Course1: Introduction to Qt

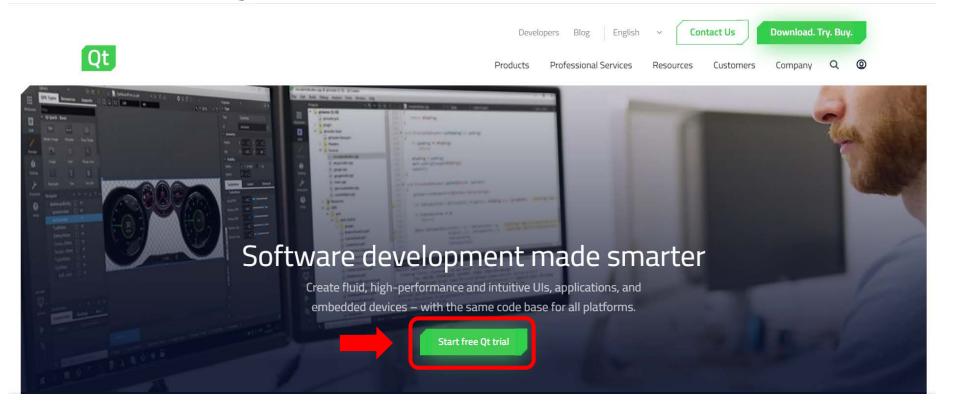
Outline

- Introduction
- How to install Qt
- How to cerate a project
- Introduction to Qt Creator
- Some useful widgets
- Introduction to signal and slot

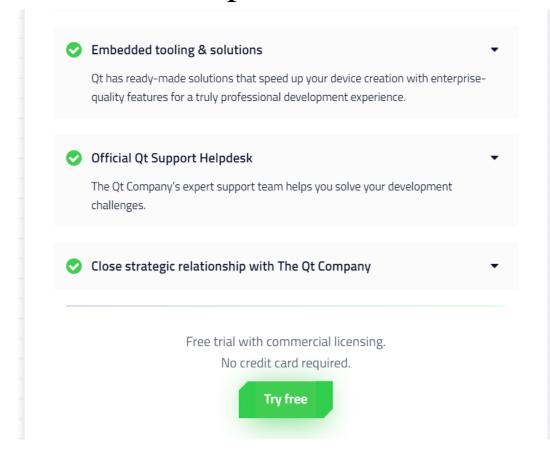
Introduction

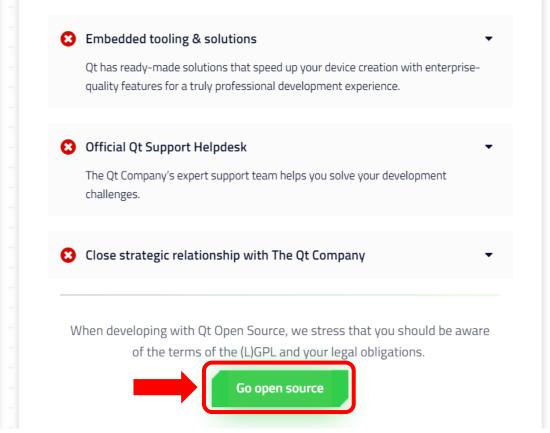
- Qt Creator is an IDE for developers.
- We use MinGW as our compiler in this class.

- Go to Qt website: https://www.qt.io/
- Select "Start free Qt trial".



• Select "Go open source".





- Make sure that your operating system is correct or not.
- Select "Download".

Your download

We detected your operating system as: Windows
Recommended download: Qt Online Installer for Windows

Not the installer you need? View other options.

The installer will ask you to optionally sign in using your Qt account credentials. This will ensure you get the right access to the right components, such as those under a commercial license.

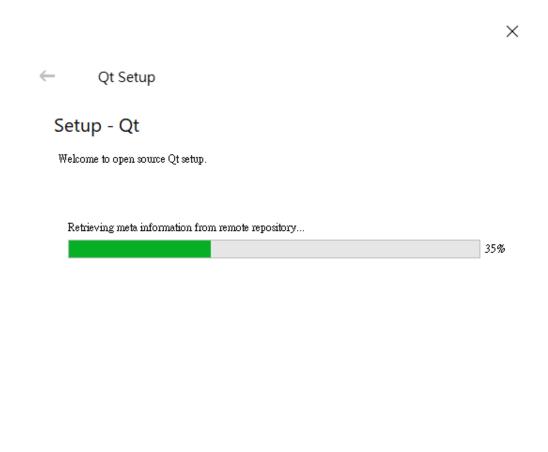
Please note:

If you requested a 30-day commercial trial extension or an additional license for embedded components, we will contact you shortly. In the meantime, please get started with Qt.

If you are installing under a **Qt open source license**, please **be sure you are in full compliance** with the legal obligations of the (L)GPL v2/3 **before installation**. For a brief overview visit the main download page or for more details see the FAQ.



- Run the execution file. (qt-unified-windows-x86-3.1.1-online.exe)
- Sign up an Email to log in or just skip.



Settings

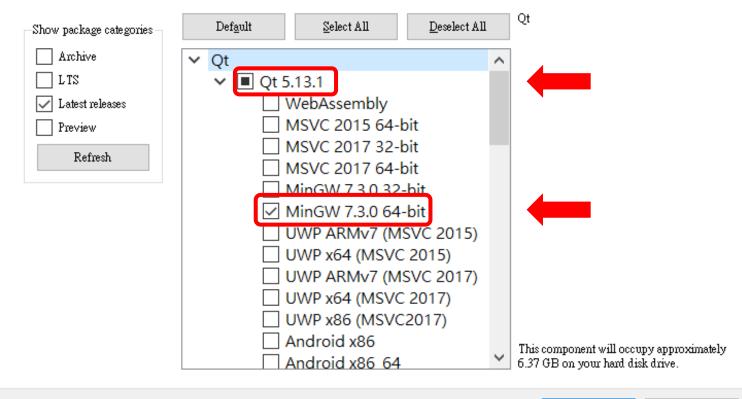
Quit

• Select "MinGW 7.3.3 64-bit".

← Qt Setup

Select Components

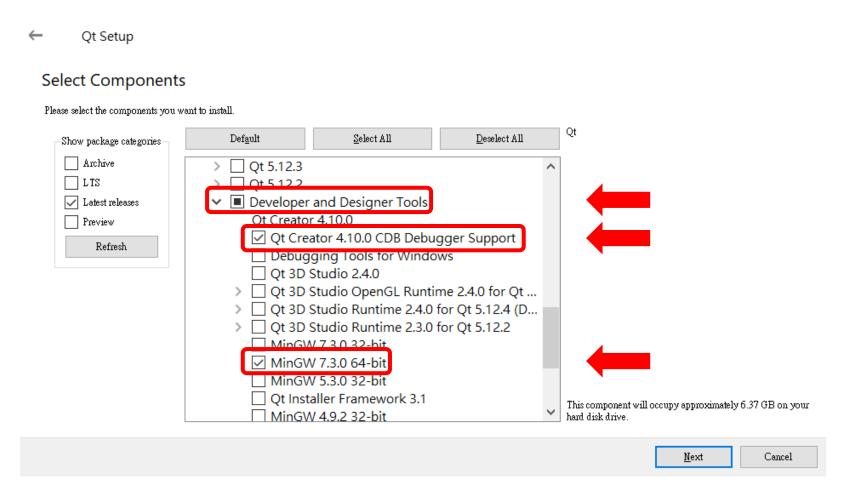
Please select the components you want to install.

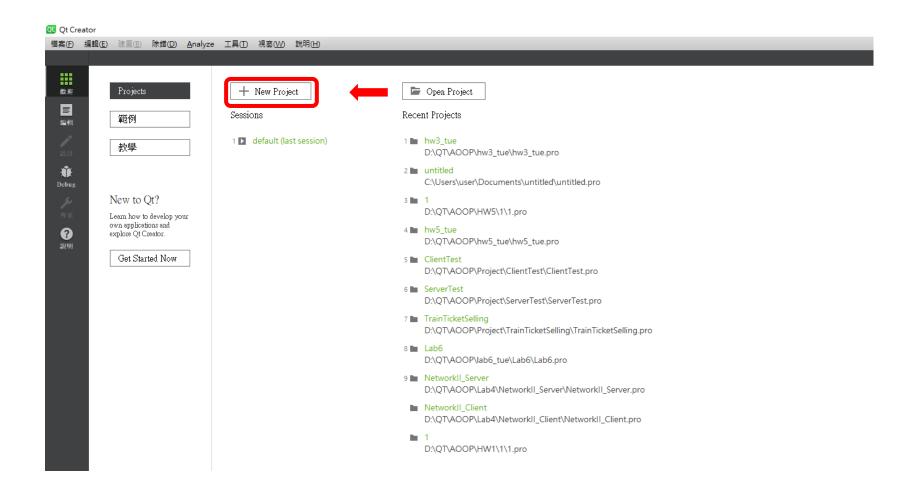


<u>N</u>ext

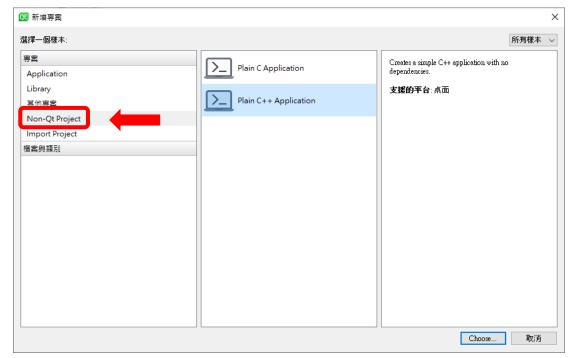
Cancel

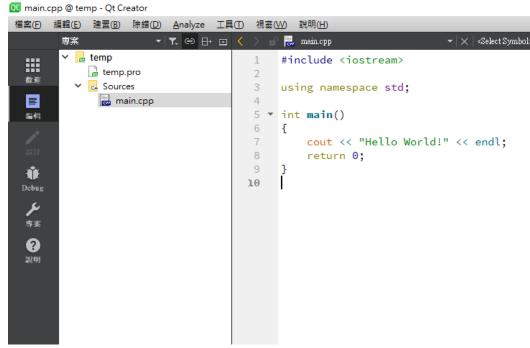
- Select "Qt Creator 4.10.0 CDB Debugger Support".
- Select "MinGW 7.3.3 64-bit".
- Finish the installation.



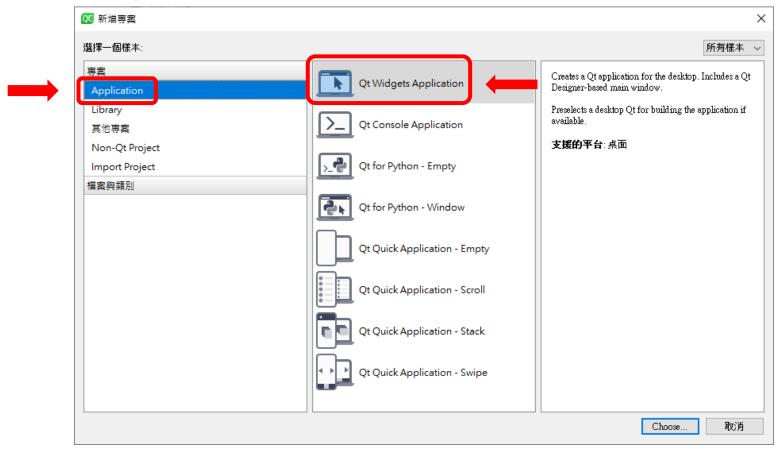


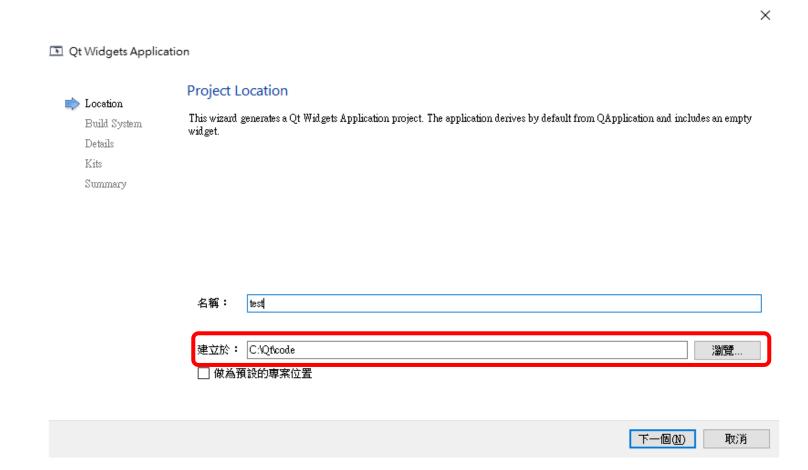
• C or C++ application

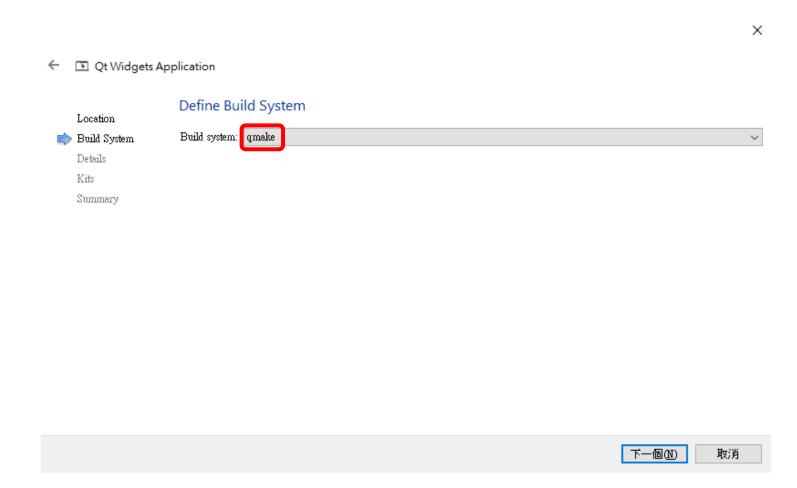


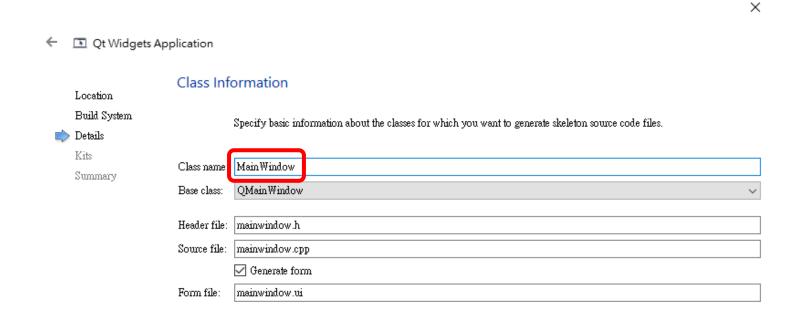


Qt Widgets Application

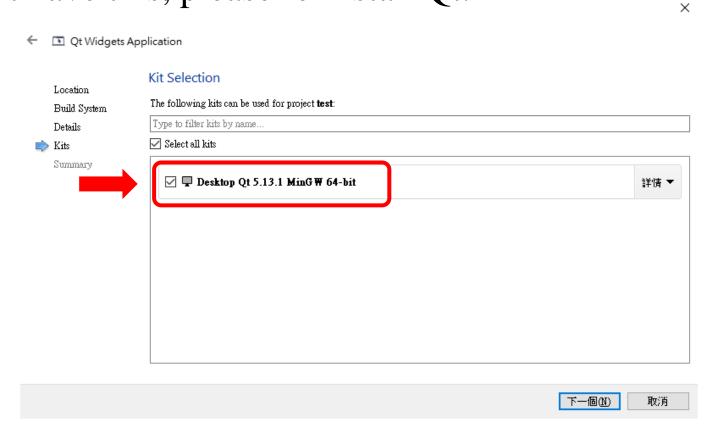


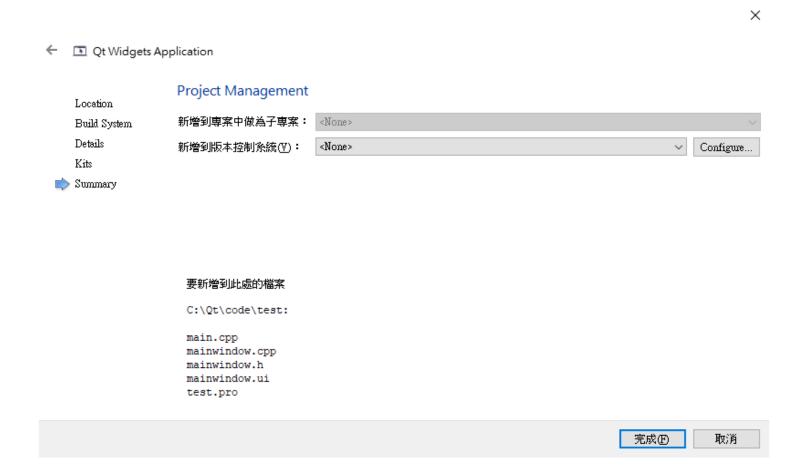






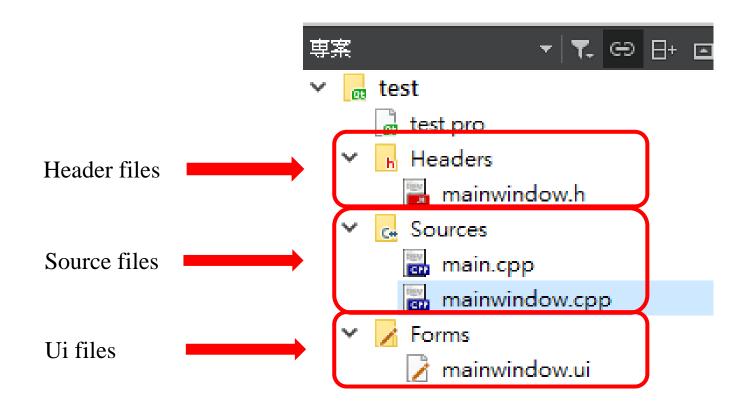
• If you don't have this, please re-install Qt.











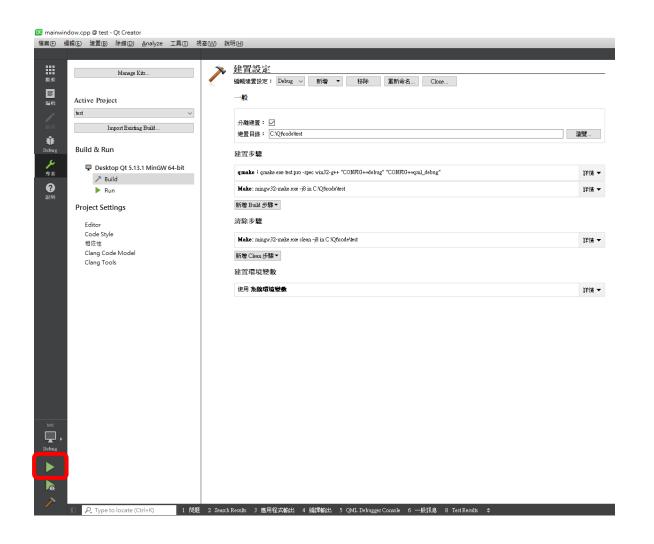


Some widgets you can use

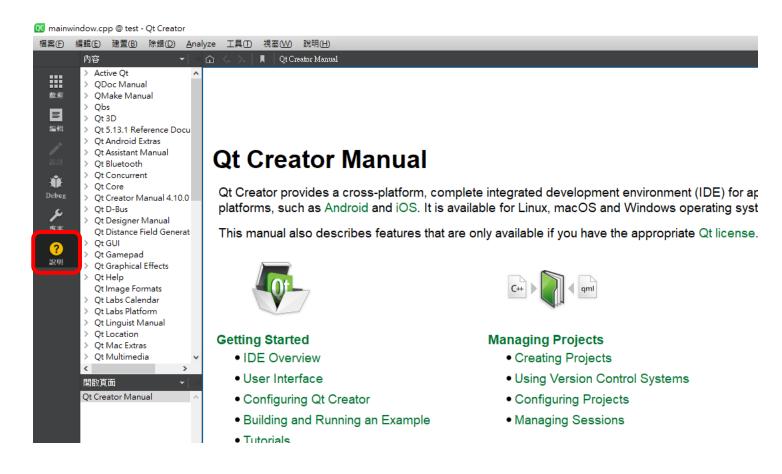
• Make sure the path is correct!!



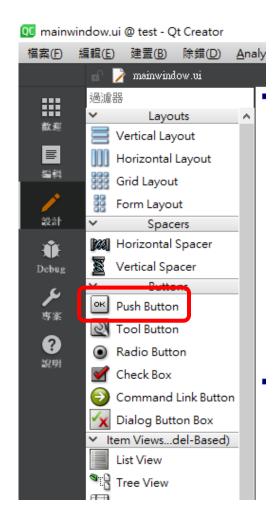
• Run the project.

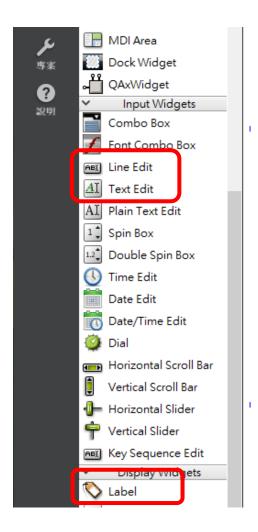


• You can search for the API in the information.

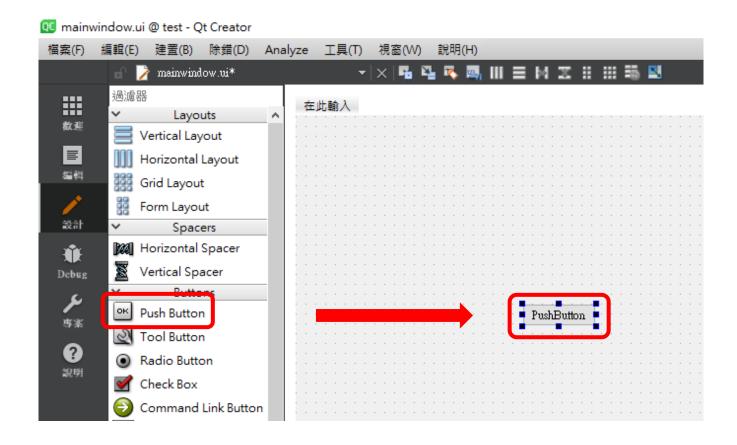


- Push Button
- Line Edit
- Text Edit
- Label





• Drag the "Push Button" into the design area.

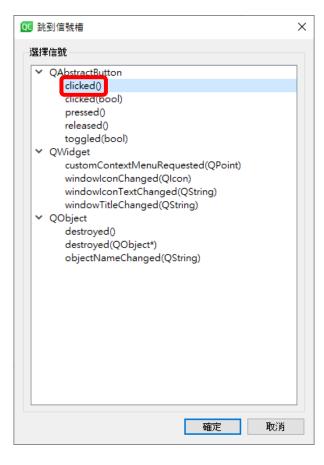


• Click the right button and

go to slot.



• Select the signal.



• Write your code here.

```
mainwindow.cpp @ test - Qt Creator
              建置(B) 除錯(D) Analyze 工具(T)
                                         視窗(<u>W</u>)
                                                  說明(H)
                                                                            🔻 🔀 | 🥎 Main Window::on_pushButton_c
         専案
                         ▼ ▼. ⊖ ⊞ ⊡
                                               🧱 mainwindow.cpp*
         ∨ 📠 test
                                               #include "mainwindow.h"
  ##
             d test.pro
                                               #include "ui mainwindow.h"
  散迎

✓ Headers

  mainwindow.h
                                              MainWindow::MainWindow(QWidget *parent)
                                                   : QMainWindow(parent)

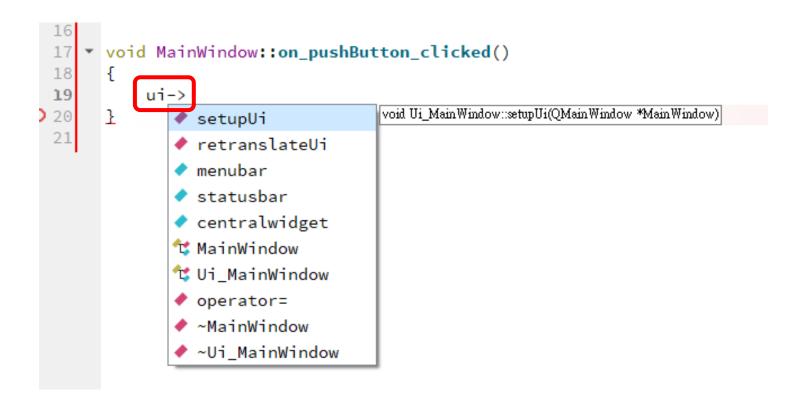
✓ Gast Sources

  編輯
                                                   , ui(new Ui::MainWindow)
               main.cpp
               mainwindow.cpp
                                                   ui->setupUi(this);

✓ ✓ Forms

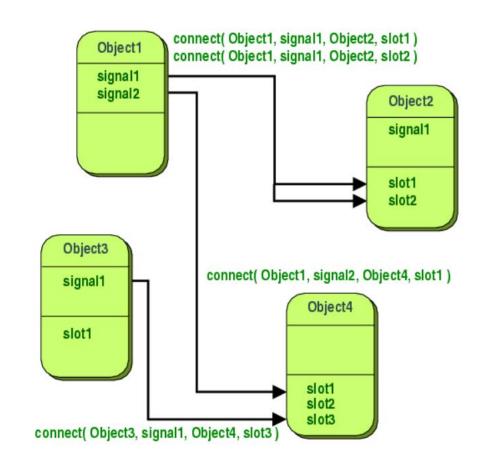
  i
               mainwindow.ui
                                         10
  Debug
                                            ▼ MainWindow::~MainWindow()
                                         12
                                                   delete ui;
                                         13
  專案
                                         14
                                         15
  說明
                                               void MainWindow::on_pushButton_clicked()
                                         18
                                         19
                                         20
                                         21
```

• You can find your widgets under ui namespace.



Introduction to Signal and Slot

- Signals and slots are used for communication between objects.
- When we change one widget, we often want another widget to be notified.
- For example, if a user clicks a "Close" button, we probably want the window's "close()" function to be called.
- All classes that inherit from QObject or one of its subclasses (e.g., QWidget) can contain signals and slots.



Reference

- Qt Documentation https://doc.qt.io/
- Qt Signal and Slot https://doc.qt.io/qt-5/signalsandslots.html