QMAKE\_MACOSX\_DEPLOYMENT\_TARGET = 10.14  
  
QT += quick  
QT += serialport  
  
  
  
# You can make your code fail to compile if it uses deprecated APIs.  
# In order to do so, uncomment the following line.  
#DEFINES += QT\_DISABLE\_DEPRECATED\_BEFORE=0x060000    # disables all the APIs deprecated before Qt 6.0.0  
  
SOURCES += \  
        main.cpp \  
        myserialport.cpp  
  
RESOURCES += qml.qrc  
  
# Additional import path used to resolve QML modules in Qt Creator's code model  
QML\_IMPORT\_PATH =  
  
# Additional import path used to resolve QML modules just for Qt Quick Designer  
QML\_DESIGNER\_IMPORT\_PATH =  
  
# Default rules for deployment.  
qnx: target.path = /tmp/$${TARGET}/bin  
else: unix:!android: target.path = /opt/$${TARGET}/bin  
!isEmpty(target.path): INSTALLS += target  
  
HEADERS += \  
    myserialport.h

<?xml version="1.0" encoding="UTF-8"?>  
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<!-- Written by QtCreator 7.0.0, 2022-04-24T00:20:24. -->  
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#ifndef MYSERIALPORT\_H  
#define MYSERIALPORT\_H  
  
#include <QObject>  
#include <QtSerialPort/QSerialPort>  
  
class *MySerialPort* : public QObject  
{  
    Q\_OBJECT  
public:  
    explicit MySerialPort(QObject \*parent = nullptr);  
    ~MySerialPort();  
  
    Q\_INVOKABLE bool serialConnect(QString port, QString baudrate,  
                                   QString databits, QString parity,  
                                   QString stopbits);  
    Q\_INVOKABLE QString serialRead();  
    Q\_INVOKABLE bool serialWrite(QString sendStr);  
  
signals:  
  
public slots:  
  
private:  
    QSerialPort \*m\_serial;  
  
};  
  
#endif // MYSERIALPORT\_H

#include "myserialport.h"  
  
MySerialPort::MySerialPort(QObject \*parent)  
    : QObject{parent}  
{  
    m\_serial = new QSerialPort;  
}  
  
bool MySerialPort::serialConnect(QString port, QString baudrate,  
                                 QString databits, QString parity,  
                                 QString stopbits)  
{  
    m\_serial->setPortName(port);  
    if(!m\_serial->open(QIODevice::ReadWrite))  
    {  
        printf("Open Error");  
        return false;  
    }  
  
    switch(baudrate.toInt())  
    {  
    case 1200:  
        m\_serial->setBaudRate(QSerialPort::Baud1200);  
        break;  
    case 2400:  
        m\_serial->setBaudRate(QSerialPort::Baud2400);  
        break;  
    case 4800:  
        m\_serial->setBaudRate(QSerialPort::Baud4800);  
        break;  
    case 9600:  
        m\_serial->setBaudRate(QSerialPort::Baud9600);  
        break;  
    case 19200:  
        m\_serial->setBaudRate(QSerialPort::Baud19200);  
        break;  
    case 38400:  
        m\_serial->setBaudRate(QSerialPort::Baud38400);  
        break;  
    case 57600:  
        m\_serial->setBaudRate(QSerialPort::Baud57600);  
        break;  
    case 115200:  
        m\_serial->setBaudRate(QSerialPort::Baud115200);  
        break;  
    default:  
        printf("BaudRate Error");  
        return false;  
    }  
  
    switch(databits.toInt())  
    {  
    case 5:  
        m\_serial->setDataBits(QSerialPort::Data5);  
        break;  
    case 6:  
        m\_serial->setDataBits(QSerialPort::Data6);  
        break;  
    case 7:  
        m\_serial->setDataBits(QSerialPort::Data7);  
        break;  
    case 8:  
        m\_serial->setDataBits(QSerialPort::Data8);  
        break;  
    default:  
        printf("DataBits Error");  
        return false;  
    }  
  
    switch(parity.toInt())  
    {  
    case 0:  
        m\_serial->setParity(QSerialPort::NoParity);  
        break;  
    case 2:  
        m\_serial->setParity(QSerialPort::EvenParity);  
        break;  
    case 3:  
        m\_serial->setParity(QSerialPort::OddParity);  
        break;  
    default:  
        printf("Parity Error");  
        return false;  
    }  
  
    switch(stopbits.toInt())  
    {  
    case 1:  
        m\_serial->setStopBits(QSerialPort::OneStop);  
        break;  
    case 2:  
        m\_serial->setStopBits(QSerialPort::TwoStop);  
        break;  
    case 3:  
        m\_serial->setStopBits(QSerialPort::OneAndHalfStop);  
        break;  
    default:  
        printf("StopBits Error");  
        return false;  
    }  
  
    m\_serial->setFlowControl(QSerialPort::NoFlowControl);  
    return true;  
}  
  
QString MySerialPort::serialRead()  
{  
    return m\_serial->readAll();  
}  
  
bool MySerialPort::serialWrite(QString sendStr)  
{  
    if(m\_serial->write(sendStr.toLatin1().data(), strlen(sendStr.toLatin1().data())))  
    {  
        return true;  
    }  
  
    return false;  
}  
  
MySerialPort::~MySerialPort()  
{  
    if(m\_serial->isOpen())  
    {  
        m\_serial->clear();  
        m\_serial->close();  
    }  
    m\_serial->deleteLater();  
}

#include <QGuiApplication>  
#include <QQmlApplicationEngine>  
  
#include "myserialport.h"  
  
  
int main(int argc, char \*argv[])  
{  
#if QT\_VERSION < QT\_VERSION\_CHECK(6, 0, 0)  
    QCoreApplication::setAttribute(Qt::AA\_EnableHighDpiScaling);  
#endif  
    QGuiApplication app(argc, argv);  
  
    qmlRegisterType<MySerialPort>("an.qt.mySerialPort", 1, 0, "MySerialPort");  
  
    QQmlApplicationEngine engine;  
    const QUrl url(QStringLiteral("qrc:/main.qml"));  
    QObject::connect(&engine, &QQmlApplicationEngine::objectCreated,  
                     &app, [url](QObject \*obj, const QUrl &objUrl) {  
        if (!obj && url == objUrl)  
            QCoreApplication::exit(-1);  
    }, Qt::QueuedConnection);  
    engine.load(url);  
  
    return app.exec();  
}

import QtQuick 2.12  
import QtQuick.Window 2.12  
import QtQuick.Controls 2.12  
import QtQuick.Layouts 1.12  
  
import an.qt.mySerialPort 1.0  
  
Window {  
    MySerialPort{  
        id:serialport;  
    }  
  
    width: 640  
    height: 480  
    visible: true  
    title: qsTr("Arnold‘s qml Serial Assistant")  
  
    GridLayout{  
       id:grid  
       anchors.verticalCenter: parent.verticalCenter;  
       anchors.left: parent.left;  
       anchors.leftMargin: 10;  
  
       rows:6;  
       rowSpacing: 5;  
       columns: 2;  
       columnSpacing: 5  
  
       Label{  
           text:qsTr("串口")  
       }  
       ComboBox{  
           id:port;  
           model: ["COM1","COM2","COM3"];  
       }  
  
       Label{  
           text:qsTr("波特率")  
       }  
       ComboBox{  
           id:baudrate;  
           model: ["4800","9600","115200"];  
       }  
  
       Label{  
           text:qsTr("数据位")  
       }  
       ComboBox{  
           id:databits  
           model: ["6","7","8"];  
       }  
  
       Label{  
           text:qsTr("校验位")  
       }  
       ComboBox{  
           id:parity  
           model: ["0","2","3"];  
       }  
  
       Label{  
           text:qsTr("停止位")  
       }  
       ComboBox{  
           id:stopbits  
           model: ["1","2","3"];  
       }  
  
       Button{  
           text: qsTr("打开串口")  
           highlighted: true  
           Layout.columnSpan: 2;  
           onClicked: {  
               serialport.serialConnect(port.currentText,baudrate.currentText,  
                  databits.currentText,parity.currentText,stopbits.currentText);  
           }  
       }  
    }  
  
    ColumnLayout{  
        anchors.left: grid.right  
        anchors.leftMargin: 60;  
        anchors.verticalCenter: parent.verticalCenter  
        spacing: 5  
        TextArea{  
            id:receive;  
            Layout.preferredWidth: 200;  
            Layout.preferredHeight: 200;  
            text: qsTr("Receive:")  
            readOnly: true;  
            background: Rectangle{  
                color: "gray"  
            }  
        }  
        Button{  
            text: qsTr("接收数据")  
            highlighted: true;  
            onClicked: {  
                receive.append(serialport.serialRead());  
            }  
        }  
  
        TextField{  
            id:send;  
            Layout.preferredWidth: 200  
        }  
  
        Button{  
            text:qsTr("发送数据")  
            highlighted: true  
            onClicked: {  
                serialport.serialWrite(send.text)  
            }  
        }  
    }  
}

