Exercise 10: Creating a Simple Dialog

Winter Term 2018/19

Dialogs are another element of almost all applications with a graphical user interface. This exercise covers the basics of their creation and usage.

Unit 1: Define your own dialog class for dialogs that have the following properties:

- Such a dialog should contain our "regular" educational elements, such as a slider and an LCD number, as well as a `close`-button. In addition, it should be displaying a label and a `submit`-button.

- On invocation of the `close`-button, the dialog should be returning the current value of the slider, and it should also disappear (but not be destroyed).

- The dialog should also be containing a method/slot that makes it appear on the screen. This method/slot should have a parameter that is to be displayed as the text.

Before doing any programming, visualize the entire dialog with all its signals, slots, and connections.

Unit 2: Create an instance of this dialog and test its functionality.

Unit 3: Integrate your new dialog class into some sort of simple application. This application, for example, should contain a button for showing it up and an LCD number for displaying the configured (and submitted) value.

Have fun, Theo and Ralf