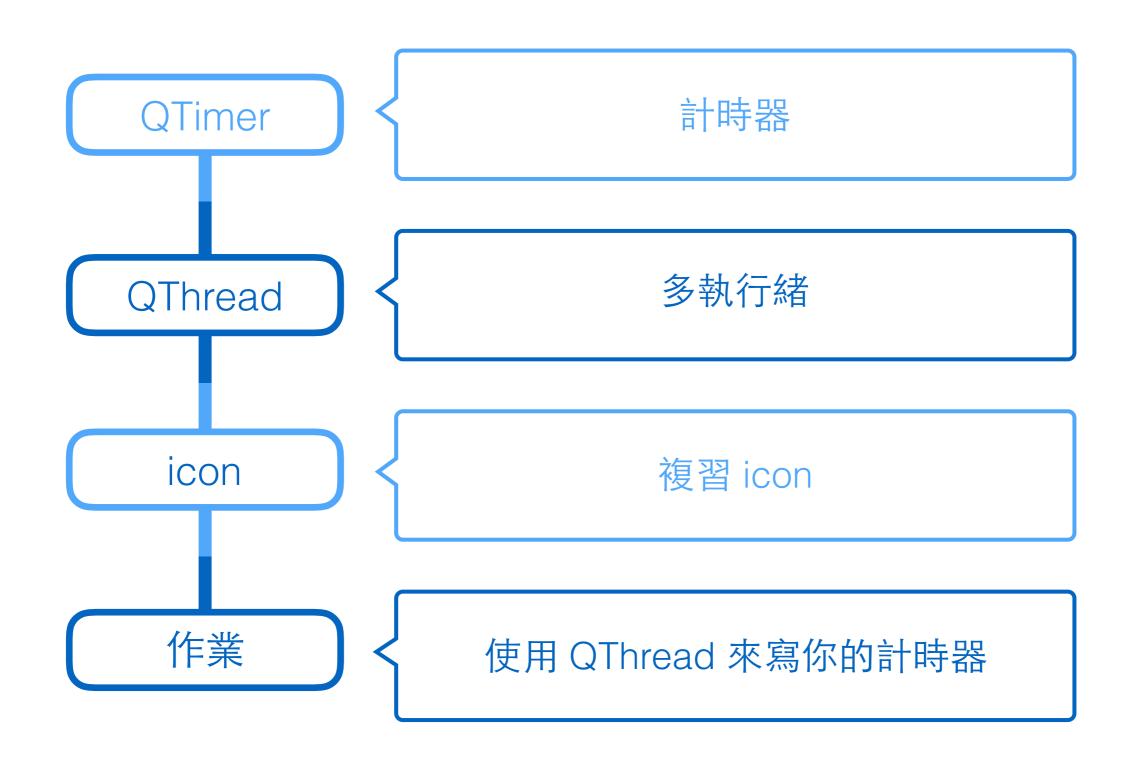


Qt Lesson 6

Lisa Tsai @ 2017 Summer

NTUBIME Lab405

Schedule



Qt Schedule

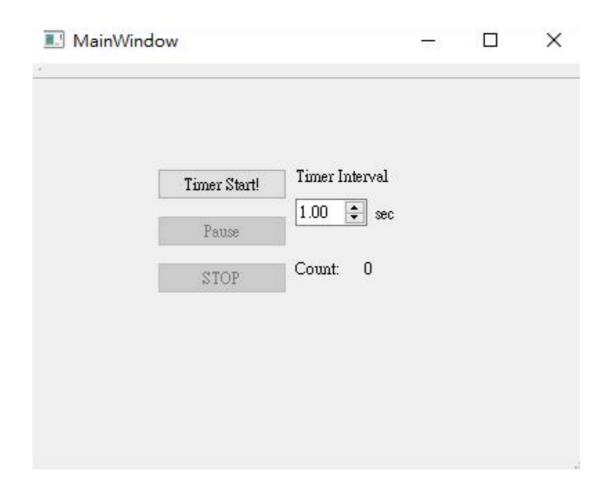
	日期	課程	作業
week 1	7/4	Qt 環境架設 & GUI 簡單介紹	點餐系統
week 2	7/25	Qt 基礎練習 / widget 介紹	會員集點
week 3	8/1	Github / SourceTree	上傳前兩次作業
week 4	8/8	Gitbook 專案管理 / 共同編輯 / 同步 / 版本控制	fork 及修改別人的專題
week 5	8/15	指標、初階物件導向應用	
week 6	8/22	進階物件導向程式設計	打磚塊
week 7	8/29	Qt IO system 功能介紹	csv資料處理
week 8	9/5	QTimer / QThread	計時器
week 9	9/15	使用常見函式庫 qcustomplot / OpenCV 基礎介紹	滑鼠控制事件 or 資料處理及統計
week 10	9/22	專題輔導	2(11)2 = 200011
week 11	9/29	專題輔導	
week 12	10/6	專題輔導	
week 13	10/13	專題報告	專題

QTimer

計時器



Timer (.ui)



Timer (.h)

```
11 v class MainWindow: public QMainWindow
13
         Q_OBJECT
14
15
     public:
         explicit MainWindow(QWidget *parent = 0);
16
17
         ~MainWindow();
18
19 private slots:
20
         void receive timer count();
21
         void on_pushButton_start_clicked();
22
23
24
         void on_pushButton_pause_clicked();
25
26
         void on_pushButton_stop_clicked();
27
28
         void on doubleSpinBox timer interval setup valueChanged(double arg1);
29
30 private:
31
         Ui::MainWindow *ui;
32
33
         QTimer *Interval;
34
35
         double timerInterval;
36
37
         long int timerCount;
38 };
```

Timer (.cpp) - Start

31

33 34

35 36

37

38

39

40 41 42

```
QMainWindow (parent),
       6 ~
                ui (new Ui::MainWindow)
                ui->setupUi(this);
       8
                Interval = 0;
                ui->doubleSpinBox timer interval setup->setValue(1.00);
      10
                timerCount = 0;
      11
      12
21 void MainWindow::on pushButton start clicked()
22 {
        if(ui->pushButton start->isEnabled())
23 🕶
24
25 ~
            if(!Interval)
26
27
                Interval = new QTimer(0);
28
                Interval->setInterval(timerInterval*1000);
29
                Interval->start();
30
                connect(Interval, SIGNAL(timeout()), this, SLOT(receive timer count()));
32 ~
            else
                Interval->start();
            ui->pushButton pause->setEnabled(true);
            ui->pushButton start->setEnabled(false);
            ui->pushButton stop->setEnabled(true);
            ui->doubleSpinBox timer interval setup->setEnabled(false);
```

MainWindow::MainWindow(QWidget *parent):

Timer (.cpp) - Pause & Stop

```
46 void MainWindow::on pushButton pause clicked()
47
         Interval->stop();
48
49
         ui->pushButton pause->setEnabled(false);
50
         ui->pushButton start->setEnabled(true);
51
52
53 void MainWindow::on pushButton_stop_clicked()
54
55
         Interval->stop();
56
         delete Interval;
57
         Interval = 0;
58
         timerCount = 0;
59
         ui->label show count num->setText(QString::number(timerCount));
60
61
         ui->pushButton pause->setEnabled(false);
         ui->pushButton start->setEnabled(true);
62
63
         ui->pushButton stop->setEnabled(false);
         ui->doubleSpinBox timer interval setup->setEnabled(true);
64
65
66 }
```

Timer (.cpp) - Count

```
68 void MainWindow::on_doubleSpinBox_timer_interval_setup_valueChanged(double arg1)
69 {
    timerInterval = arg1;
71 }
72 
73 void MainWindow::receive_timer_count()
74 {
    timerCount++;
    ui->label_show_count_num->setText(QString::number(timerCount));
77 }
```

QThread

多執行緒

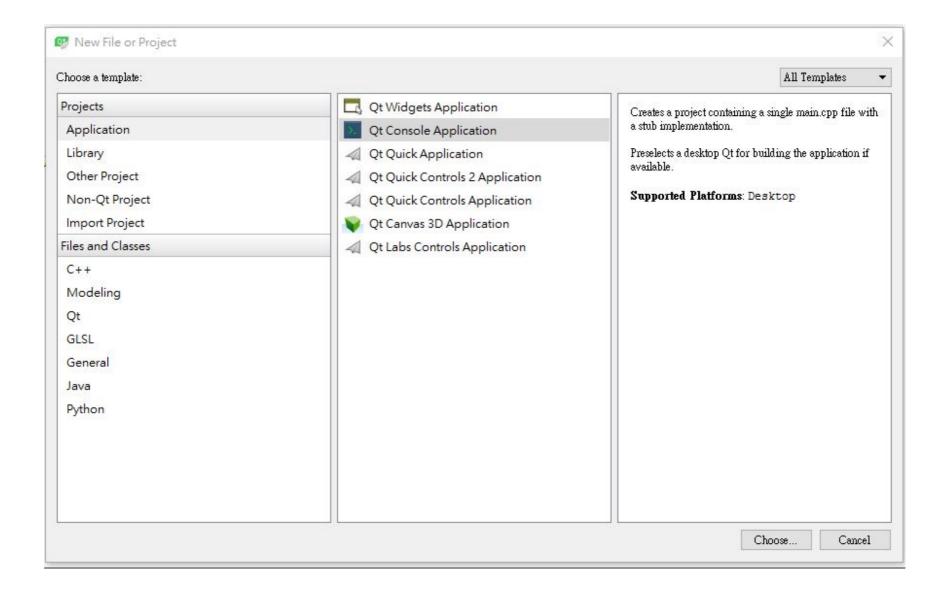


QThread - QT的多執行緒

- · 執行序是程序中的執行流程,一個程序可以包含多個執行序,例如一方面接受網路的訊息,一方面接受使用者輸入訊息。
- · 有時會需要對程序做觸發的動作,但又不影響到主程 序的計算過程,例如計算時間。

建立Console 專案

• Console 是沒有介面設計的專案



MyThread (.h)

```
#ifndef MYTHREAD H
    #define MYTHREAD H
 3
 4
     #include <QThread>
    class MyThread: public QThread
    public:
        MyThread();
        void run();
11
        QString name;
12
13
    };
14
15
     #endif // MYTHREAD H
16
```

MyThread (.cpp) - Test&Run

使用QThread (main.cpp)

```
#include <QCoreApplication>
    #include "mythread.h"
4 v int main(int argc, char *argv[])
        QCoreApplication a(argc, argv);
        MyThread mThread1;
        mThread1.name="mThread1";
11
        MyThread mThread2;
        mThread2.name="mThread2";
13
        MyThread mThread3;
15
        mThread3.name="mThread3";
16
17
18
        mThread1.start();
19
        mThread2.start();
        mThread3.start();
20
21
22
        return a.exec();
23
24
```

使用QThread (.cpp)

```
#include "mythread.h"
     #include <QThread>
     #include <QDebug>
 6 > MyThread::MyThread()
10
   void MyThread::run()
12
13
         //qDebug() << this->name << "Running";
15
         for (int i=0; i<10000; i++)
16
             qDebug() << this->name << i;</pre>
17
18
19
```

Result

```
C:\Qt\Tools\QtCreator\bin\qtcreator_process_stub.exe
                                                                                                                      "mThread2" 1658
"mThread1" 1647
"mThread3" 1490
"mThread2" 1659
"mThread1" 1648
"mThread3" 1491
"mThread2" 1660
"mThread1" 1649
"mThread3" 1492
"mThread2" 1661
"mThread1" 1650
"mThread3" 1493
"mThread2" 1662
"mThread1" 1651
"mThread3" 1494
"mThread2" 1663
"mThread1" 1652
"mThread3" 1495
"mThread2" 1664
"mThread1" 1653
"mThread3" 1496
"mThread2" 1665
"mThread1" 1654
"mThread3" 1497
"mThread2" 1666
"mThread1" 1655
"mThread3" 1498
"mThread2" 1667
```

設定優先順序

- mThread1.start(QThread::HighestPriority);
- mThread2.start();
- mThread3.start(QThread::LowestPriority);

Review

icon

新增icon

- in .pro file : RC_ICONS = favicon.ico
- ·執行qmake
- ·可以到以下網址製作ico
- http://www.favicon.cc/
- ·畫一個icon放到程式裡

作業

使用 QThread 來寫你的計時器



Homework

- · 將上面的範例Qtimer改用Qthread寫
- 時間的計算 #include < time.h >
- Time step固定為1秒即可
- · 製作icon在自己的程式裡

參考網站

Qt 官方網站

http://doc.qt.io/qt-5/ qtexamplesandtutorials.html

阿洲 (中文)

http://monkeycoding.com/?page_id=5

影片教學 (英文)

https://www.youtube.com/watch? v=6KtOzh0StTc&list=PL2D1942A4688E9D 63

Thank you ~~