

## CPE 353 Practice Problem 0011\_Properties

### Executable Sample Solution

The goal is to develop your application such that its appearance and behavior **exactly** matches that of the sample solution. To execute the sample solution, log into **blackhawk.ece.uah.edu**, redirecting the X11 display to your current machine – see the relevant Remote Access Guide on the course web page for assistance with this. Then in a terminal window, type the following command to execute the sample solution for this problem

```
/home/work/cpe353/problems/p0011
```

### Project Objectives

- Additional practice locating help pages within **Qt Assistant** and practice understanding the contents of those help pages
- Practice using C++ statements with your Qt program to modify properties of widgets on forms created with **Qt Designer**

### Project Specifications

Use the **qtcreator** integrated development environment to develop a Qt 5 dialog application that includes a title label, a dial, and a push button. When using the Designer form editor, place each widget on the form using its default settings. For example, when dragging a **QLabel** object onto the form, the default text displayed will be **“TextLabel”**.

Edit the **dialog.h** and **dialog.cpp** files to add C++ statements that modify the default text displayed and other widget properties as described below and in the sample solution.

- Change **“TextLabel”** to **“0011”**
- Add a box frame to the text label object
- Change **“PushButton”** to **“Quit”**
- Connect the push button’s **clicked** signal to the dialog’s **accept** slot
- Set the range of the dial to 0-9 inclusive
- Connect the dial such that changing of the dial’s value modifies the contents of the volume label