



Qt in Education

# The ideas behind Qt and a live demo





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# What is Qt?



*“Qt is a cross platform development framework written in C++.”*

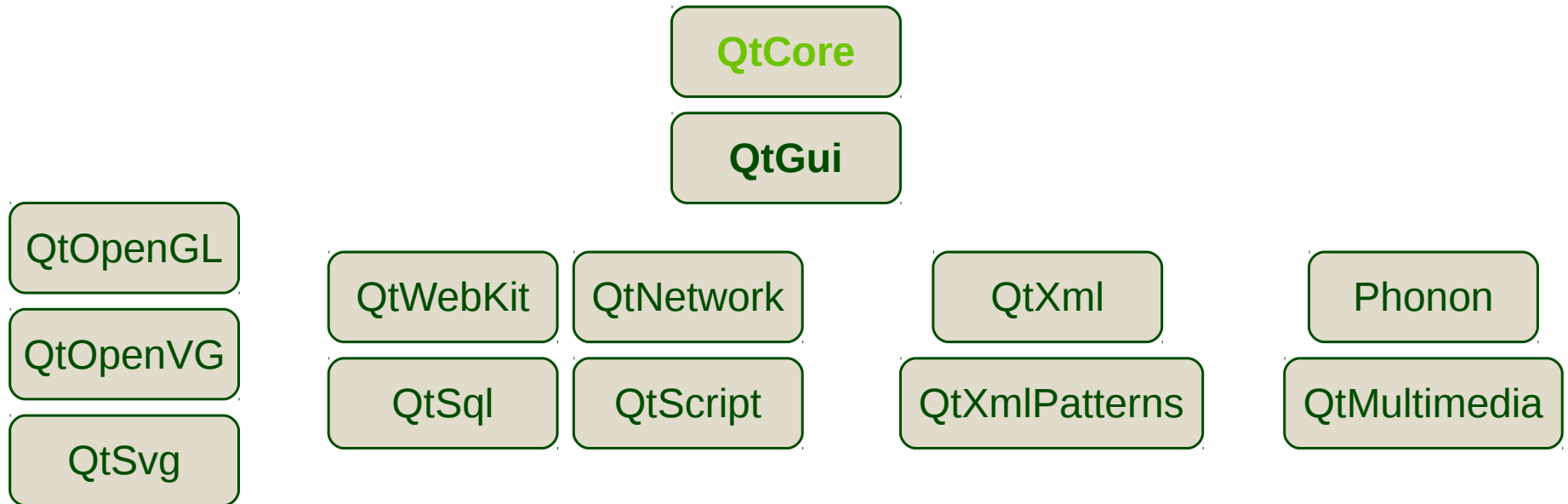
- C++ framework – bindings for other languages
  - Python, Ruby, C#, etc.
- Originally for user interfaces – now for everything

Databases, XML, WebKit, multimedia, networking, OpenGL, scripting, non-GUI...



# What is Qt?

- Qt is made up of modules
  - All modules have a common scheme and are built from the same API design ideas





# What is Qt?

- Qt extends C++ with macros and introspection

```
foreach (int value, intList) { ... }
```

```
QObject *o = new QPushButton;  
o->metaObject()->className(); // returns "QPushButton"
```

```
connect(button, SIGNAL(clicked()), window, SLOT(close()));
```

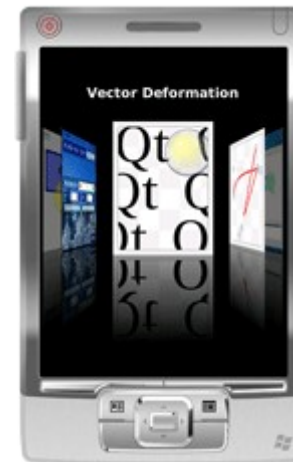
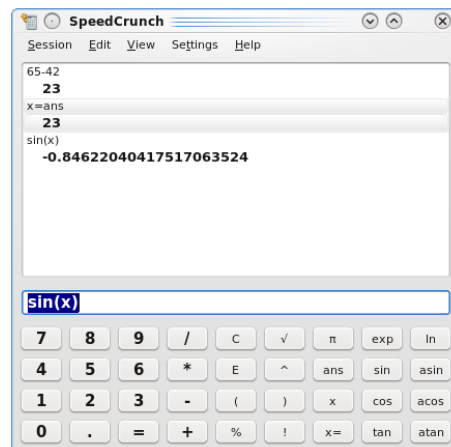
- All code is still plain C++



# The Purpose of Qt



- Cross platform applications built from one source
- Builds native applications with native look and feel



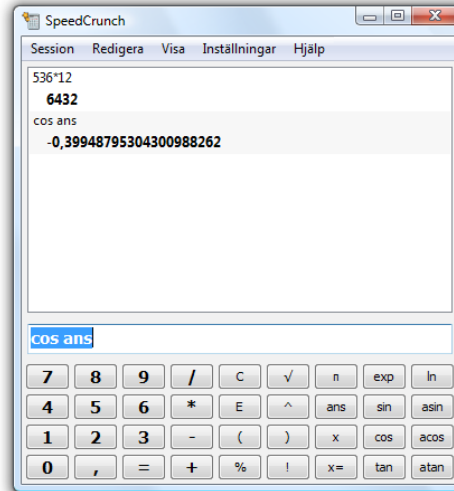
- Easy to (re)use API, high developer productivity, openness, fun to use



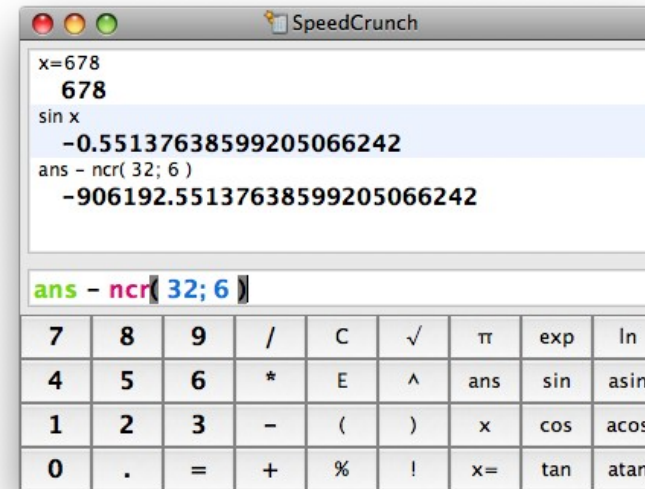
# Desktop target platforms



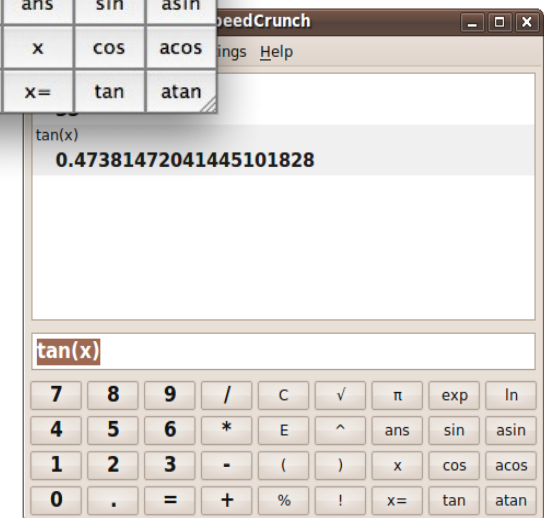
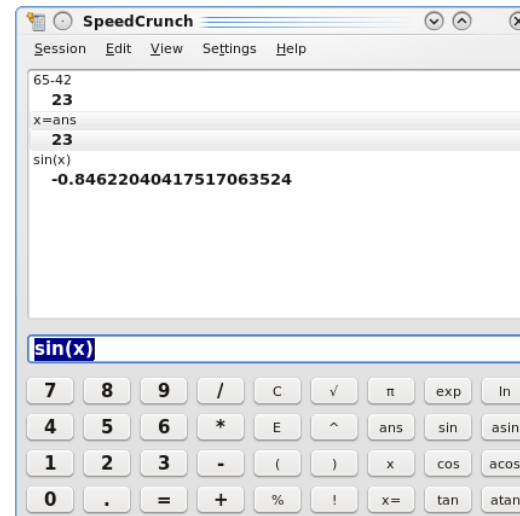
- Windows



- Mac OS X



- Linux/Unix X11





# Embedded target platforms

- Windows CE
- Symbian
- Maemo
- Embedded Linux
  - Direct framebuffer access



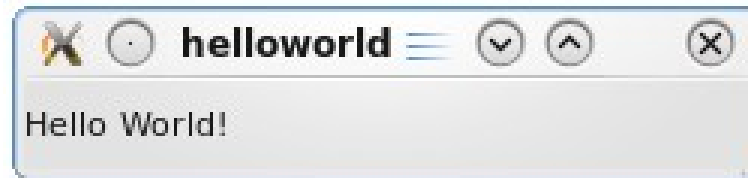
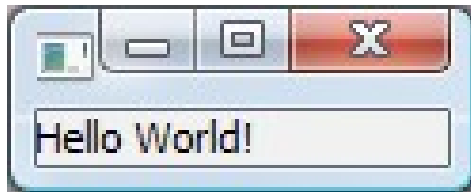
 [beagleboard.org](http://beagleboard.org)







# Hello World





# Hello World

```
#include <QApplication>
#include <QLabel>

int main( int argc, char **argv )
{
    QApplication app( argc, argv );
    QLabel l( "Hello World!" );
    l.show();
    return app.exec();
}
```



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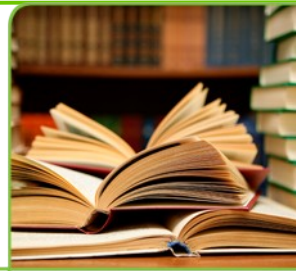


# Where is Qt used?





# Where is Qt used?







# Commercial and Open Source



- LGPL – free
  - Your application can be open or closed
  - Changes to Qt must be fed back to the community
- GPL – free
  - Your application must be open
  - Changes to Qt must be fed back to the community
- Commercial – costs money
  - Your application can be closed
  - Changes to Qt can be kept closed



# The history of Qt



- 1991 – Haavard Nord and Eirik Chambe-Eng begin to develop what will be Qt supporting X11 and Windows

TROLLTECH

- 1994 – The company Trolltech was formed
- 1996 – The KDE project was started by Matthias Ettrich (now works for Nokia Qt Development Frameworks)





# The history of Qt

- 2001 – Added support for Mac OS X
- 2005 – All platforms released under GPL
- 2008 – Nokia acquires Trolltech
- 2009 – Support for S60

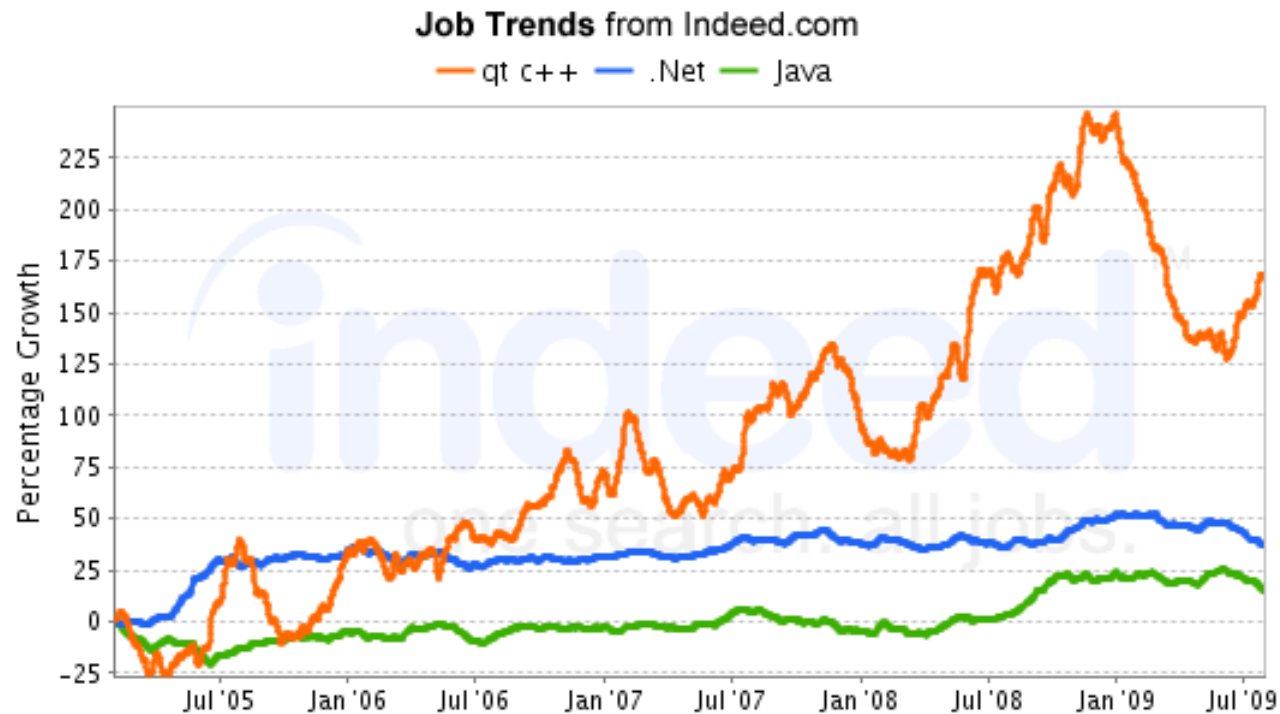




# Qt Today



- ~840 classes
- ~180 developers working on Qt





# Break



# The Qt community

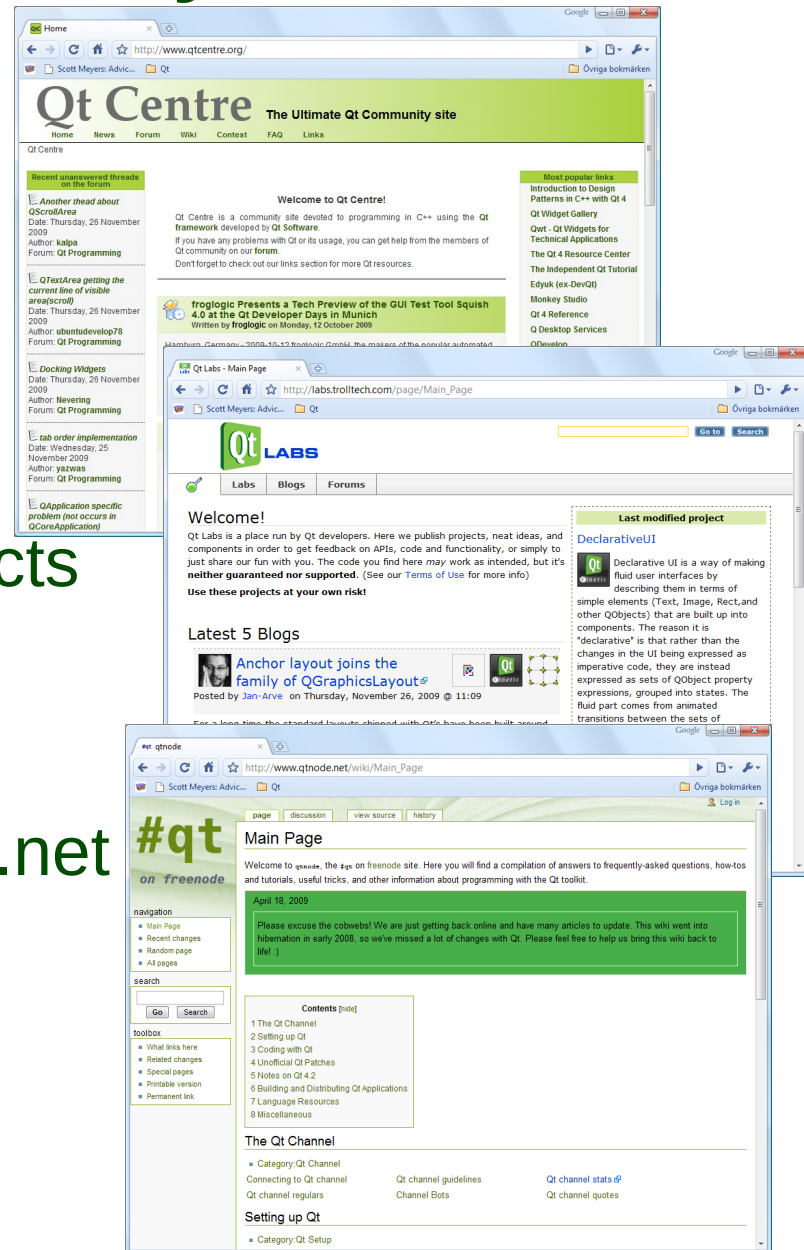


- Qt is open source software, but the development is led by Qt Development Frameworks.
- You can pay Qt for support.
- You can use the community for support.
- Or both...



# The Qt Community

- QtCentre ([www.qtcentre.org](http://www.qtcentre.org))  
forum, news, wiki
- Qt labs ([labs.trolltech.com](http://labs.trolltech.com))  
developer blogs, research projects
- #qt at freenode  
IRC channel, has wiki at [qtnode.net](http://qtnode.net)
- Mailing lists ([lists.trolltech.com](http://lists.trolltech.com))  
Qt-interest (still very active)





# The KDE Community

- The KDE project has been built on Qt



- KDE TechBase ([techbase.kde.org](http://techbase.kde.org)) wiki



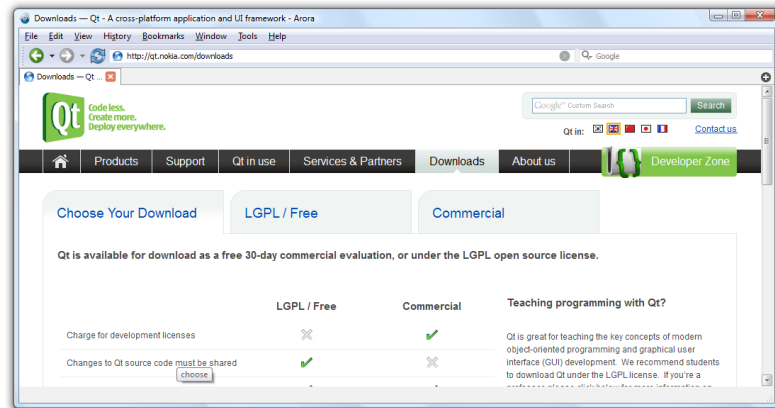




# Getting Qt

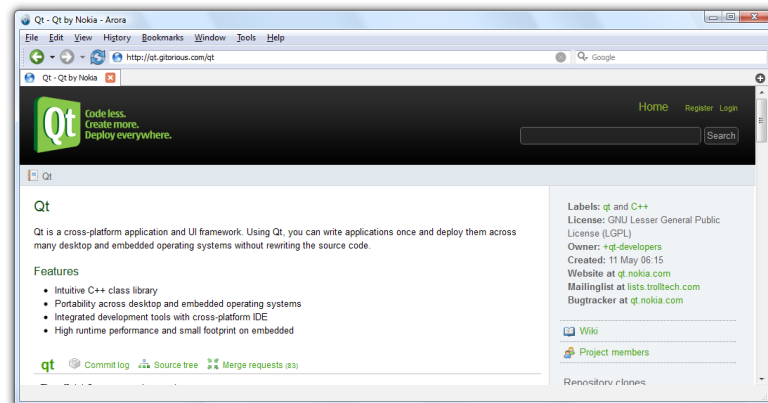


Installers and snapshots are downloaded from



*qt.nokia.com/downloads*

Bleeding edge source trees are located at



*qt.gitorious.com*



# Getting Qt

- The easiest way to get started is to download the Qt SDK. It contains
  - Qt headers and documentation
  - Pre-built Qt libraries and tools
  - The QtCreator integrated development environment





# Windows Installation

1. Download the Qt SDK for Windows



[Download Qt SDK for Windows\\* \(178 MB\)](#)

2. Run the downloaded installer



qt-win-opensource-4.6.0-be...

3. Click through the installer



4. Start QtCreator from the start menu





# Mac OS X installation

1. Download the Qt SDK for Mac OS X



[Download Qt SDK for Mac \(442 MB\)](#)

2. Run the downloaded installer package



[QtSDK.mpkg](#)

3. Click through the installer



4. Start QtCreator from the Finder





# X11 installation

- If possible, use the package manager from your distribution
- (K)ubuntu – **qt-sdk** from universe
- Debian – **qtcreator**
- OpenSUSE – **qt-creator**
- Gentoo – **qt-creator**
- Arch Linux – **qt qt-doc qt-creator**
- ...



# X11 Installation

1. Download the Qt SDK for your Linux version



[Download Qt SDK for Linux/X11 32-bit\\*\\* \(275 MB\)](#)

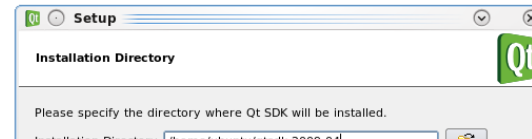


[Download Qt SDK for Linux/X11 64-bit\\*\\* \(353 MB\)](#)

2. Make the installer executable

```
chmod u+x qt-sdk-linux-*.bin
```

3. Run the installer and click your way through it



4. Start QtCreator from your desktop or menu





# Demonstration