

Spyke (Babel Project)

La Pintade

5 Octobre 2015 - 8 Novembre 2015

Contents

1	About	2
2	GUI	3

1 About

This document is a technical documentation about Spyke. Skype is a software developed by the La Pintade team, based in Nice.

2 GUI

In this section we will see the main classes used in order to display the GUI of Spyke.

```
int    main(int ac, char **av)
{
    MyApplication app(ac, av);
    LoginWidget *login;

    login = new LoginWidget;

    QFile File2("./gui/styleSheetLogin.qss");
    File2.open(QFile::ReadOnly);
    QString StyleSheet2 = QLatin1String(File2.readAll());

    /* Applying it */
    login->setStyleSheet(StyleSheet2);

    [...]

    /* Show login window */
    login->setAttribute(Qt::WA_DeleteOnClose);
    login->show();

    return app.exec();
}
```

First we load stylesheets for each widgets. And we display the login widget.

```
void LoginWidget::checkLogin()
{
    MainWidget *widget = new MainWidget();
    QString user = _editUsername->text();
    QString pass = _editPassword->text();

    _userString = user.toUtf8().constData();
    _passString = pass.toUtf8().constData();

    g_PTUser.logUser(*this, &LoginWidget::validateLogin);

    widget->setAttribute(Qt::WA_DeleteOnClose);
    if (_login)
    {
        widget->show();
        deleteLater();
    }
}
```

The user has to log himself in the system in order to use Spyke.