the Qt framework. Cross-platform development needs a well-organized project. Using this book, you will have a better understanding of the Qt framework and the tools to resolve serious issues such as linking, debugging, and multithreading. Your journey will start with the new Qt 5 features. Then you will explore different platforms and learn to tame them. Every chapter along the way is a logical step that you must take to master Qt. The journey will end in an application that has been tested and is ready to be shipped. Style and approach This is an easy-to-follow yet comprehensive guide to building applications in Qt. Each chapter covers increasingly advanced topics, with subjects grouped according to their complexity as well as their usefulness. Packed with practical examples and explanations, Mastering Qt contains everything you need to take your applications to the next level.

Create image processing, object detection and face recognition apps by leveraging the power of machine learning and deep learning with OpenCV 4 and Qt 5 Key Features Gain practical insights into code for all projects covered in this book Understand modern computer vision concepts such as character recognition, image processing and modification Learn to use a graphics processing unit (GPU) and its parallel processing power for filtering images quickly Book Description OpenCV and Qt have proven to be a winning combination for developing cross-platform computer vision applications. By leveraging their power, you can create robust applications with both an intuitive graphical user interface (GUI) and high-performance

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capabilities. This book will help you learn through a variety of real-world projects on image processing, face and text recognition, object detection, and high-performance computing. You ' ll be able to progressively build on your skills by working on projects of increasing complexity. You ' ll begin by creating an image viewer application, building a user interface from scratch by adding menus, performing actions based on key-presses, and applying other functions. As you progress, the book will guide you through using OpenCV image processing and modification functions to edit an image with filters and transformation features. In addition to this, you ' ll explore the complex motion analysis and facial landmark detection algorithms, which you can use to build security and face detection applications. Finally, you ' ll learn to use pretrained deep learning models in OpenCV and GPUs to filter images quickly. By the end of this book, you will have learned how to effectively develop full-fledged computer vision applications with OpenCV and Qt. What you will learn

- Create an image viewer with all the basic requirements
- Construct an image editor to filter or transform images
- Develop a security app to detect movement and secure homes
- Build an app to detect facial landmarks and apply masks to faces
- Create an app to extract text from scanned documents and photos
- Train and use cascade classifiers and DL models for object detection
- Build an app to measure the distance between detected objects
- Implement high-speed image filters on GPU with Open Graphics Library (OpenGL)

Who this book is for This book is for engineers and developers who are familiar with both Qt and OpenCV frameworks and are capable of creating simple projects using them, but want to build their skills to create professional-level projects using them. Familiarity with the C++ language is a must to follow the example source codes in this book.

Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use

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to build real-life applications. Learn the fundamental building blocks of PySide applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

Written in a concise and easy-to-follow approach, this book will guide you to develop your first application with Qt with illustrated examples and screenshots. If you are a developer who is new to Qt and Qt Creator and is interested in harnessing the power of Qt for cross-platform development, this book is great for you. If you have basic experience programming in C++, you have what it takes to create great cross-platform applications using Qt and Qt Creator!

The Book of Qt 4

Computer Systems

Practical recipes for building cross-platform GUI applications, widgets, and animations with Qt 5, 2nd Edition

Game Programming Using Qt: Beginner's Guide

C++ GUI Programming with Qt 4

Foundations of Qt Development

Qt is one of the most influential graphical toolkits for the Linux operating system and is quickly being adopted on other platforms (Windows, Mac OS) as well. It is necessary to learn for all Linux programmers. This book takes the reader step by step through the complexities of Qt, laying the groundwork that allows the reader to make the step from novice to professional. This book is full of real world examples that can be quickly integrated into a developer's project. While the reader is assumed to be a beginner at Qt development, they are required to have a working knowledge of C++ programming. Explore Qt framework and APIs for building cross-platform applications for mobile devices, embedded systems, and IoT Key Features Build cross-platform applications and deploy them across mobile and connected devices Design 2D and 3D UIs for embedded systems using Yocto and Qt Creator Build machine to machine automation solution using QtSensors, QtMQTT, and QtWebSockets Book Description Qt is a world-class framework, helping you to develop rich graphical user interfaces (GUIs) and multi-platform applications that run on all major desktop platforms and most mobile or embedded platforms. The framework helps you connect the dots across platforms and between online and physical experience. This book will help you leverage the fully-featured Qt framework and its modular cross-platform library classes and intuitive APIs to develop applications for mobile, IoT, and industrial embedded systems.

Considerations such as screen size, device orientation changes, and small memory will be discussed. We will focus on various core aspects of embedded and mobile systems, such as connectivity, networking, and sensors; there is no IoT without sensors. You will learn how to quickly design a flexible, fast, and responsive UI that looks great. Going further, you will implement different elements in a matter of minutes and synchronize the UI elements with the 3D assets with high precision. You will learn how to create high-performance embedded systems with 3D/2D user interfaces, and deploy and test on your target hardware. The book will explore several new features, including Qt for WebAssembly. At the end of this book, you will learn about creating a full software stack for embedded Linux systems using Yocto and Boot to Qt for Device Creation. What you will learn Explore the latest features of Qt, such as preview for Qt for Python and Qt for WebAssembly Create fluid UIs with a dynamic layout for different sized screens Deploy embedded applications on Linux systems using Yocto Design Qt APIs for building applications for embedded and mobile devices Utilize connectivity for networked and machine automated applications Discover effective techniques to apply graphical effects using Qt Quick apps Who this book is for The book is ideal for mobile developers, embedded systems engineers and enthusiasts who are interested in building cross-platform applications with Qt. Prior knowledge of C++ is required. Go beyond the basics and unleash the full power of QGIS 3.4 and 3.6 with practical, step-by-step examples Key FeaturesOne-stop solution to all of your GIS needs Master

QGIS by learning about database integration, and geoprocessing tools Learn about the new and updated Processing toolbox and perform spatial analysis Book Description QGIS is an open source solution to GIS and widely used by GIS professionals all over the world. It is the leading alternative to proprietary GIS software. Although QGIS is described as intuitive, it is also, by default, complex. Knowing which tools to use and how to apply them is essential to producing valuable deliverables on time. Starting with a refresher on the QGIS basics and getting you acquainted with the latest QGIS 3.6 updates, this book will take you all the way through to teaching you how to create a spatial database and a GeoPackage. Next, you will learn how to style raster and vector data by choosing and managing different colors. The book will then focus on processing raster and vector data. You will be then taught advanced applications, such as creating and editing vector data. Along with that, you will also learn about the newly updated Processing Toolbox, which will help you develop the advanced data visualizations. The book will then explain to you the graphic modeler, how to create QGIS plugins with PyQGIS, and how to integrate Python analysis scripts with QGIS. By the end of the book, you will understand how to work with all aspects of QGIS and will be ready to use it for any type of GIS work. What you will learn Create and manage a spatial database Get to know advanced techniques to style GIS data Prepare both vector and raster data for processing Add heat maps, live layer effects, and labels to your maps Master LAs tools and GRASS integration with the Processing Toolbox Edit and repair

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topological data errors Automate workflows with batch processing and the QGIS

Graphical Modeler Integrate Python scripting into your data processing workflows

Develop your own QGIS plugins Who this book is for If you are a GIS professional, a consultant, a student, or perhaps a fast learner who wants to go beyond the basics of QGIS, then this book is for you. It will prepare you to realize the full potential of QGIS.

Create amazing games with Qt 5, C++, and Qt Quick, 2nd Edition

Beginning PyQt

Build stunning cross-platform applications and widgets with the most powerful GUI framework

Rapid GUI Programming with Python and Qt