新建tree widget



得到一个空窗口

创建顶层节点

**包含头文件**

```
#include<QStringList>
```

**代码实现——生成子节点**

```
ui->treeWidget->setHeaderLabels(QStringList()<<"英雄"<<"英雄介绍");
```

```
QTreeWidgetItem *item1 = new QTreeWidgetItem(QStringList()<<"力量");
    QTreeWidgetItem *item2 = new QTreeWidgetItem(QStringList()<<"敏捷");
    QTreeWidgetItem *item3 = new QTreeWidgetItem(QStringList()<<"智力");
    ui->treeWidget->addTopLevelItem(item1);
    ui->treeWidget->addTopLevelItem(item2);
    ui->treeWidget->addTopLevelItem(item3);
```
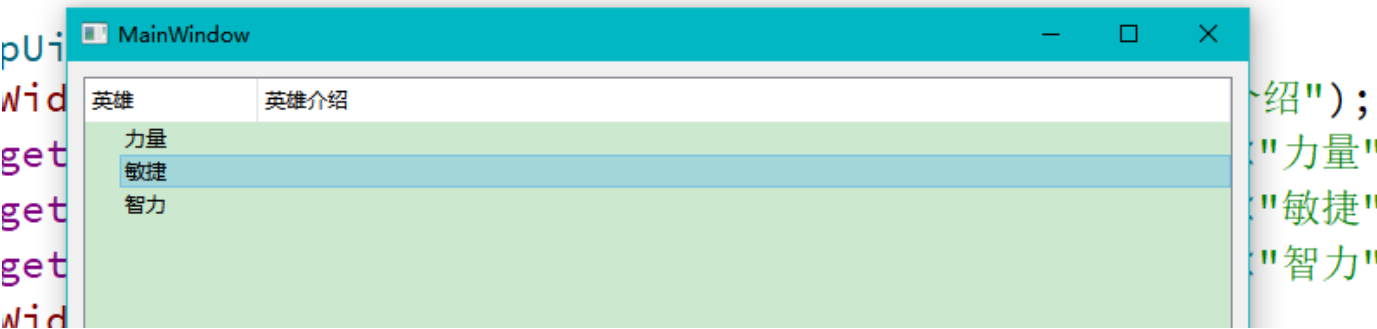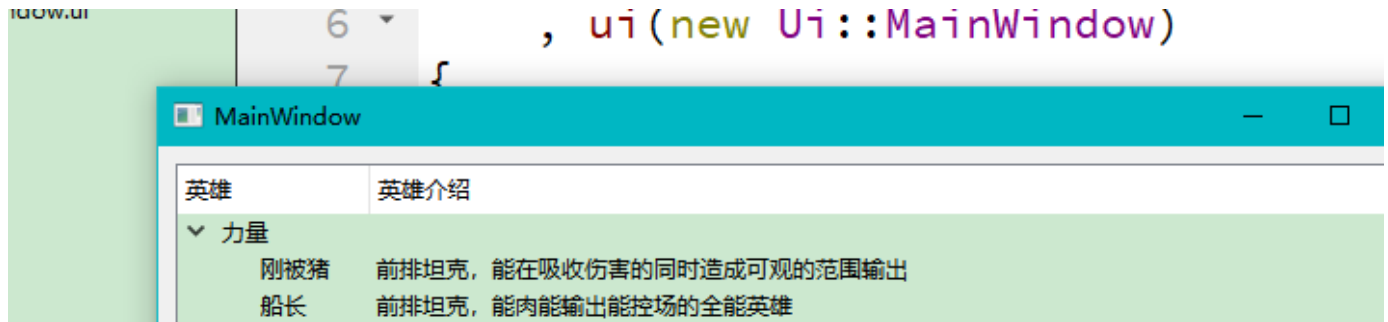


追加子节点

**代码实现**

```
QStringList Lhero_1;
```

```
QStringList Lhero_2;//追加"力量"下的子节点
Lhero_1<< "刚被猪" << "前排坦克，能在吸收伤害的同时造成可观的范围输出";
Lhero_2<< "船长" << "前排坦克，能肉能输出能控场的全能英雄";
QTreeWidgetItem * L1 =new QTreeWidgetItem(Lhero_1);
QTreeWidgetItem * L2 =new QTreeWidgetItem(Lhero_2);
item1->addChild(L1);//添加儿子
item1->addChild(L2);
```



添加剩余两个节点的内容：

**代码实现**

```
QStringList Mhero_1;
    QStringList Mhero_2;//追加"敏捷"下的子节点
    Mhero_1<< "月骑" << "中排物理输出，可以使用分裂利刃攻击多个目标";
    Mhero_2<< "小鱼人" << "前排战士，擅长偷取敌人的属性来增强自身战力";
    QTreeWidgetItem *M1 = new QTreeWidgetItem(Mhero_1);
    QTreeWidgetItem *M2 = new QTreeWidgetItem(Mhero_2);
    item2->addChild(M1);
    item2->addChild(M2);

    QStringList Zhero_1;
    QStringList Zhero_2;//追加"敏捷"下的子节点
    Zhero_1<< "死灵法师" << "前排法师坦克，魔法抗性较高，拥有治疗技能";
    Zhero_2<< "巫医" << "后排辅助法师，可以使用奇特的巫术诅咒敌人与治疗队友";
    QTreeWidgetItem *Z1 = new QTreeWidgetItem(Zhero_1);
    QTreeWidgetItem *Z2 = new QTreeWidgetItem(Zhero_2);
    item3->addChild(Z1);
    item3->addChild(Z2);
```

# 总结：

```
5.3     QTreeWidget 树控件
5.3.1     设置头
5.3.1.1     ui->treeWidget->setHeaderLabels(QStringList()<< "英雄"<< "英雄介绍");
```

**附录**

```cpp
#include "mainwindow.h"
#include "ui_mainwindow.h"
#include<QStringList>
MainWindow::MainWindow(QWidget *parent)
    : QMainWindow(parent)
    , ui(new Ui::MainWindow)
{
    ui->setupUi(this);
    ui->treeWidget->setHeaderLabels(QStringList()<<"英雄"<<"英雄介绍");
    QTreeWidgetItem *item1 = new QTreeWidgetItem(QStringList()<<"力量");
    QTreeWidgetItem *item2 = new QTreeWidgetItem(QStringList()<<"敏捷");
    QTreeWidgetItem *item3 = new QTreeWidgetItem(QStringList()<<"智力");
    ui->treeWidget->addTopLevelItem(item1);
    ui->treeWidget->addTopLevelItem(item2);
    ui->treeWidget->addTopLevelItem(item3);
    QStringList Lhero_1;
    QStringList Lhero_2;//追加"力量"下的子节点
    Lhero_1<< "刚被猪" << "前排坦克，能在吸收伤害的同时造成可观的范围输出";
    Lhero_2<< "船长" << "前排坦克，能肉能输出能控场的全能英雄";
    QTreeWidgetItem * L1 =new QTreeWidgetItem(Lhero_1);
    QTreeWidgetItem * L2 =new QTreeWidgetItem(Lhero_2);
    item1->addChild(L1);//添加儿子
    item1->addChild(L2);

    QStringList Mhero_1;
    QStringList Mhero_2;//追加"敏捷"下的子节点
    Mhero_1<< "月骑" << "中排物理输出，可以使用分裂利刃攻击多个目标";
    Mhero_2<< "小鱼人" << "前排战士，擅长偷取敌人的属性来增强自身战力";
    QTreeWidgetItem *M1 = new QTreeWidgetItem(Mhero_1);
    QTreeWidgetItem *M2 = new QTreeWidgetItem(Mhero_2);
    item2->addChild(M1);
    item2->addChild(M2);

    QStringList Zhero_1;
    QStringList Zhero_2;//追加"敏捷"下的子节点
    Zhero_1<< "死灵法师" << "前排法师坦克，魔法抗性较高，拥有治疗技能";
    Zhero_2<< "巫医" << "后排辅助法师，可以使用奇特的巫术诅咒敌人与治疗队友";
    QTreeWidgetItem *Z1 = new QTreeWidgetItem(Zhero_1);
    QTreeWidgetItem *Z2 = new QTreeWidgetItem(Zhero_2);
    item3->addChild(Z1);
    item3->addChild(Z2);

}

MainWindow::~MainWindow()
{
    delete ui;
}
```