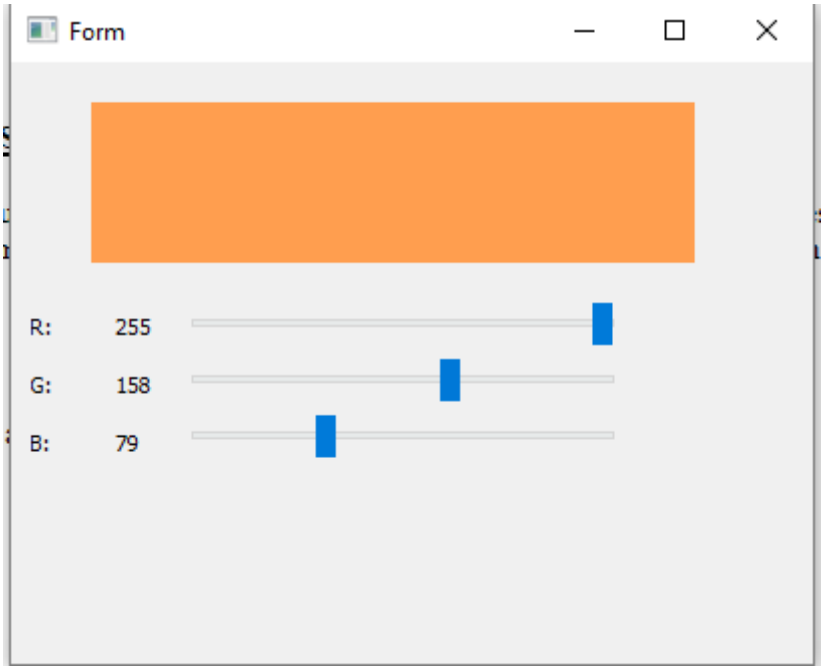
**OBJECT ORIENTED PROGRAMMING 2 LABORATORY**
**Experiment # 10:**
**Qt 1**

## OBJECTIVES

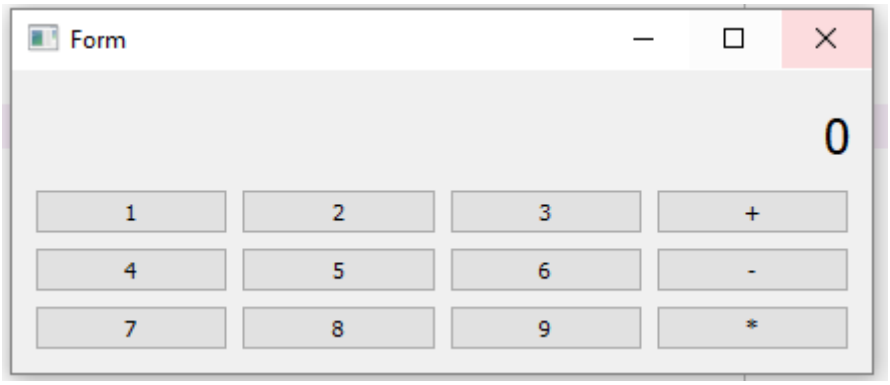
The main purpose of this experiment is to introduce you to Qt and Qt Designer concepts. In this experiment, firstly, Qt and Qt Designer are examined. Then, some examples are studied.

## QUESTIONS

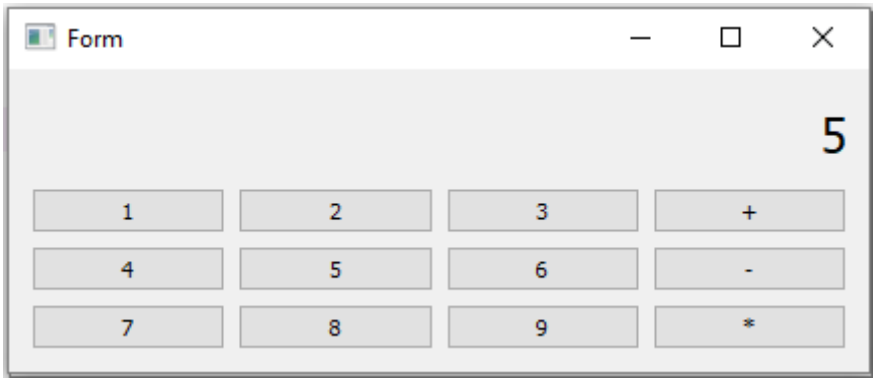
**1)** Design a Qt application to obtain following window. In the application, there are 3 horizontal sliders and a frame. When you move a slider, the color in the frame must be changed.



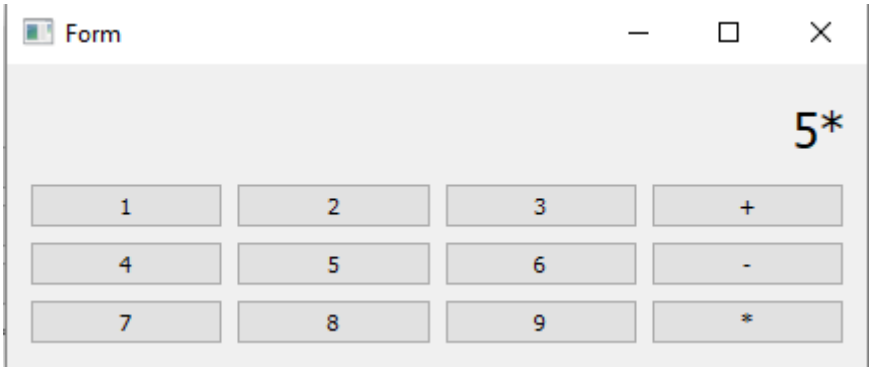

**2)** Design a Qt application to obtain following window.




Firstly, press a number push button.




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




Lastly, press a number push button.