



Welcome



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Projects



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Examples

Tutorials

Marketplace

New to Qt?

Learn how to develop
your own applications and
explore Qt Creator.

[Get Started Now](#)

Sessions

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1 ▶ default (last session)

Projects

New

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1 ▶ MoveI

C:\Users\brito\Documents\MoveI\MoveI.pro

Choose a template:

All Templates ▾

Projects

Application (Qt)

Application (Qt Quick)

Application (Qt for Python)

Library

Other Project

Non-Qt Project

Import Project

Files and Classes



Qt Widgets Application



Qt Console Application

Creates a Qt application for the desktop. Includes a Qt Designer-based main window.

Preselects a desktop Qt for building the application if available.

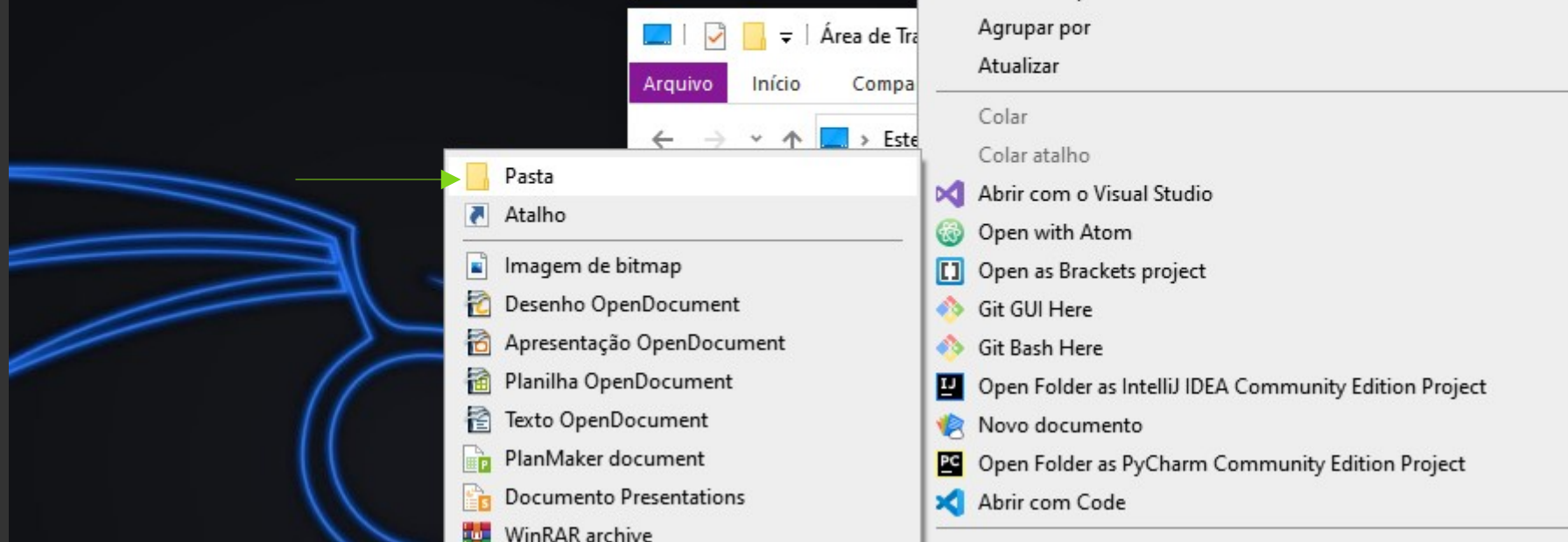
Supported Platforms:

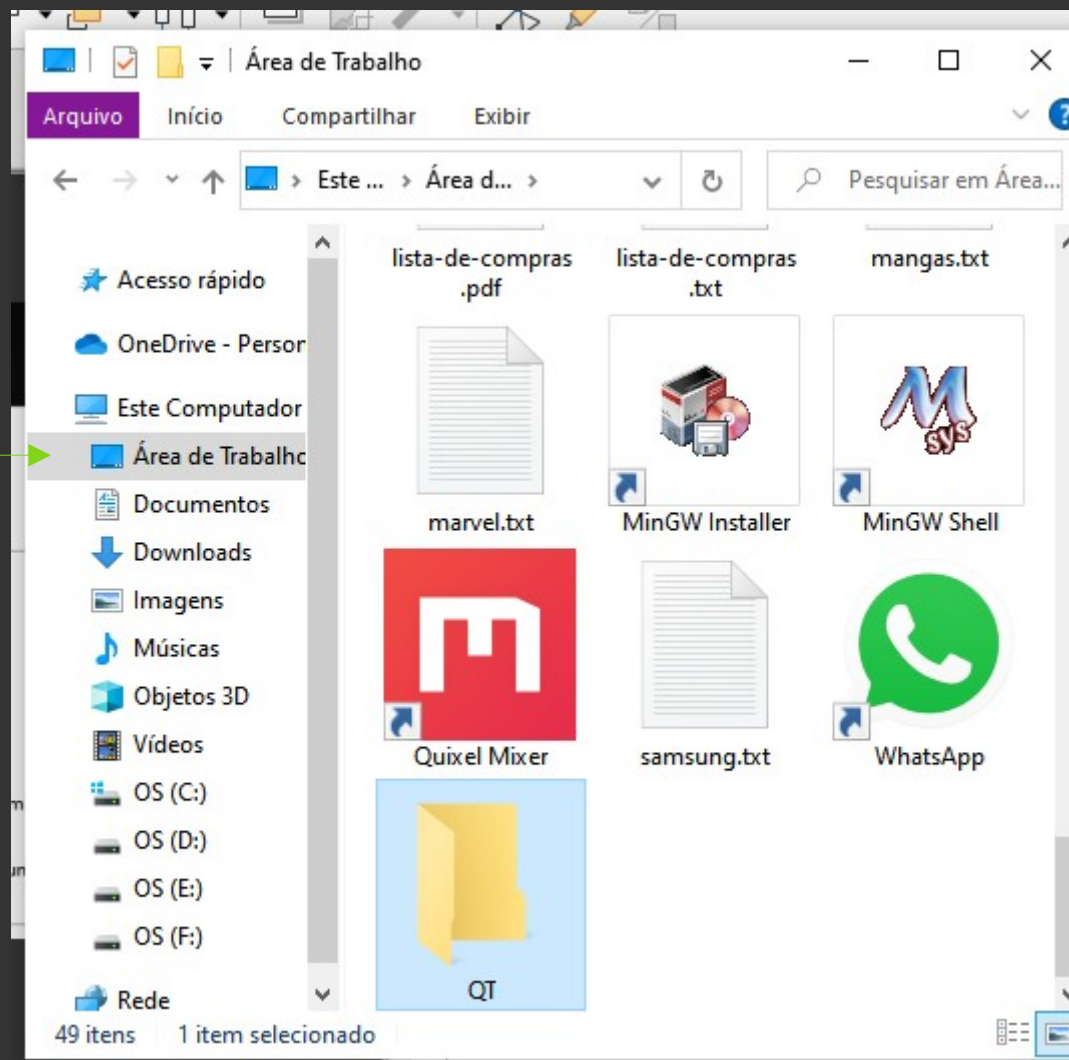
- Desktop

Choose...

Cancel

Crie uma pasta
chamada qt





➔ Location

Build System

Details

Translation

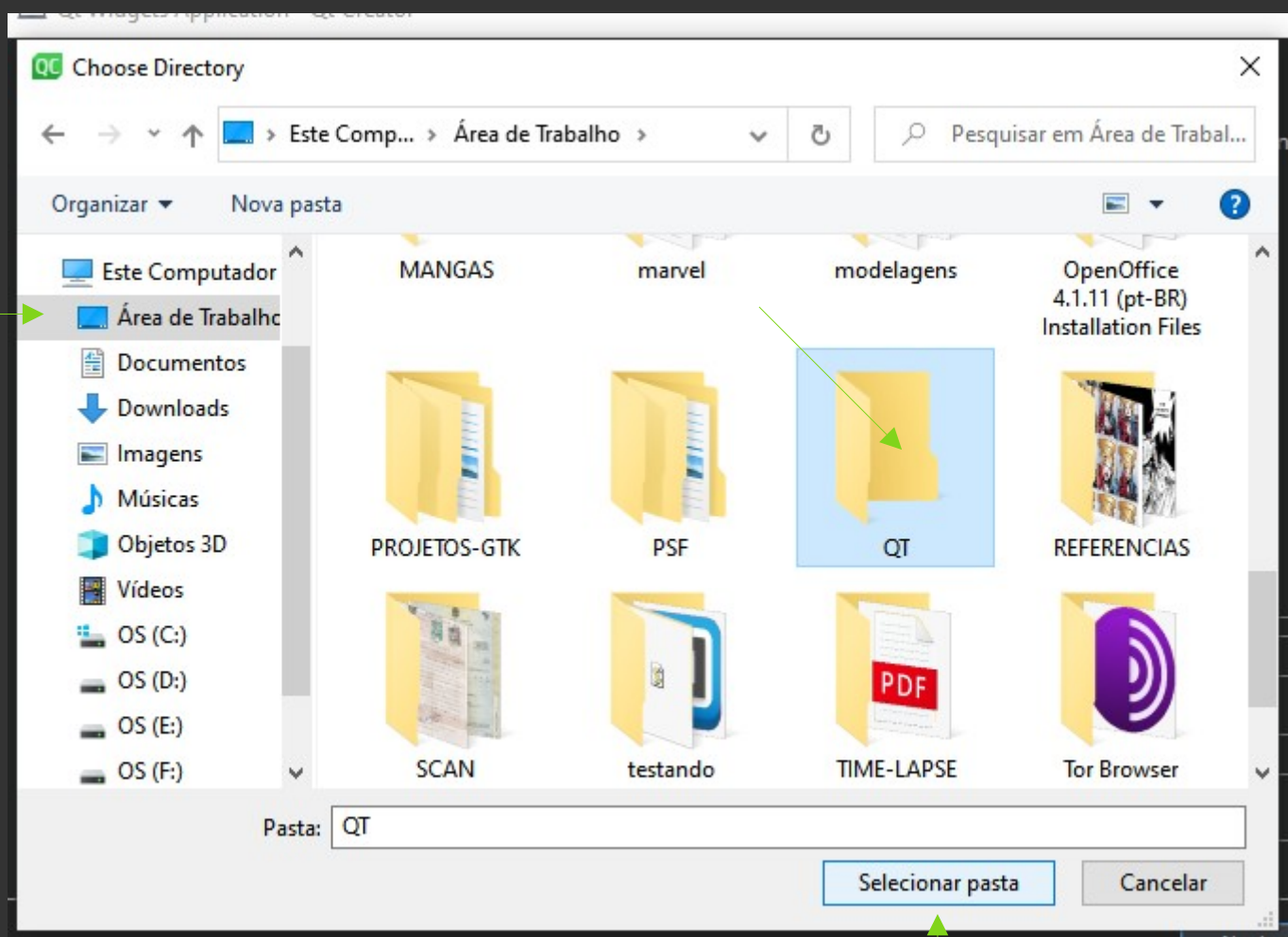
Kits

Summary

Project Location

This wizard generates a Qt Widgets Application project. The application derives by default from QApplication and includes an empty widget.

Name: Create in: ☐ Use as default project location



Name:

Aula_QT_02

Create in:

C:\Users\brito\Desktop\QT

Browse...

☐

Use as default project location

Next >

Cancel

Location

Define Build System

➡ Build System

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Summary

Build system: qmake



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Location

Class Information

Build System



Details

Specify basic information about the classes for which you want to generate skeleton source code files.

Translation

Kits

Summary

Class name: MainWindow

Base class: QMainWindow

Header file: mainwindow.h

Source file: mainwindow.cpp

☒ Generate form

Form file: mainwindow.ui

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Cancel

Location

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➔ Translation

Kits

Summary

Translation File

If you plan to provide translations for your project's user interface via the Qt Linguist tool, please select a language here. A corresponding translation (.ts) file will be generated for you.

Language: <none>

Translation file: <none>

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Cancel

Location

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Translation

➔ Kits


Summary

Kit Selection

The following kits can be used for project **Aula_QT_02**:

☐ Select all kits☒  **Desktop Qt 6.1.2 MinGW 64-bit**

Details ▾

 **Android has not been configured. Create Android kits.**

Details ▾

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Next >

Cancel

Location

Project Management

Build System

Add as a subproject to project: <None>

Details

Translation

Add to version control:

<None>

Configure...

Kits

➔ Summary

Files to be added in

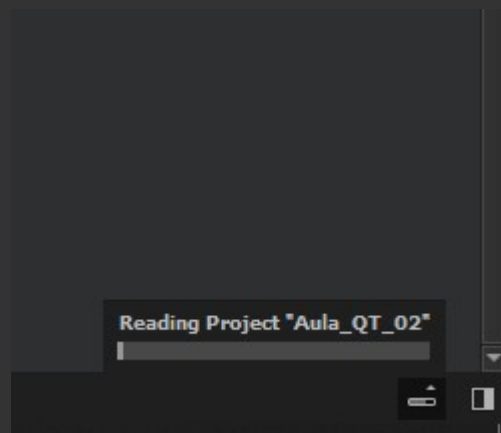
C:\Users\britto\Desktop\QT\Aula_QT_02:

```
Aula_QT_02.pro  
main.cpp  
mainwindow.cpp  
mainwindow.h  
mainwindow.ui
```

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Finish

Cancel



QC main.cpp @ Aula_QT_02 - Qt Creator

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main.cpp

<No Symbols>



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Aula_QT_02

Aula_QT_02.pro

Headers

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mainwindow.cpp

Forms

Open Documents

main.cpp

mainwindow.cpp

```
1 #include "mainwindow.h"
2
3 #include <QApplication>
4
5 int main(int argc, char *argv[])
6 {
7     QApplication a(argc, argv);
8     MainWindow w;
9     w.show();
10    return a.exec();
11 }
12
```

Duplo
click

Qt mainwindow.ui @ Aula_QT_02 - Qt Creator

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Aula_QT_02
Debug

This file can only be edited in **Design** mode.

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <ui version="4.0">
3   <class>MainWindow</class>
4   <widget class="QMainWindow" name="MainWindow">
5     <property name="geometry">
6       <rect>
7         <x>0</x>
8         <y>0</y>
9         <width>800</width>
10        <height>600</height>
11      </rect>
12    </property>
13    <property name="windowTitle">
14      <string>MainWindow</string>
15    </property>
16    <widget class="QWidget" name="centralwidget"/>
17    <widget class="QMenuBar" name="menubar">
18      <property name="geometry">
19        <rect>
20          <x>0</x>
21          <y>0</y>
22          <width>800</width>
23          <height>20</height>
24        </rect>
25      </property>
26    </widget>
27    <widget class="QStatusBar" name="statusbar"/>
28  </widget>
29  <resources/>
30  <connections/>
31 </ui>
32
```

C:\Users\brito\Desktop\QT\Aula_QT_02\mainwindow.ui

Filter

Layouts

- Vertical Layout
- Horizontal Layout
- Grid Layout
- Form Layout

Spacers

- Horizontal Spacer
- Vertical Spacer

Buttons

- Push Button
- Tool Button
- Radio Button
- Check Box
- Command Link Button
- Dialog Button Box

Item Views (Model-Based)

- List View
- Tree View
- Table View
- Column View
- Undo View

Item Widgets (Item-Based)

- List Widget
- Tree Widget
- Table Widget

Containers

- Group Box
- Scroll Area

Aula_QT_02

Debug

1 Issues 2 Search Results 3 Application Output 4 Compile Output 5 QML Debugger Console 6 General Messages 8 Test Results

Type Here

Filter

Name	Used	Text	Shortcut	Checkable	ToolTip

Action Editor Signals and Slots Editor

Filter

Object	Class
MainWindow	QMainWindow
centralwidget	QWidget
menubar	QMenuBar
statusbar	QStatusBar

Filter

MainWindow : QMainWindow

Property	Value
QObject	
objectName	MainWindow
QWidget	
windowModality	NonModal
enabled	<input checked="" type="checkbox"/>
geometry	[(0, 0), 800 x 600]
X	0
Y	0
Width	800
Height	600



Welcome



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Help

Filter

QAxWidget

Input Widgets

Combo Box

Font Combo Box

Line Edit

Text Edit

Plain Text Edit

Spin Box

Double Spin Box

Time Edit

Date Edit

Date/Time Edit

Dial

Horizontal Scroll Bar

Vertical Scroll Bar

Horizontal Slider

Vertical Slider

Key Sequence Edit

Display Widgets

Label

Text Browser

Graphics View

Calendar Widget

LCD Number

Progress Bar

Horizontal Line

Type Here

PushButton

TextLabel

Click e arraste o button
e o label



Filter

Name

Used

Text

Shortcut

Checkable

ToolTip

Aula_QT_02



Debug



Action Editor

Signals and Slots Editor



Type Here

PushButton

TextLabel

Selecione o elemento e
mude suas propriedades

Filter

Object	Class
MainWindow	QMainWindow
centralwidget	QWidget
label	QLabel
pushButton	QPushButton
menubar	QMenuBar
statusbar	QStatusBar

Filter




label : QLabel

Property	Value
lineWidth	1
midLineWidth	0
QLabel	
text	TextLabel
translatable	<input checked="" type="checkbox"/>
disambiguation	
comment	
textFormat	AutoText
pixmap	
scaledContents	<input type="checkbox"/>



Name	Used	Text	Shortcut	Checkable	ToolTip
------	------	------	----------	-----------	---------



Action Editor

Signals and Slots Editor

Filter   

label : QLabel


Property	Value
lineWidth	1
midLineWidth	0
QLabel	
text	www.youtube.com  
translatable	<input checked="" type="checkbox"/>
disambiguation	
comment	
textFormat	AutoText
pixmap	
scaledContents	<input type="checkbox"/>
alignment	AlignLeft, AlignVCenter

results  

Type Here

PushButton






www.youtube.com



Type Here

PushButton


www.youtube.com

<div> <div>      </div> <div>Filter</div> </div>					
Name	Used	Text	Shortcut	Checkable	ToolTip

Action Editor

Signals and Slots Editor

Filter

Object	Class
▼ MainWindow	QMainWindow
▼  centralwidget	QWidget
label	QLabel
pushbutton	QPushButton
menubar	QMenuBar
statusbar	QStatusBar

Filter

pushButton : QPushButton

Property	Value
▼ QAbstractButton	
▼ text	PushButton
translatable	<input checked="" type="checkbox"/>
disambiguation	
comment	
▼ icon	
Theme	
Normal Off	
Normal On	
Disabled Off	
Disabled On	

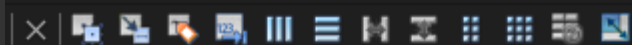
Filter

pushButton : QPushButton

Property	Value
QAbstractButton	
text	YOUTUBE
translatable	<input checked="" type="checkbox"/>
disambiguation	
comment	
icon	
Theme	
Normal Off	
Normal On	
Disabled Off	
Disabled On	

ults

Window Help



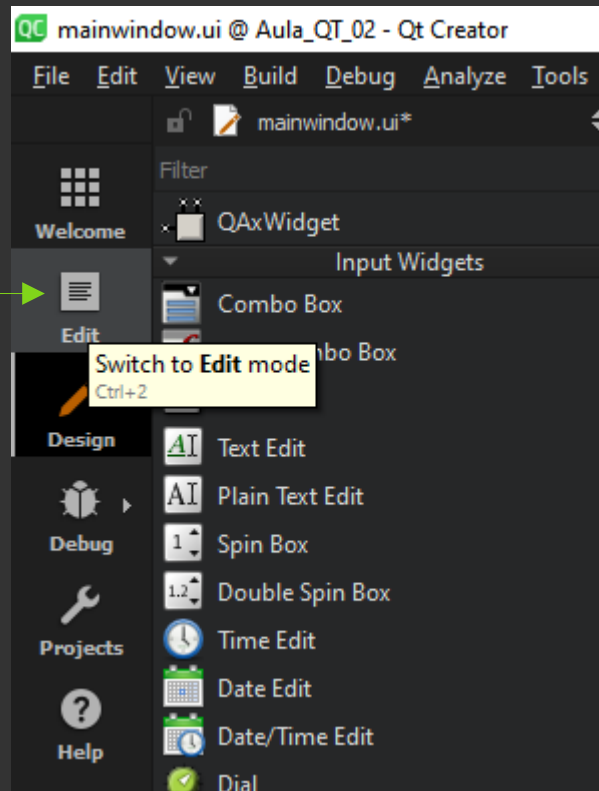
Type Here

YOUTUBE

www.youtube.com



Filter





Welcome



Edit



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Debug



Projects



Help

main.cpp
mainwindow.cpp
mainwindow.ui*

Aula_QT_02



Debug

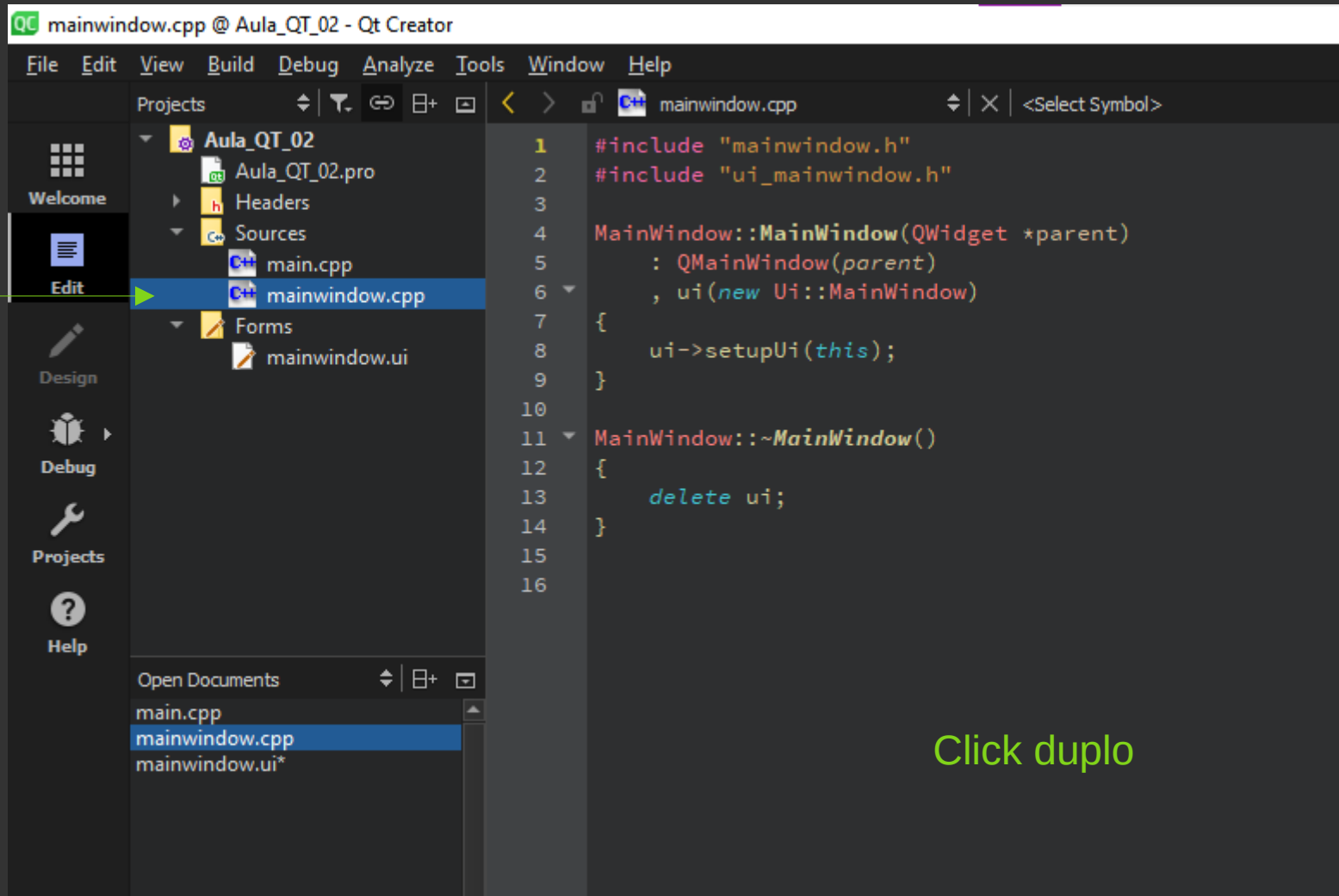
Aula_QT_02.pro
Headers
Sources
main.cpp
mainwindow.cpp
Forms
mainwindow.ui

This file can only be edited in **Design** mode.

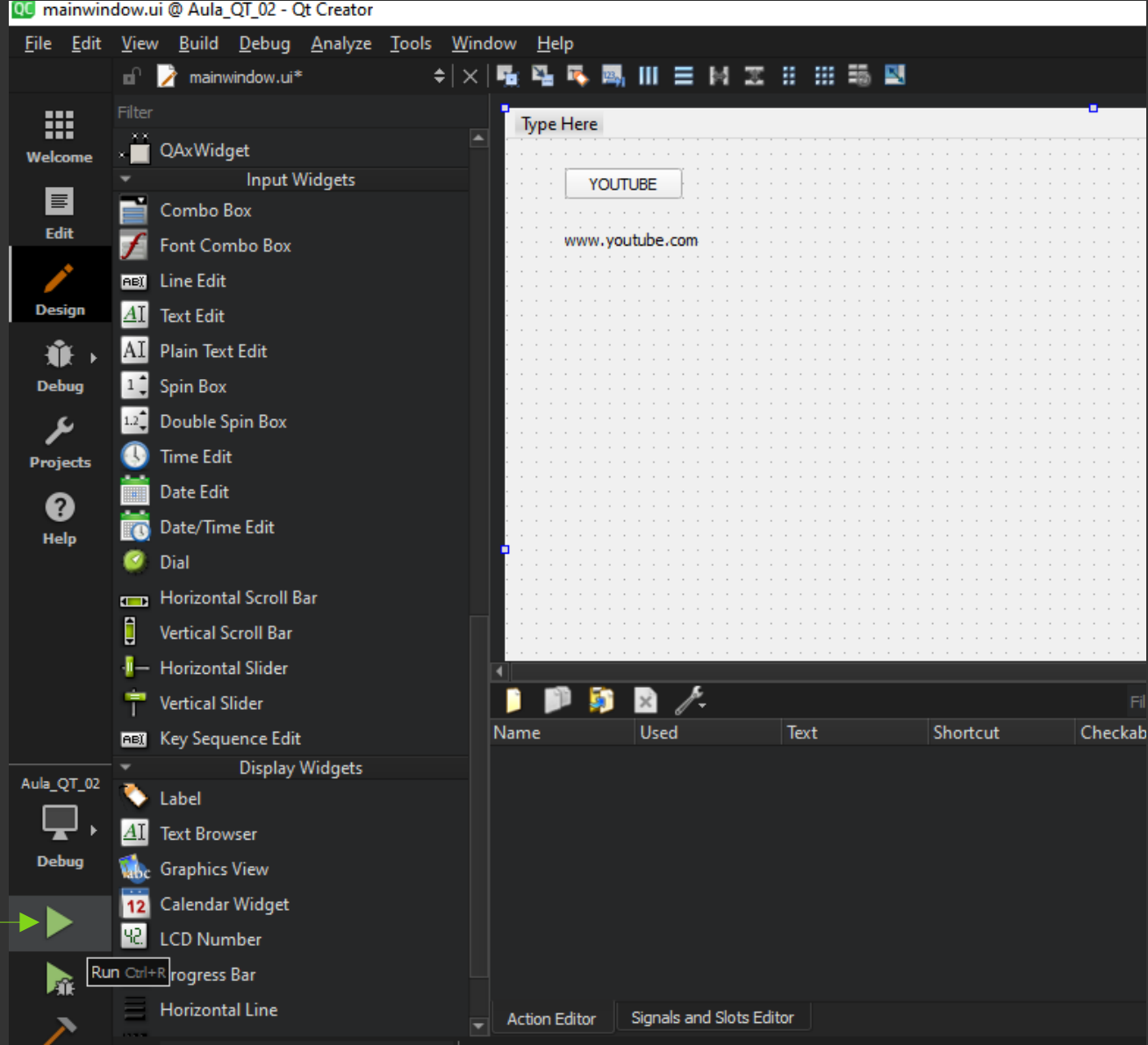
```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <ui version="4.0">
3 <class>MainWindow</class>
4 <widget class="QMainWindow" name="MainWindow">
5 <property name="geometry">
6 <rect>
7 <x>0</x>
8 <y>0</y>
9 <width>800</width>
10 <height>600</height>
11 </rect>
12 </property>
13 <property name="windowTitle">
14 <string>MainWindow</string>
15 </property>
16 <widget class="QWidget" name="centralwidget">
17 <widget class="QPushButton" name="pushButton">
18 <property name="geometry">
19 <rect>
20 <x>40</x>
21 <y>20</y>
22 <width>80</width>
23 <height>21</height>
24 </rect>
25 </property>
26 <property name="text">
27 <string>YOUTUBE</string>
28 </property>
29 </widget>
30 <widget class="QLabel" name="label">
31 <property name="geometry">
32 <rect>
33 <x>40</x>
```

```
11     </rect>
12 </property>
13 <property name="windowTitle">
14     <string>MainWindow</string>
15 </property>
16 <widget class="QWidget" name="centralwidget">
17     <widget class="QPushButton" name="pushButton">
18         <property name="geometry">
19             <rect>
20                 <x>40</x>
21                 <y>20</y>
22                 <width>80</width>
23                 <height>21</height>
24             </rect>
25         </property>
```

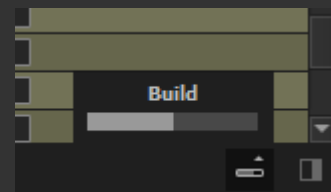
O button e o label foram adicionados ao nosso
xml



Click duplo



Execute
para
testar



YOUTUBE

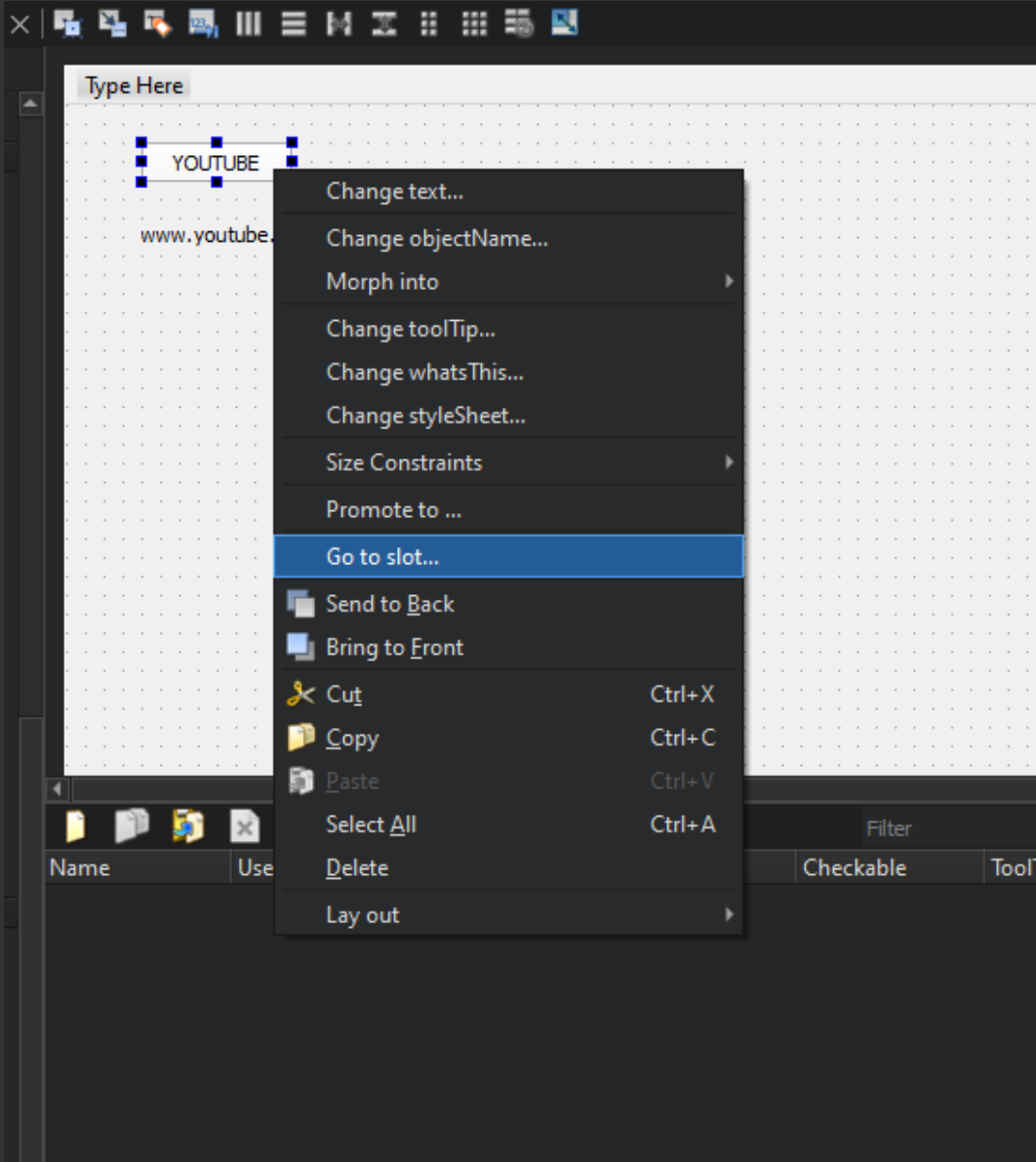
www.youtube.com

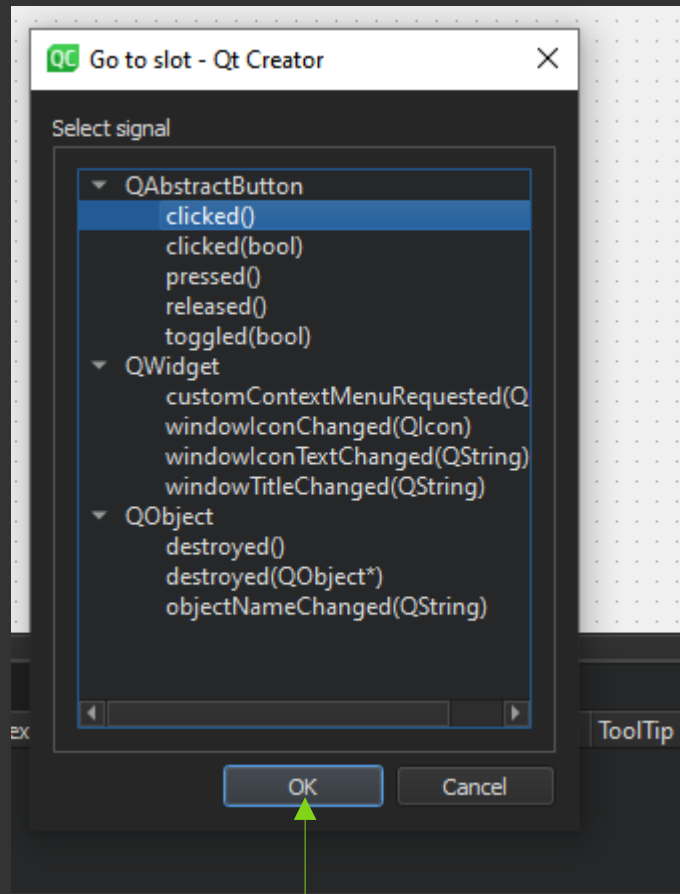
	Class
MainWindow	QMainWindow
centralwidget	QWidget
label	QLabel
pushButton	QPushButton
menubar	QMenuBar
statusbar	QStatusBar

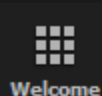
MainWindow : QMainWindow

Property	Value
ImhPreferLatin	<input type="checkbox"/>
ImhMultiLine	<input type="checkbox"/>
ImhNoEditMenu	<input type="checkbox"/>
ImhNoTextHandles	<input type="checkbox"/>
ImhDigitsOnly	<input type="checkbox"/>
ImhFormattedNu...	<input type="checkbox"/>
ImhUppercaseOnly	<input type="checkbox"/>
ImhLowercaseOnly	<input type="checkbox"/>

Click direito
no button







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Aula_QT_02.pro
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Sources
main.cpp
mainwindow.cpp
Forms
mainwindow.ui

Open Documents

main.cpp
mainwindow.cpp*
mainwindow.h*
mainwindow.ui

```
1 #include "mainwindow.h"
2 #include "ui_mainwindow.h"
3
4 MainWindow::MainWindow(QWidget *parent)
5     : QMainWindow(parent)
6     , ui(new Ui::MainWindow)
7 {
8     ui->setupUi(this);
9 }
10
11 MainWindow::~MainWindow()
12 {
13     delete ui;
14 }
15
16
17 void MainWindow::on_pushButton_clicked()
18 {
19     |
20 }
21
22
```


QC mainwindow.cpp @ Aula_QT_02 - Qt Creator

File Edit View Build Debug Analyze Tools Window Help

New File or Project... Ctrl+N

Open File or Project... Ctrl+O

Open File With...

Recent Files

Recent Projects

Sessions

Close Project "Aula_QT_02"

Close All Files in Project "Aula_QT_02"

Close All Projects and Editors

Save "mainwindow.cpp" Ctrl+S

Save "mainwindow.cpp" As...

Save All Ctrl+Shift+S

Revert "mainwindow.cpp" to Saved

Close "mainwindow.cpp" Ctrl+W

Close All

Ctrl+Shift+W

Close All Except "mainwindow.cpp"

Close All Except Visible

Print... Ctrl+P

Exit Ctrl+Q

mainwindow.cpp*

```
#include "mainwindow.h"
```

```
#include "ui_mainwindow.h"
```

```
MainWindow::MainWindow(QW
```

```
: QMainWindow(parent)
```

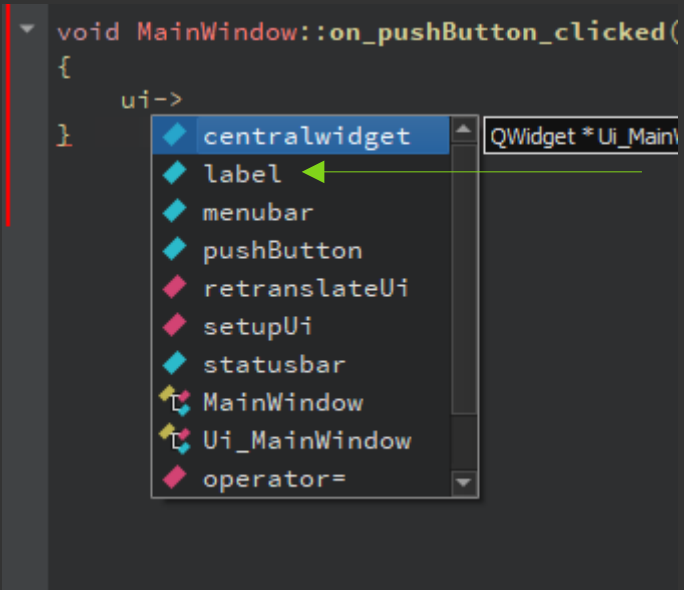
```
, ui(new Ui::MainWind
```

```
ui->setupUi(this);
```

```
MainWindow::~MainWindow()
```

```
delete ui;
```

```
MainWindow::on_pushB
```



```
void MainWindow::on_pushButton_clicked()
{
    ui->label->
}
```

- ◆ setShortcutAutoRepeat
- ◆ setShortcutEnabled
- ◆ setSizeIncrement
- ◆ setSizePolicy
- ◆ setStatusTip
- ◆ setStyle
- ✚ setStyleSheet
- ✚ **setText**
- ◆ setTextFormat
- ◆ setTextInteractionFlags

void setText (const QString &)

```
1  #include "mainwindow.h"
2  #include "ui_mainwindow.h"
3
4  MainWindow::MainWindow(QWidget *parent)
5      : QMainWindow(parent)
6      , ui(new Ui::MainWindow)
7  {
8      ui->setupUi(this);
9  }
10
11  MainWindow::~MainWindow()
12  {
13      delete ui;
14  }
15
16
17  void MainWindow::on_pushButton_clicked()
18  {
19      ui->label->setText("ALO MUNDO!");
20  }
21
22
```

- 📄 New File or Project... Ctrl+N
- 📁 Open File or Project... Ctrl+O
 - Open File With...
 - Recent Files
 - Recent Projects
 - Sessions
- Close Project "Aula_QT_02"
- Close All Files in Project "Aula_QT_02"
- Close All Projects and Editors
- 💾 Save "mainwindow.cpp" Ctrl+S
 - Save "mainwindow.cpp" As...
 - ➡ Save All Ctrl+Shift+S
 - Revert "mainwindow.cpp" to Saved
- Close "mainwindow.cpp" Ctrl+W
 - Close All Ctrl+Shift+W
 - Close All Except "mainwindow.cpp"
 - Close All Except Visible
- 🖨 Print... Ctrl+P
- 🚪 Exit Ctrl+Q

mainwindow.cpp* 🔍 | ✕ | <Select Symbol>

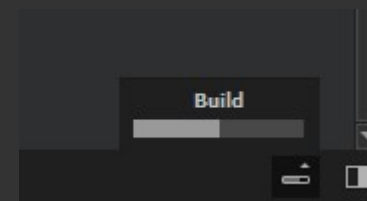
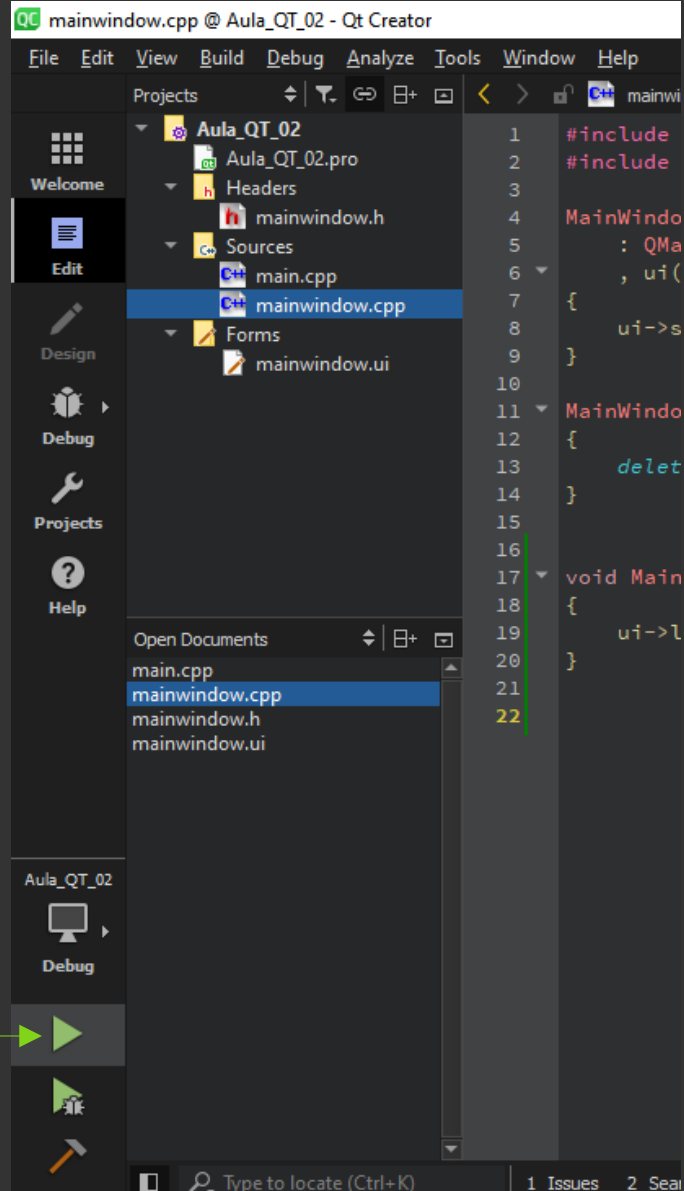
```

#include "mainwindow.h"
#include "ui_mainwindow.h"

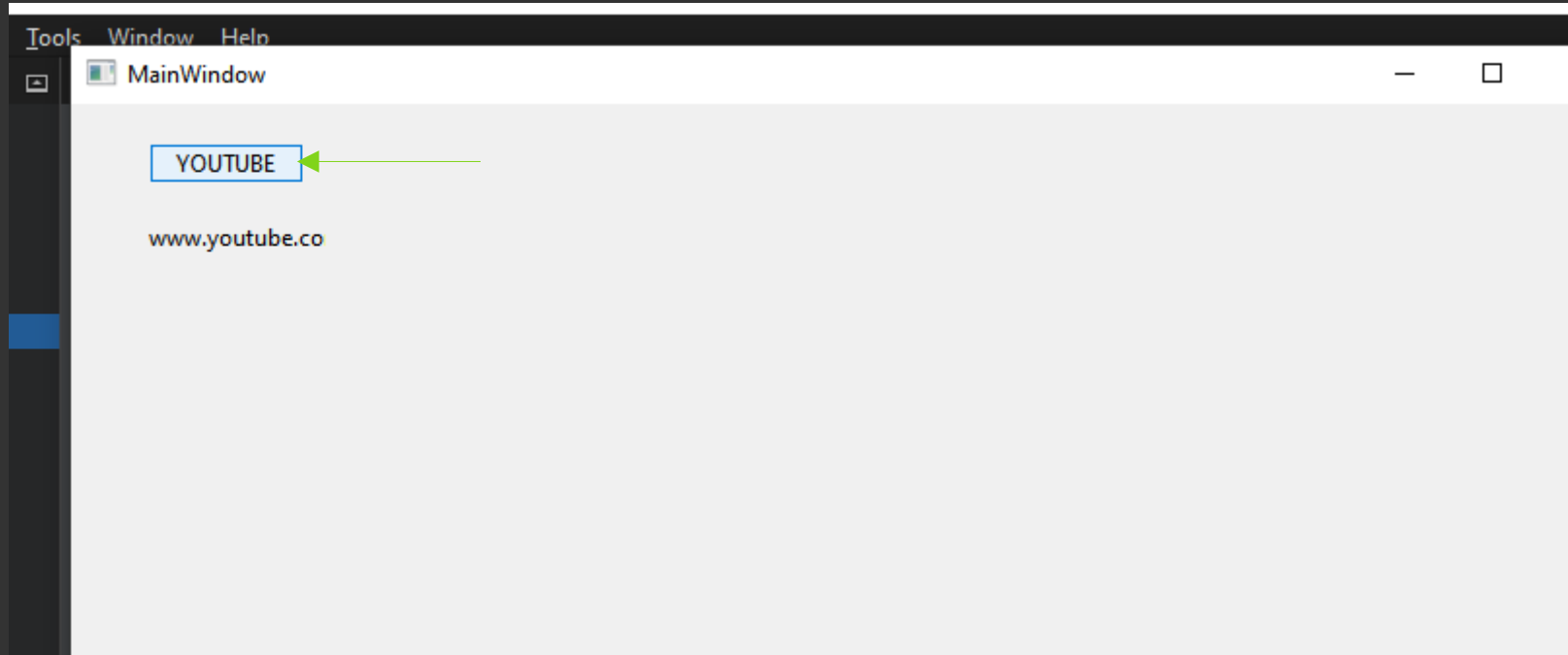
MainWindow::MainWindow(QWidget *parent)
    : QMainWindow(parent)
    , ui(new Ui::MainWindow)
{
    ui->setupUi(this);

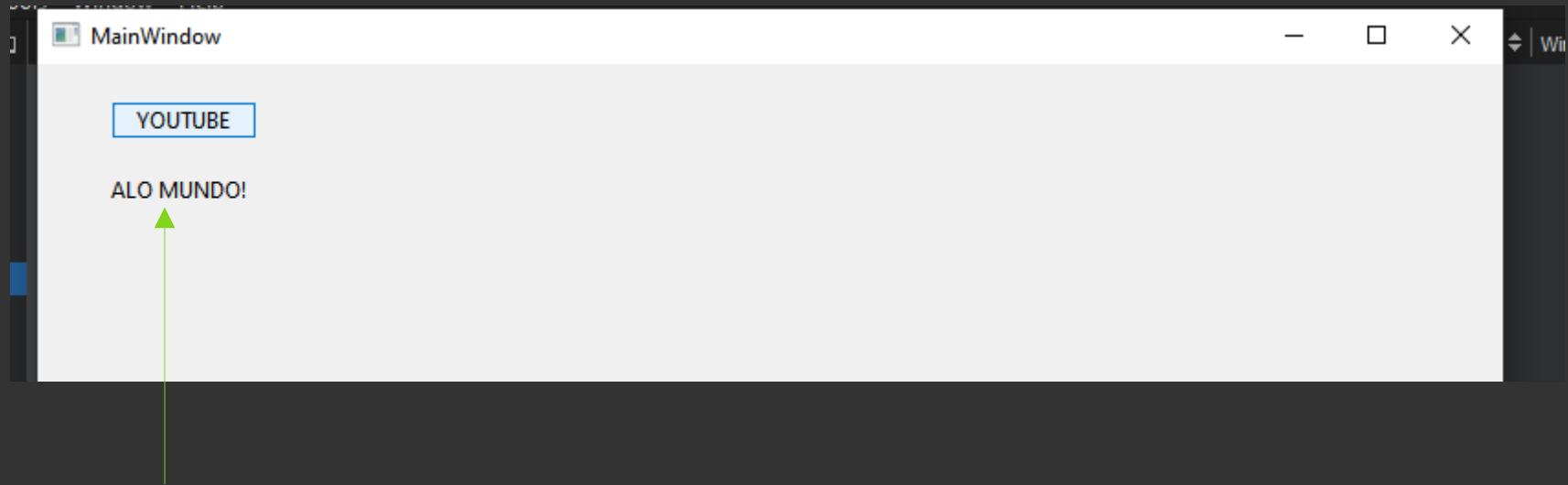
    MainWindow::~MainWindow()
{
    delete ui;
}

MainWindow::on_pushButton_clicked()
{
    ui->label->setText("ALO MUNDO!");
}
    
```



Click no button





O texto muda

