cmake\_minimum\_required(VERSION 3.5)

#include <QSqlQuery>

project(FootballClubSystem VERSION 0.1 LANGUAGES CXX)

set(CMAKE\_AUTOUIC ON)

set(CMAKE\_AUTOMOC ON)

set(CMAKE\_AUTORCC ON)

set(CMAKE\_CXX\_STANDARD 17)

set(CMAKE\_CXX\_STANDARD\_REQUIRED ON)

find\_package(QT NAMES Qt6 Qt5 REQUIRED COMPONENTS Widgets)

find\_package(Qt${QT\_VERSION\_MAJOR} REQUIRED COMPONENTS Widgets)

find\_package(Qt6 REQUIRED COMPONENTS Sql)

set(PROJECT\_SOURCES

main.cpp

navigator.cpp

navigator.h

navigator.ui

)

if(${QT\_VERSION\_MAJOR} GREATER\_EQUAL 6)

qt\_add\_executable(FootballClubSystem

MANUAL\_FINALIZATION

${PROJECT\_SOURCES}

people.h people.cpp people.ui

player.h player.cpp player.ui

staff.h staff.cpp staff.ui

)

# Define target properties for Android with Qt 6 as:

# set\_property(TARGET FootballClubSystem APPEND PROPERTY QT\_ANDROID\_PACKAGE\_SOURCE\_DIR

# ${CMAKE\_CURRENT\_SOURCE\_DIR}/android)

# For more information, see https://doc.qt.io/qt-6/qt-add-executable.html#target-creation

else()

if(ANDROID)

add\_library(FootballClubSystem SHARED

${PROJECT\_SOURCES}

)

# Define properties for Android with Qt 5 after find\_package() calls as:

# set(ANDROID\_PACKAGE\_SOURCE\_DIR "${CMAKE\_CURRENT\_SOURCE\_DIR}/android")

else()

add\_executable(FootballClubSystem

${PROJECT\_SOURCES}

)

endif()

endif()

target\_link\_libraries(FootballClubSystem PRIVATE Qt${QT\_VERSION\_MAJOR}::Widgets)

target\_link\_libraries(FootballClubSystem PRIVATE Qt6::Sql)

# Qt for iOS sets MACOSX\_BUNDLE\_GUI\_IDENTIFIER automatically since Qt 6.1.

# If you are developing for iOS or macOS you should consider setting an

# explicit, fixed bundle identifier manually though.

if(${QT\_VERSION} VERSION\_LESS 6.1.0)

set(BUNDLE\_ID\_OPTION MACOSX\_BUNDLE\_GUI\_IDENTIFIER com.example.FootballClubSystem)

endif()

set\_target\_properties(FootballClubSystem PROPERTIES

${BUNDLE\_ID\_OPTION}

MACOSX\_BUNDLE\_BUNDLE\_VERSION ${PROJECT\_VERSION}

MACOSX\_BUNDLE\_SHORT\_VERSION\_STRING ${PROJECT\_VERSION\_MAJOR}.${PROJECT\_VERSION\_MINOR}

MACOSX\_BUNDLE TRUE

WIN32\_EXECUTABLE TRUE

)

include(GNUInstallDirs)

install(TARGETS FootballClubSystem

BUNDLE DESTINATION .

LIBRARY DESTINATION ${CMAKE\_INSTALL\_LIBDIR}

RUNTIME DESTINATION ${CMAKE\_INSTALL\_BINDIR}

)

if(QT\_VERSION\_MAJOR EQUAL 6)

qt\_finalize\_executable(FootballClubSystem)

endif()