Cross Platform Gui Programming With Wxwidgets

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.
Over 60 recipes to help you design interactive, smart, and cross-platform GUI applications Key Features Get succinct QT solutions to pressing GUI programming problems in Python Learn how to effectively implement reactive programming Build customized applications that are robust and reliable Book Description PyQt is one of the best cross-platform interface toolkits currently available; it's stable, mature, and completely native. If you want control over all aspects of UI elements, PyQt is what you need. This book will guide you through every concept necessary to create fully functional GUI applications using PyQt, with only a few lines of code. As you expand your GUI using more widgets, you will cover networks, databases, and graphical libraries that greatly enhance its functionality. Next, the book guides you in using Qt Designer to design user interfaces and implementing and testing dialogs, events, the clipboard, and drag and drop functionality to customize your GUI. You will learn a variety of topics, such as look and feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. Lastly, the book takes you through how Qt5 can help you to create cross-platform apps that are compatible with Android and iOS. You will be able to develop functional and appealing software using PyQt through interesting and fun recipes that will expand your knowledge of GUIs What you will learn Use basic Qt components, such as a radio button, combo box, and sliders Use QSpinBox and sliders to handle different signals generated on mouse clicks Work with different Qt layouts to meet user interface requirements Create custom widgets and set up customizations in your GUI Perform asynchronous I/O operations and thread handling in the Python GUI Employ network concepts, internet browsing, and Google Maps in UI Use graphics rendering and implement animation in your GUI Make your GUI application compatible with Android and iOS devices Who this book is for If you're an intermediate Python programmer wishing to enhance your coding skills by writing powerful GUIs in Python using PyQT, this is the book for you.
Geometry Management, Event Handling, and more Key Features A Practical, guide to learn the application of Python and GUI programming with tkinter Create multiple cross-platform real-world projects by integrating host of third party libraries and tools Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Book Description Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, audio player, drawing application, piano tutor, chat application, screen saver, port scanner, and much more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database-driven programs, asyncio based programming and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. What you will learn -A Practical, guide to help you learn the application of Python and GUI programming with Tkinter - Create multiple, cross-platform, real-world projects by integrating a host of third-party libraries and tools - Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Who this book is for This book is for a beginner to intermediate-level Pythonists who want to build modern, cross-platform GUI applications with the amazingly powerful Tkinter. Prior knowledge of Tkinter is required.
Enhance your cross-platform programming abilities with the powerful features and capabilities of Qt 6 Key FeaturesLeverage Qt and C++ capabilities to create modern, cross-platform applications that can run on a wide variety of software applicationsExplore what's new in Qt 6 and understand core concepts in depthBuild professional customized GUI applications with the help of Qt CreatorBook 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

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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 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 learnWrite cross-platform code using the Qt framework to create interactive applicationsBuild a desktop application using Qt WidgetsCreate a touch-friendly user interface with Qt QuickDevelop a mobile application using Qt and deploy it on different platformsGet to grips with Model/View programming with Qt Widgets and Qt QuickDiscover Qt's graphics framework and add animations to your user interfaceWrite test cases using the Qt Test framework and debug codeBuild a translation-aware applicationFollow best practices in Qt to write high-performance codeWho 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.
Mastering Qt 5
Cross-Platform Development with Qt 6 and Modern C++
Programming with Qt
Cross-platform GUI Programming with WxWidgets
Achieve True Cross-platform GUI Applications with Code that is 100% Portable on Windows, Mac, Android, Linux, Etc.
Develop cross-platform applications with modern UIs using the powerful Qt framework
C++ GUI Programming with Qt3

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 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.
Learn the complete Qt ecosystem and its tools and build UIs for mobile and desktop applications Key FeaturesUnleash the power of the latest Qt 5.9 with C++14Easily compile, run, and debug your applications from the powerful Qt Creator IDEBuild multi-platform projects that target Android, iOS, Windows, MacOS, Linux, and moreBook 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

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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 learnInstall and configure the Qt Framework and Qt Creator IDEImplement a rich user interface with QMLLearn the fundamentals of QtTest and how to integrate unit testingCreate stunning UIs with Qt Widget and Qt QuickDevelop powerful, cross-platform applications with the Qt frameworkDesign GUIs with Qt Designer and build a library in it for UI previewsBuild a desktop UI with widgets and DesignerGet familiar with multimedia components to handle visual input and outputWho 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.

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 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 learnCreate programs from scratch using the Qt framework and C++ languageCompile and debug your Qt Quick and C++ applications using Qt CreatorImplement map view with your Qt application and display device location on the mapUnderstand how to call Android and iOS native functions from Qt C++ codeLocalize your application with Qt LinguistExplore various Qt Quick components that provide access to audio and video playbacksDevelop GUI applications using both Qt and Qt QuickWho 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.

"This book is the best way for beginning developers to learn wxWidgets programming in C++. It is a must-have for programmers thinking of using wxWidgets and those already using it." –Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even Pocket PC Master wxWidgets from start to finish–even if you've never built GUI applications before Leverage advanced wxWidgets capabilities: networking, multithreading, streaming, and more Foreword by Mitch Kapor, founder, Lotus Development and Open Source Application Foundation wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC–supporting each platform's native look and feel with virtually no additional coding. Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and code you need to get great results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling, window layouts, drawing, printing, dialogs, and more Working with window classes, from simple to advanced Memory management, debugging, error checking, internationalization, and other advanced topics Includes extensive code samples for Windows, Linux (GTK+), and Mac OS X

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Tkinter GUI Programming by Example

The hands-on guide to making apps with Python

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.

Cross-Platform Development in C++ is the definitive guide to developing portable C/C++ application code that will run natively on Windows, Macintosh, and Linux/Unix platforms without compromising functionality, usability, or quality. Long-time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding, testing, and deployment. Drawing on his extensive experience with cross-platform development, Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development. Along the way, he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross-platform development approaches. This book will be an indispensable resource for every software professional and technical manager who is building new cross-platform software, porting existing C/C++ software, or planning software that may someday require cross-platform support. Build Cross-Platform Applications without Compromise Throughout the book, Logan illuminates his techniques with realistic scenarios and extensive, downloadable code examples, including a complete cross-platform GUI toolkit based on Mozilla's XUL that you can download, modify, and learn from. Coverage includes Policies and procedures used by Netscape, enabling them to ship Web browsers to millions of users on Windows, Mac OS, and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform-specific GUI APIs, including Win32/.NET, Cocoa, and Gtk+ Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards-based APIs, including POSIX and STL Avoiding hidden portability pitfalls associated with floating point, char types, data serialization, and types in C++ Utilizing platform abstraction libraries such as the Netscape Portable Runtime (NSPR) Establishing an effective cross-platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi-platform GUI applications from a single code base Thoroughly testing application portability Understanding cross-platform GUI toolkit design with Trixul

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.

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.

Build responsive, cross-platform, graphical applications with the Go programming language

Fearless Cross-Platform Development with Delphi

A Hands-on Approach to GUI Programming

Python GUI Programming - A Complete Reference Guide

Hands-On GUI Programming with C++ and Qt5

Beginning PyQt

Qt5 Python GUI Programming Cookbook

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 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

Learn how to implement the reactive programming paradigm with C++ and build asynchronous and concurrent applications Key Features Efficiently exploit concurrency and parallelism in your programs Use the Functional Reactive programming model to structure programs Understand reactive GUI programming to make your own applications using Qt Book Description Reactive programming is an effective way to build highly responsive applications with an easy-to-maintain code base. This book covers the essential functional reactive concepts that will help you build highly concurrent, event-driven, and asynchronous applications in a simpler and less error-prone way. C++ Reactive Programming begins with a discussion on how event processing was undertaken by different programming systems earlier. After a brisk introduction to modern C++ (C++17), you'll be taken through language-level concurrency and the lock-free programming model to set the stage for our foray into the Functional Programming model. Following this, you'll be introduced to RxCpp and its programming model. You'll be able to gain deep insights into the RxCpp library, which facilitates reactive programming. You'll learn how to deal with reactive programming using Qt/C++ (for the desktop) and C++ microservices for the Web. By the end of the book, you will be well versed with advanced reactive programming concepts in modern C++ (C++17). What you will learn Understand language-level concurrency in C++ Explore advanced C++ programming for the FRP Uncover the RxCpp library and its programming model Mix the FP and OOP constructs in C++ 17 to write well-structured programs Master reactive microservices in C++ Create custom operators for RxCpp Learn advanced stream processing and error handling Who this book is for If you're a C++ developer interested in using reactive programming to build asynchronous and concurrent applications, you'll find this book extremely useful. This book doesn't assume any previous knowledge of reactive programming.

Learn to rapidly build and deploy cross-platform applications from a single codebase with practical, real-world solutions using the mature Delphi 10.4 programming environment Key FeaturesImplement Delphi's modern features to build professional-grade Windows, web, mobile, and IoT applications and powerful serversBecome a Delphi code and project guru by learning best practices and techniques for cross-platform developmentDeploy your complete end-to-end application suite anywhereBook Description Delphi is a strongly typed, event-driven programming language with a rich ecosystem of frameworks and support tools. It comes with an extensive set of web and database libraries for rapid application development on desktop, mobile, and internet-enabled devices. This book will help you keep up with the latest IDE features and provide a sound foundation of project management and recent language enhancements to take your productivity to the next level. You'll discover how simple it is to support popular mobile device features such as sensors, cameras, and GPS. The book will help you feel comfortable working with FireMonkey and styles and incorporating 3D user interfaces in new ways. As you advance, you'll be able to build cross-platform solutions that not only look native but also take advantage of a wide array of device capabilities. You'll also learn how to use embedded databases, such as SQLite and InterBase ToGo, synchronizing them with your own custom backend servers or modules using the powerful RAD Server engine. The book concludes by sharing tips for testing and deploying your end-to-end application suite for a smooth user experience. By the end of this book, you'll be able to deliver modern enterprise applications using Delphi confidently. What you will learnDiscover the latest enhancements in the Delphi IDEOvercome the barriers that hold you back from embracing cross-platform developmentBecome fluent with FireMonkey controls, styles, LiveBindings, and 3D objectsBuild Delphi packages to extend RAD Server or modularize your applicationsUse FireDAC to get quick and direct access to any dataLeverage IoT technologies such as Bluetooth and Beacons and learn how to put your app on a Raspberry PiEnable remote apps with backend servers on Windows and Linux through REST APIsDevelop modules for IIS and Apache web serversWho this book is for This book is for Delphi developers interested in expanding their skillset beyond Windows programming by creating professional-grade applications on multiple platforms, including Windows, Mac, iOS, Android, and back-office servers. You'll also find this book useful if you're a developer looking to upgrade your knowledge of Delphi to keep up with the latest changes and enhancements in this powerful toolset. Some Delphi programming experience is necessary to make the most out of this book.

Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key FeaturesLearn to use Qt 5 to design and customize the look and feel of your applicationImprove the visual quality of an application by using graphics rendering and animationUnderstand the balance of presentation and web content that will make an application appealing yet functionalBook 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 learnAnimate GUI elements using Qt5's built-in animation systemDraw shapes and 2D images using Qt5's powerful rendering systemImplement an industry-standard OpenGL library in your projectBuild a mobile app that supports touch events and exports it onto devicesParse and extract data from an XML file and present it on your GUIInteract with web content by calling JavaScript functions from C++Access MySQL and SQLite databases to retrieve data and display it on your GUIWho this book is for This 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.
Create GUI Applications with Python & Qt5 (PySide2 Edition)
End to End GUI Development with Qt5
Rapid GUI Programming with Python and Qt
A Hands-on Approach to GUI Programming with PyQt6
Develop responsive and powerful GUI applications with PyQt and Tkinter
Cross-Platform GUI Programming with wxWidgets
Create beautiful, platform-agnostic graphical applications using Fyne and the Go programming language

Find out how to create visually stunning and feature-rich applications by empowering Python's built-in Tkinter GUI toolkit About This Book Explore Tkinter's powerful features to easily design and customize your GUI application Learn the basics of 2D and 3D animation in GUI applications. Learn to integrate stunning Data Visualizations using Tkinter Canvas and Matplotlib. Who This Book Is For This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge Of Python is a prerequisite. What You Will Learn Implement the tools provided by Tkinter to design beautiful GUIs Discover cross-platform development through minor customizations in your existing application Visualize graphs in real time as data comes in using Tkinter's animation capabilities Use PostgreSQL authentication to ensure data security for your application Write unit tests to avoid regressions when updating code In Detail Tkinter is a lightweight, portable, and easy-to-use graphical toolkit available in the Python Standard Library, widely used to build Python GUIs due to its simplicity and availability. This book teaches you to design and build graphical user interfaces that are functional, appealing, and user-friendly using the powerful combination of Python and Tkinter. After being introduced to Tkinter, you will be guided step-by-step through the application development process. Over the course of the book, your application will evolve from a simple data-entry form to a complex data management and visualization tool while maintaining a clean and robust design. In addition to building the GUI, you'll learn how to connect to external databases and network resources, test your code to avoid errors, and maximize performance using asynchronous programming. You'll make the most of Tkinter's cross-platform availability by learning how to maintain compatibility, mimic platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this book, you will have the skills and confidence to design and build powerful high-end GUI applications to solve real-world problems. Style and approach This is a comprehensive guide that explores the essential Tkinter features and modules and implements them in building real-world cross-platform GUI applications 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://ww ...

Learn GUI programming using Qt4, the powerful crossplatform framework, with the only official Qt book approved by Trolltech. Geometry Management, Event Handling, and more About This Book A Practical, guide to learn the application of Python and GUI programming with tkinter Create multiple cross-platform real-world projects by integrating host of third party libraries and tools Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Who This Book Is For This book is for a beginner to intermediate-level Pythonists who want to build modern, cross-platform GUI applications with the amazingly powerful

Tkinter. Prior knowledge of Tkinter is required. What You Will Learn A Practical, guide to help you learn the application of Python and GUI programming with Tkinter Create multiple, cross-platform, real-world projects by integrating a host of third-party libraries and tools Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. In Detail Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, audio player, drawing application, piano tutor, chat application, screen saver, port scanner, and much more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database-driven programs, asyncio based programming and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. Style and approach An easy-to-follow guide, full of hands-on examples of real-world GUI programs. The first chapter is a must-read as it explains most of the things you need to get started with writing GUI programs with Tkinter. Each subsequent chapter is a stand-alone project that discusses some aspects of GUI programming in detail. These chapters can be read sequentially or randomly, depending on the reader's experience with Python. Downloading the example code for this book You can download the example code files ...

Learn GUI application development from the ground up by building simple projects that teach the fundamentals of using PyQt6. This 2nd edition includes updated code, programs, and new chapters to get you started using the newest version. Taking a practical approach, each chapter will gradually teach more advanced and diverse concepts to aid you in designing and customizing interesting and professional applications. You'll start by learning important concepts related to GUI development, and then jump right into building different and exciting projects in every chapter. Along the way, you'll discover new widgets, layouts, and other concepts that will help you to build better UIs. You'll also construct more elaborate GUIs, covering topics that include storing data using the clipboard, graphics and animation, support for SQL databases, multithreading applications, and building modern-looking interfaces. 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. In the end, this book will guide you through the process of creating UIs to help you bring your own ideas to life. Find out what you need to begin making your own applications with PyQt! What You'll Learn Develop cross-platform UIs with PyQt and Python Use PyQt's many widgets and apply them by building real applications Build larger applications through a step-by-step approach and break the code into smaller chunks for deeper understanding Work with more complex applications in PyQt, covering SQL databases, multithreading, web browsers, and more Create modern-looking UIs with Qt Quick and QtQml using the latest version of PyQt Who This Book Is For Python developers who are looking to begin creating user interfaces and want to utilize the latest version of PyQt to gets started. Having prior knowledge of PyQt or other Python UI toolkits is not necessary to begin using this book.

Gui Programming With Python
Practical recipes for building cross-platform GUI applications, widgets, and animations with Qt 5, 2nd Edition
Cross-Platform Development in C++
Introduction to programming Qt 5 for cross-platform application development
Qt 5 Blueprints
C++ Reactive Programming
Tkinter GUI Application Development Blueprints, Second Edition

This easy-to-use, fast-moving tutorial introduces you to functional programming with Haskell. You'll learn how to use Haskell in a variety of practical ways, from short demanding applications. Real World Haskell takes you through the basics of functional programming at a brisk pace, and then helps you increase your understanding of world issues like I/O, performance, dealing with data, concurrency, and more as you move through each chapter.

Create modern yet effective multi-platform applications by building interactive UIs following a single codebase approach to boost productivity Key FeaturesDelve into t

framework and explore its powerful capabilitiesEnhance the user experience by using various technologies included in Delphi and FMXBoost developer productivity throu
platform capabilities enabled by the frameworkBook Description FireMonkey (FMX) is a cross-platform application framework that allows developers to create exciting u
deliver applications on multiple operating systems (OS). This book will help you learn visual programming with Delphi and FMX. Starting with an overview of the FMX fra
a general discussion of the underlying philosophy and approach, you'll then move on to the fundamentals and architectural details of FMX. You'll also cover a significant
between Delphi and the Visual Component Library (VCL). Next, you'll focus on the main FMX components, data access/data binding, and style concepts, in addition to un
deliver visually responsive UIs. To address modern application development, the book takes you through topics such as animations and effects, and provides you with a
parallel programming, specifically targeting UI-related aspects, including application responsiveness. Later, you'll explore the most important cross-platform services in th
which are essential for delivering your application on multiple platforms while retaining the single codebase approach. Finally, you'll learn about FMX's built-in 3D functio
end of this book, you'll be familiar with the FMX framework and be able to build effective cross-platform apps. What you will learnExplore FMX's fundamental componen
comparison to VCLAchieve visual responsiveness through alignment capabilities and layout componentsEnrich the user experience with the help of transitions and visual
grips with data access and visual data bindingBuild exciting and responsive UIs for desktop and mobile platformsUnderstand the importance of responsive applications u
programmingCreate visual continuity through your applications with TFrameStand and TFormStandExplore the 3D functionalities offered by FMXWho this book is for Thi
Delphi developers who are looking to discover the full potential of the FireMonkey framework in order to build interactive cross-platform GUI applications and achieve a
Basic familiarity with Delphi programming and the VCL will be beneficial but not mandatory.

An definitive overview of Qt explains how to use this powerful, cross-platform GUI toolkit to create applications for the UNIX and Win32 environments, detailing the GU
how to use them, and includes information on 2D transformations, drag-and-drop, and custom image file filters. Original. (Advanced).

Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications Key FeaturesConceptualize
state-of-art GUI applications with Golang (Go)Tackle the complexity of varying GUI application sizes with a structured and scalable approachGet hands-on experience of
with Shiny, and labs/ui, Fyne, and WalkBook Description Go is often compared to C++ when it comes to low-level programming and implementations that require faster
Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though,
using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the va
available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each project to help you pick the right approach for your project. Each framework is
outlining how you can build performant applications that users will love. To aid you further in creating applications using these emerging technologies, you'll be able to
samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical
cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for
based graphical applications, you'll also glimpse Go's impressive concurrency system. In the concluding chapters, you'll discover how to distribute to the main desktop n
distribution channels. By the end of this book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What yo
learnUnderstand the benefits and complexities of building native graphical applications Gain insights into how Go makes cross-platform graphical application developmen
platform-native GUI applications using andlabs/ui Develop graphical Windows applications using Walk Create multiplatform GUI applications using Shiny, Nuklear, and Fyne
wrappers for GTK and Qt for GUI application development Streamline your requirements to pick the correct toolkit strategyWho this book is for This book is designed fo
are interested in building native graphical applications for desktop computers and beyond. Some knowledge of building applications using Go is useful, but not essential.
developing GUIs is not required as the book explores the benefits and challenges they pose. This book will also be beneficial for GUI application developers who are inter
Create stunning cross-platform applications using C++ with Qt Widgets and QML with Qt Quick, 2nd Edition
Tkinter GUI Application Development Blueprints - Second Edition
Python GUI Programming Cookbook
Writing Portable GUI Applications on Unix and Win32
Design concurrent and asynchronous applications using the RxCpp library and Modern C++17
Building Mac OS X, Linux, and Windows Applications (Adobe Reader)
C++ GUI Programming with Qt 4

Leverage the power of Python and its de facto GUI framework to build highly interactive interfaces Key Features The fundamentals of Python
and GUI programming with Tkinter. Create multiple cross-platform projects by integrating a host of third-party libraries and tools. Build
beautiful and highly-interactive user interfaces that target multiple devices. Book Description Tkinter is a modular, cross-platform
application development toolkit for Python. When developing GUI-rich applications, the most important choices are which programming

language(s) and which GUI framework to use. Python and Tkinter prove to be a great combination. This book will get you familiar with Tkinter by having you create fun and interactive projects. These projects have varying degrees of complexity. We'll start with a simple project, where you'll learn the fundamentals of GUI programming and the basics of working with a Tkinter application. After getting the basics right, we'll move on to creating a project of slightly increased complexity, such as a highly customizable Python editor. In the next project, we'll crank up the complexity level to create an instant messaging app. Toward the end, we'll discuss various ways of packaging our applications so that they can be shared and installed on other machines without the user having to learn how to install and run Python programs. What you will learn Create a scrollable frame via theCanvas widget Use the pack geometry manager andFrame widget to control layout Learn to choose a data structurefor a game Group Tkinter widgets, such asbuttons, canvases, and labels Create a highly customizablePython editor Design and lay out a chat window Who this book is for This book is for beginners to GUI programming who haven't used Tkinter yet and are eager to start building great-looking and user-friendly GUIs. Prior knowledge of Python programming is expected.

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.

Over 80 object-oriented recipes to help you create mind-blowing GUIs in Python About This Book Use object-oriented programming to develop amazing GUIs in Python Create a working GUI project as a central resource for developing your Python GUIs Packed with easy-to-follow recipes to help you develop code using the latest released version of Python Who This Book Is For If you are a Python programmer with intermediate level knowledge of GUI programming and want to learn how to create beautiful, effective, and responsive GUIs using the freely available Python GUI frameworks, this book is for you. What You Will Learn Create amazing GUIs with Python's built-in Tkinter module Customize the GUIs by using layout managers to arrange the GUI widgets Advance to an object-oriented programming style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make the GUIs responsive Discover ways to connect the GUIs to a database Understand how unit tests can be created and internationalize the GUI Extend the GUIs with free Python frameworks using best practices In Detail Python is a multi-domain, interpreted programming language. It is a widely used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. Its flexible syntax enables developers to write short scripts while at the same time, they can use object-oriented concepts to develop very large projects. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the least amount of code necessary. This book uses the simplest programming style, using the fewest lines of code to create a GUI in Python, and then advances to using object-oriented programming in later chapters. If you are new to object-oriented programming (OOP), this book will teach you how to take advantage of the OOP coding style in the context of creating GUIs written in Python. Throughout the book, you will develop an entire GUI application, building recipe upon recipe, connecting the GUI to a database. In the later chapters, you will explore additional Python GUI frameworks, using best practices. You will also learn how to use threading to ensure your GUI doesn't go unresponsive. By the end of the book, you will be an expert in Python GUI programming to develop a common set of GUI applications. Style and approach Every recipe in this programming cookbook solves a problem you might encounter in your programming career. At the same time, most of the recipes build on each other to create an entire, real-life GUI application.

Explore Python's GUI frameworks and create visually stunning and feature-rich applications Key FeaturesIntegrate stunning data visualizations using Tkinter Canvas and MatplotlibUnderstand the basics of 2D and 3D animation in GUI applicationsExplore PyQt's powerful features to easily design and customize your GUI applicationsBook Description A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. MooreQt5 Python GUI Programming Cookbook by B. M. HarwaniWhat you will learnVisualize graphs in real time with Tkinter's animation capabilitiesUse PostgreSQL authentication to ensure data security for your

applicationWrite unit tests to avoid regression when updating codeHandle different signals generated on mouse clicks using QSpinBox and slidersEmploy network concepts, internet browsing, and Google Maps in UIUse graphics rendering to implement animations in your GUIWho this book is for If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQT and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book.

Code You Can Believe In

Application Development with Qt Creator

Hands-On Qt for Python Developers

Real World Haskell

Python GUI Programming with Tkinter

Qt5 C++ GUI Programming Cookbook

Mastering GUI Programming with Python

*The missionThere are many programming languages out there. Most of them brag to be able to create cross-platform applications and to allow you to "easily create rich GUI applications" but miserably fail. In this book, we will actually achieve true cross-platform GUI applications with code that is 100% portable on Windows, Mac, Android, Linux, etc. I promise it WON'T be a bumpy road!Your first Hello World application will be a single EXE file, few MB in size that will run on all major platforms without any additional libraries (Java, runtime DLLs, browsers, etc) required. For whom is this book?This book is specially written for * People that have little in programming * C++ programmers that want to switch to a more productive environment * Programmers that are advanced but never actually did GUI or cross-platform applicationsWhat you will learn * What is the best IDE/compiler to develop cross-platform applications (modern, easy, fast, portable) * Basic programming skills * How to debug like a pro * Create GUI applications * Create less-buggy/more reliable applications * Advanced debugging techniques*

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 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 learnSet up and configure your machine to begin developing Qt applications Discover different widgets and layouts for constructing UIsUnderstand the key concept of signals and slots Understand how signals and slots help animate a GUIExplore how to create customized widgets along with signals and slots Understand how to subclass and create a custom windows applicationUnderstand 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.

Over 90 recipes to help you develop widgets, forms, layouts, charts, and much more using the latest features of Python 3 Key Features Use object-oriented programming to develop impressive GUIs in Python Create interesting charts to visually represent data using Matplotlib Develop GUIs with the latest versions of tkinter, PyQt5, and wxPython frameworks Book Description Python is a multi-domain, interpreted programming language that is easy to learn and implement. With its wide support for frameworks to develop GUIs, you can build interactive and beautiful GUI-based applications easily using Python. This third edition of Python GUI Programming Cookbook follows a task-based approach to help you create effective GUIs with the smallest amount of code. Every recipe in this book builds upon the last to create an entire, real-

life GUI application. These recipes also help you solve problems that you might encounter while developing GUIs. This book mainly focuses on using Python's built-in tkinter GUI framework. You'll learn how to create GUIs in Python using simple programming styles and object-oriented programming (OOP). As you add more widgets and expand your GUI, you will learn how to connect to networks, databases, and graphical libraries that greatly enhance the functionality of your GUI. You'll also learn how to use threading to ensure that your GUI doesn't become unresponsive. Toward the end, you'll learn about the versatile PyQt GUI framework, which comes along with its own visual editor that allows you to design GUIs using drag and drop features. By the end of the book, you'll be an expert in designing Python GUIs and be able to develop a variety of GUI applications with ease. What you will learn Create amazing GUIs with Python's built-in tkinter module Customize GUIs using layout managers to arrange GUI widgets Advance from the typical waterfall coding style to an OOP style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make GUIs responsive Discover ways to connect GUIs to a MySQL database Understand how unit tests can be created and internationalize GUI Delve into the world of GUI creation using PyQt5 Who this book is for If you're a programmer or developer looking to enhance your Python skills by writing powerful GUI applications, this book is for you. Familiarity with the Python programming language is necessary to get the most out of the book.

Boost UI development with ready-made widgets, controls, charts, and data visualization and create stunning 2D and 3D graphics with PyQt and PySide2. Key Features Build optimized GUI applications by implementing multiprocessing and concurrency Understand embedded and mobile development with PyQt and PySide Learn to create magnificent GUI applications using Pyside2 and QtQuick/QML Book Description Qt is one of the most widely used and flexible frameworks for GUI application development, allowing you to write your application once and then deploy it to multiple operating systems. This book combines the best of Python and Qt to help you develop GUI applications with Python bindings, such as PyQt and PySide, that will supercharge your Python applications. The book begins with an overview of Qt and QML. You'll start by working with PyQt GUI elements to style your applications. Then, you will learn how to use QWidget, frames, labels, and text fields, and work with graphics. This will be followed by taking you through how elements in the application communicate with each other by understanding signals, slots, and event handlers. This book will help you to gain a better understanding of the Qt framework and the tools to resolve issues when testing, linking, debugging, and multithreading your Python GUI applications. Finally, the book will help you get to grips with embedded and mobile development using PyQt and PySide. By the end of the book, you will be able to create modern, responsive, cross-platform desktop applications with the power of Qt, Python, and QML. What you will learn Explore PyQt5 and PySide2 to create comprehensive GUI applications Find out how threading and multiprocessing work Understand how to style GUIs with PyQt Get to grips with implementing buttons Understand how elements communicate with signals, slots, and event handlers Explore mobile development with PyQt and PySide Who this book is for This book is for Python developers who want to develop GUIs and cross-platform applications that are modern, responsive, and attractive. No prior knowledge of Qt or QML is required.

Unleash the full potential of the FMX framework to build exciting cross-platform apps with Embarcadero Delphi

Building GUI Applications (in No Time)

Hands-On GUI Application Development in Go

Develop responsive and powerful GUI applications with Tkinter

Expand your Delphi skills to build a new generation of Windows, web, mobile, and IoT applications

Building responsive and powerful cross-platform applications with PyQt

Build nine projects by working with widgets, geometry management, event handling, and more, 2nd Edition

Understand how to use the Fyne toolkit to build exciting apps for a range of devices and deploy them effectively Key FeaturesLearn how to use standard widgets, dialogs, and layouts as well as how to build your ownUnderstand how to develop an app and package and distribute it to different operating systems and app storesExplore the design principles and vision of the Fyne toolkit and how that may align with your projectBook Description The history of graphical application development is long and complicated, with various development challenges that persist to this day. The mix of technologies involved and the need to use different programming languages led to a very steep learning curve for developers looking to build applications across multiple platforms. In Building Cross-Platform GUI Applications with Fyne, you'll understand how the Go language, when paired with a modern graphical toolkit such as Fyne, can overcome these issues and make application development much easier. To provide an easy-to-use framework for cross-platform app development, the Fyne project offers many graphical concepts and design principles that are outlined throughout this book. By working through five example projects, you'll learn how to build apps effectively, focusing on each of the main areas, including the canvas, layouts, file handling, widgets, data binding, and themes. The book will also show you how the completed applications can then be run on your desktop computer, laptop, and smartphone. After completing these projects, you will discover how to prepare applications for release and distribute them to platform marketplaces and app stores. By the end of this book, you'll be able to create cross-platform graphical applications with visually

appealing user interfaces and concise code. What you will learnBecome well-versed with the history of GUI development and how Fyne and the Golang programming language make it easierExplore how the Fyne toolkit is architected and the various modules are providedDiscover how Fyne apps can be tested and constructed using best practicesConstruct five complete applications and deploy them to your devicesCustomize the design of your apps by extending widgets and themesUnderstand the separation and presentation of data and how to test and build applications that present dynamic dataWho this book is for This Fyne-Golang GUI book is for developers from any background who are looking to build cross-platform applications with a modern toolkit. It will also be useful for Go developers who are looking to explore graphical apps and GUI developers looking for a new toolkit for cross-platform development. Basic knowledge of Graphical User Interface (GUI) development is assumed (although a brief history is also included in the book). The book also features a short introduction to the Go language as a quick refresher.

Find out how to create visually stunning and feature-rich applications by empowering Python's built-in Tkinter GUI toolkit Key Features Explore Tkinter's powerful features to easily design and customize your GUI application Learn the basics of 2D and 3D animation in GUI applications. Learn to integrate stunning Data Visualizations using Tkinter Canvas and Matplotlib. Book Description Tkinter is a lightweight, portable, and easy-to-use graphical toolkit available in the Python Standard Library, widely used to build Python GUIs due to its simplicity and availability. This book teaches you to design and build graphical user interfaces that are functional, appealing, and user-friendly using the powerful combination of Python and Tkinter. After being introduced to Tkinter, you will be guided step-by-step through the application development process. Over the course of the book, your application will evolve from a simple data-entry form to a complex data management and visualization tool while maintaining a clean and robust design. In addition to building the GUI, you'll learn how to connect to external databases and network resources, test your code to avoid errors, and maximize performance using asynchronous programming. You'll make the most of Tkinter's cross-platform availability by learning how to maintain compatibility, mimic platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this book, you will have the skills and confidence to design and build powerful high-end GUI applications to solve real-world problems. What you will learn Implement the tools provided by Tkinter to design beautiful GUIs Discover cross-platform development through minor customizations in your existing application Visualize graphs in real time as data comes in using Tkinter's animation capabilities Use PostgreSQL authentication to ensure data security for your application Write unit tests to avoid regressions when updating code Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Knowledge of Python is a prerequisite.

Describes how to use wxWidgets, an open-source C++ API, to write GUI applications.

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 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

Using the Qt Toolkit

Develop impressive cross-platform GUI applications with PyQt

Getting Started with Qt 5

Building Cross-Platform GUI Applications with Fyne

Learn to create modern GUIs using Tkinter by building real-world projects in Python

Delphi GUI Programming with FireMonkey

C++ GUI Programming with Qt4

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

An advanced guide to creating powerful high-performance GUIs for modern, media-rich applications in various domains such as business and game development Key FeaturesGain comprehensive knowledge of Python GUI development using PyQt 5.12Explore advanced topics including multithreaded programming, 3D animation, and SQL databasesBuild cross-platform GUIs for Windows, macOS, Linux, and Raspberry PiBook Description PyQt5 has long been the most powerful and comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available to teach Python programmers how to use it. This book aims to remedy the problem by providing comprehensive coverage of GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will then learn how to build forms using QWidgets and learn about important aspects of GUI development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency processes with ease. In later chapters, you'll gain insights into QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications using setuptools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will learnGet to grips with the inner workings of PyQt5Learn how elements in a GUI application communicate with signals and slotsLearn techniques for styling an applicationExplore database-driven applications with the QtSQL moduleCreate 2D graphics with QPainterDelve into 3D graphics with QOpenGLWidgetBuild network and web-aware applications with QtNetwork and QtWebEngineWho this book is for This book is for programmers who want to create attractive, functional, and powerful GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs or take your skills to the next level. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required.