

## OBJECT ORIENTED PROGRAMMING 2 LABORATORY

### Experiment # 10:

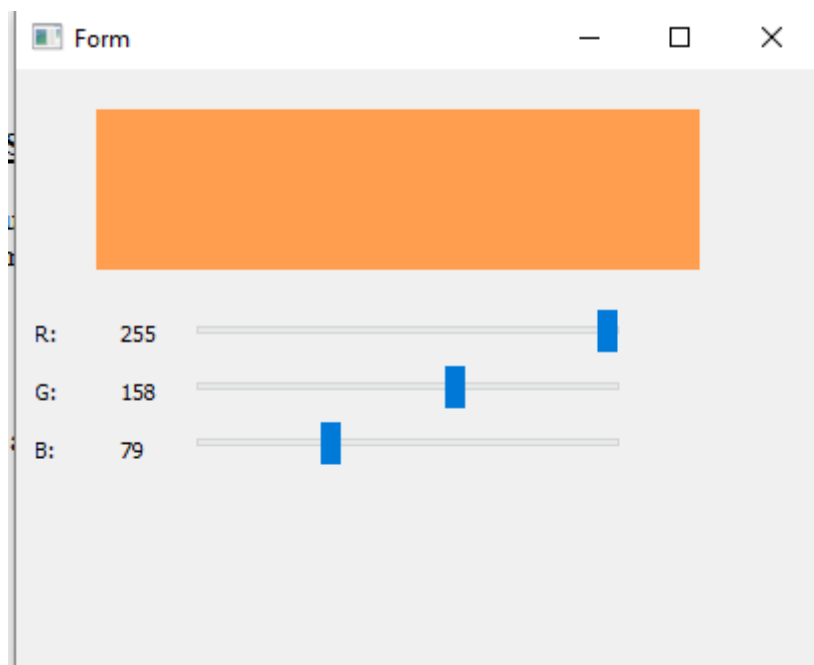
#### Qt 1

### OBJECTIVES

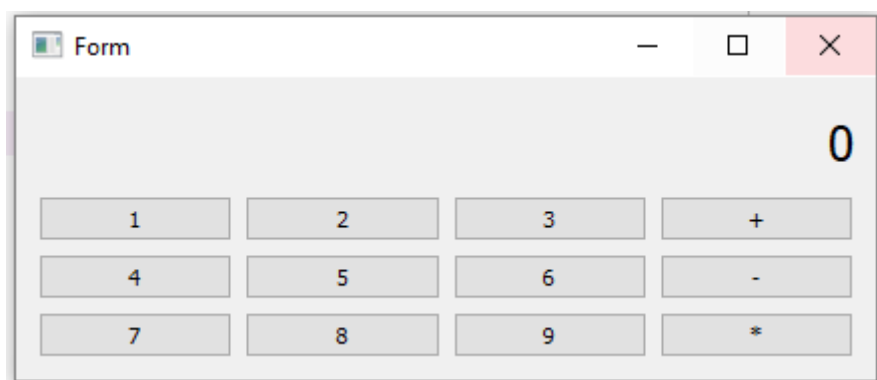
The main purpose of this experiment is to introduce you to Qt and Qt Designer concepts. In this experiment, firstly, Qt and Qt Designer are examined. Then, some examples are studied.

### QUESTIONS

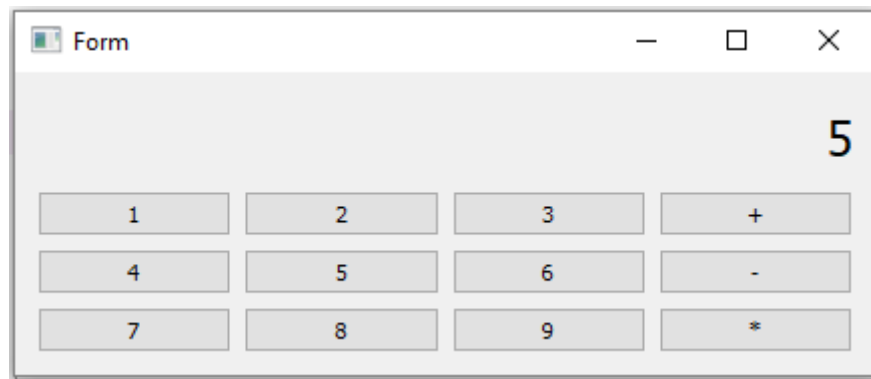
- 1) Design a Qt application to obtain following window. In the application, there are 3 horizontal sliders and a frame. When you move a slider, the color in the frame must be changed.



- 2) Design a Qt application to obtain following window.

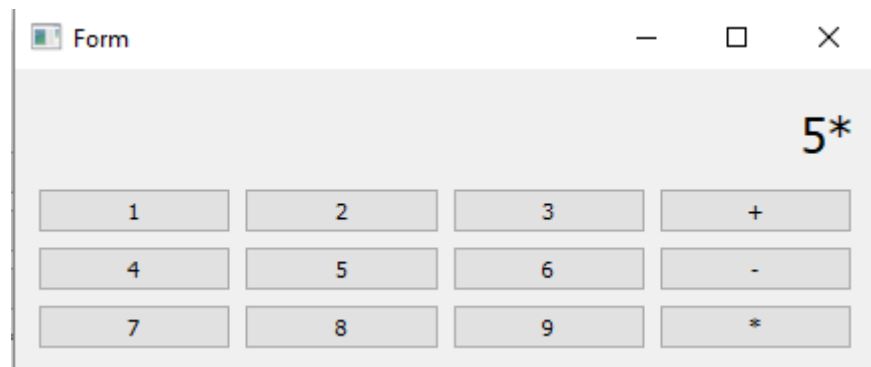


Firstly, press a number push button.



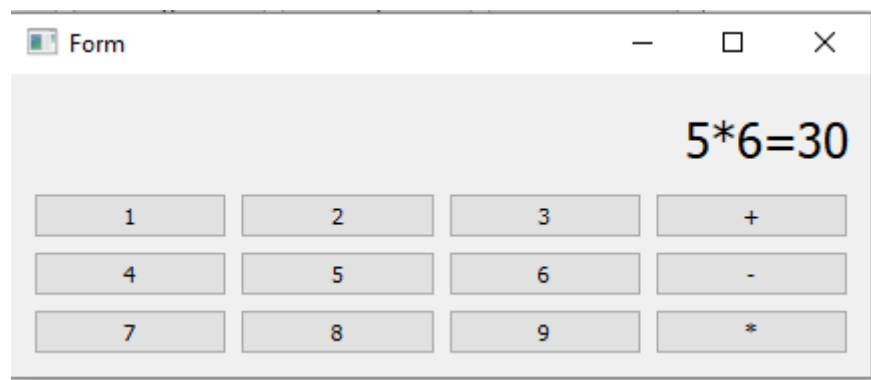
A screenshot of a Windows-style window titled "Form". The window contains a large display area at the top showing the number "5". Below the display is a grid of buttons arranged in three rows and four columns. The first row contains buttons for "1", "2", "3", and "+". The second row contains buttons for "4", "5", "6", and "-". The third row contains buttons for "7", "8", "9", and "\*".

Then, press one of the +,-,\*.



A screenshot of the same "Form" window. The display now shows "5\*". The buttons below remain the same as in the previous screenshot.

Lastly, press a number push button.



A screenshot of the "Form" window. The display now shows the full expression and result: "5\*6=30". The buttons below remain the same.