Names:

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Lesson Plan:

Cover the following topics in order

GUI – A way for users to see information and interact with a program

Windows – Opening windows and putting QObjects into them

Views – Setting up a view in a window, the part that fills the window

Scenes – Creating a scene in a view, the part that can be interacted with

UI – Working with the UI builder and adding components and widgets

Components/Widgets – The objects on the screen that can be manipulated or interacted with

Slots – Adding slots from the UI builder, then through code, they are methods in an object that do something

Events – When something happens (mouse clicks) a signal is emitted

Signals – Setting up signals to use with slots

Connections – How a signal lets a slot know that something has happened