

# QtQuick Training Course



## Module Five



# Objectives

## 1 Organizing your app

Comparing applications

Common applications structure

Using Loader

Preparing your app for a more complex C++ logic

## 2 Understanding a simple app

Avoiding spaghetti code

Creating components

All together now



# Topics

- 1 Organizing your app
- 2 Understanding a simple app
- 3 Questions
- 4 Lab



# Common apps screenflows and conclusions

Single main screen

Fixed main menu

Main menu and internal screens

Conclusions

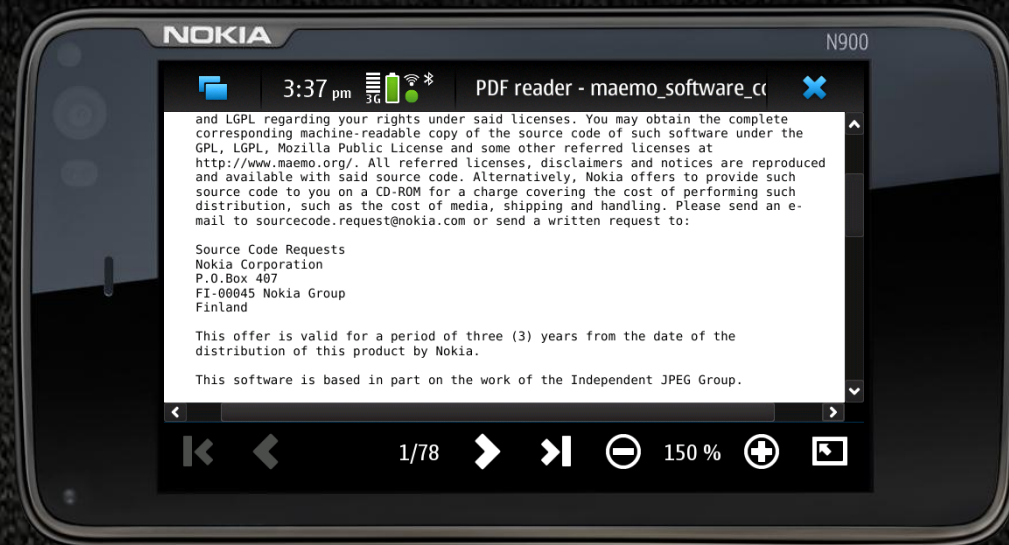


## Organizing your app

# Single main screen

No navigation is necessary and there are no internal screens

n900: **PDF Reader**



The simplest type of application

It usually has few (but really focused) features

One or two screens to fulfill the app's purpose



## Organizing your app

# How to implement it in QtQuick

A piece of code demonstrating how you could implement this app



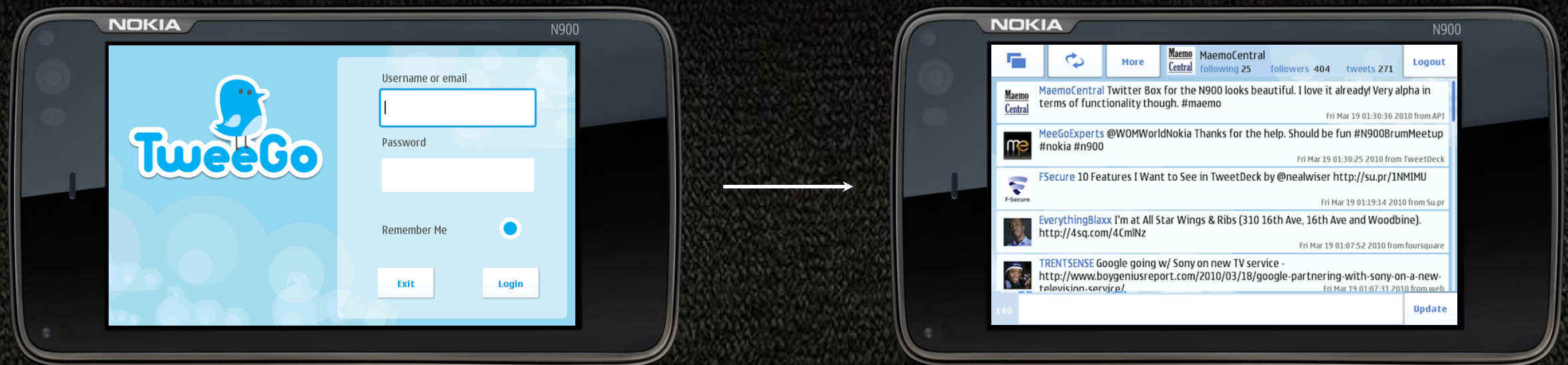
See video: [addon/module-005/videos/pdf\\_viewer.mov](#)

See example: [addon/module-005/examples/single-screen.qml](#)

## Organizing your app

# Single main screen

n900: TweeGo



Login and read your twitter timeline

Screens that don't exist together

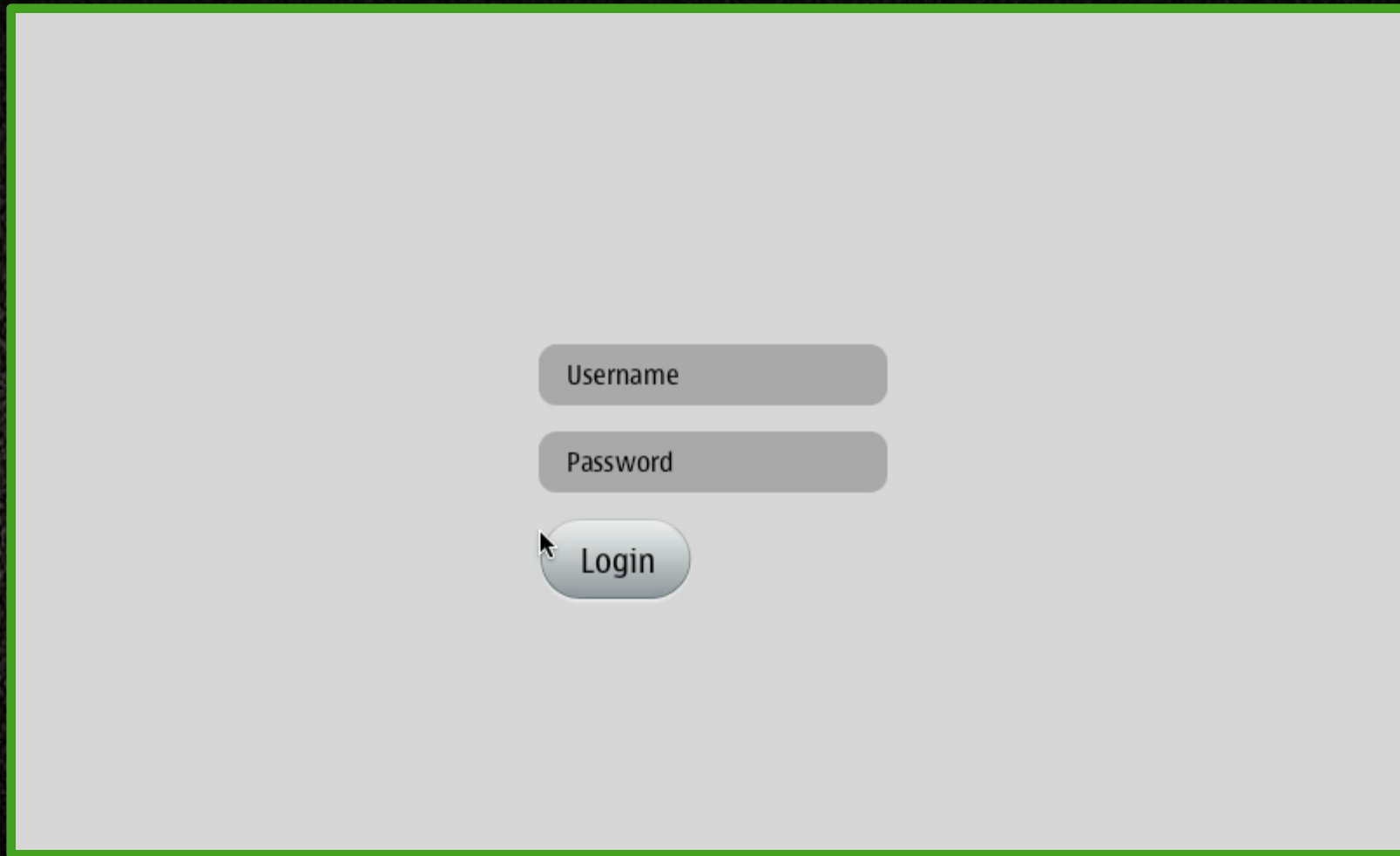
No settings to store accounts or other data



## Organizing your app

# How to implement it in QtQuick

A piece of code demonstrating how you could implement this app



See video: [addon/module-005/videos/twitter\\_client.mov](#)

See example: [addon/module-005/examples/twitter-login.qml](#)



Organizing your app

# Common apps screenflows and conclusions

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## Organizing your app

# Fixed main menu

iPhone: **Echofon**



Features exposed by the menu on the bottom

Architecture is based on modifying a ListModel

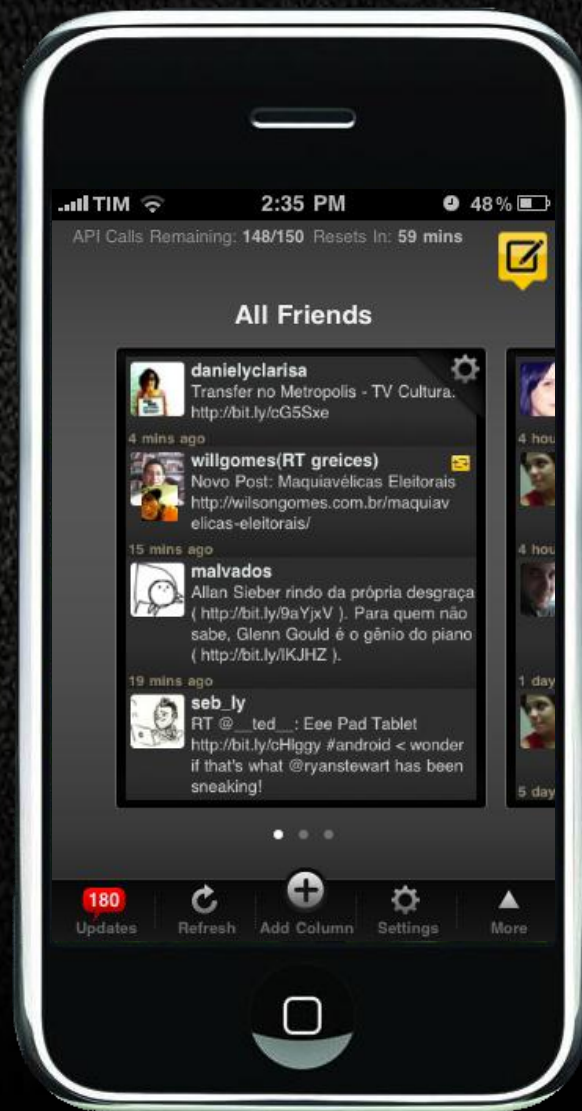
Very common structure in iPhone apps



## Organizing your app

# Fixed main menu

iPhone: **TweetDeck**



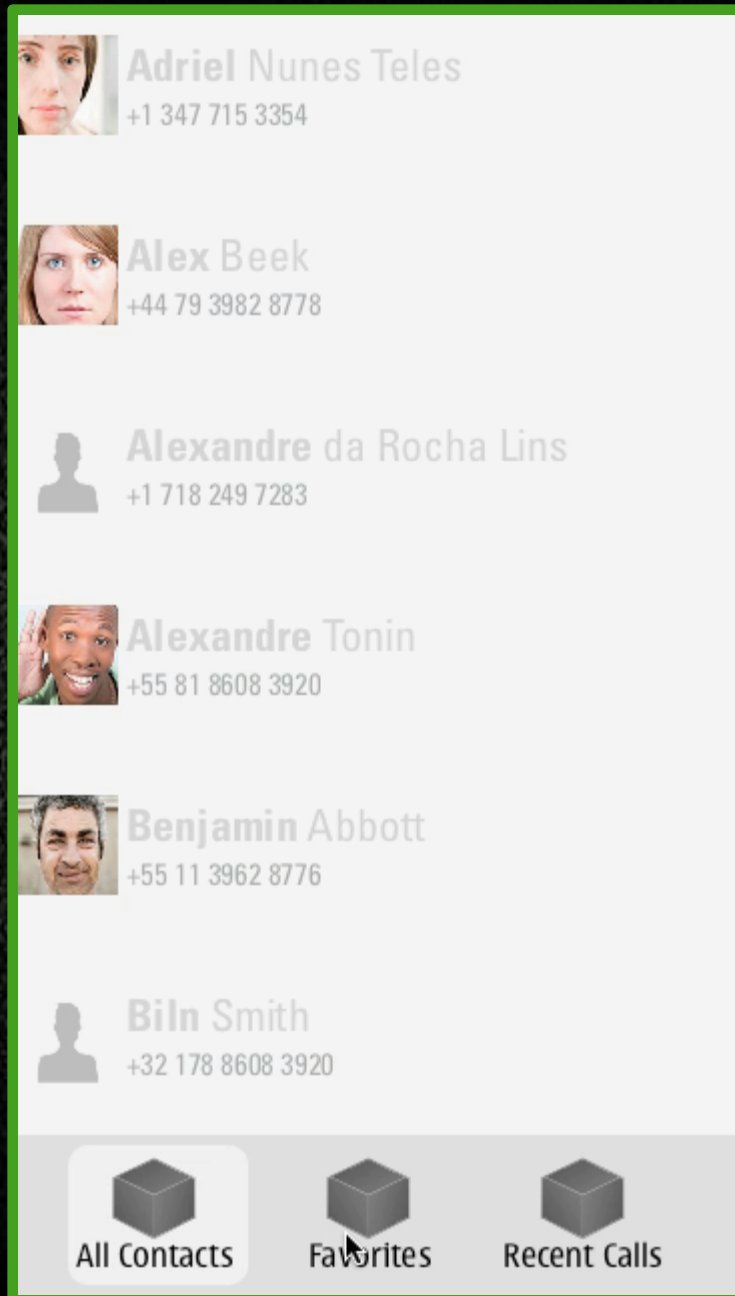
Three ListModels already loaded  
Zoom in and out each one of them



## Organizing your app

# How to implement it in QtQuick

A piece of code demonstrating how you could implement this app



See video: [addon/module-005/videos/contacts.mov](#)

See example: [addon/module-005/examples/fixed-main-menu.qml](#)



Organizing your app

# Common apps screenflows and conclusions

Single main screen

Fixed main menu

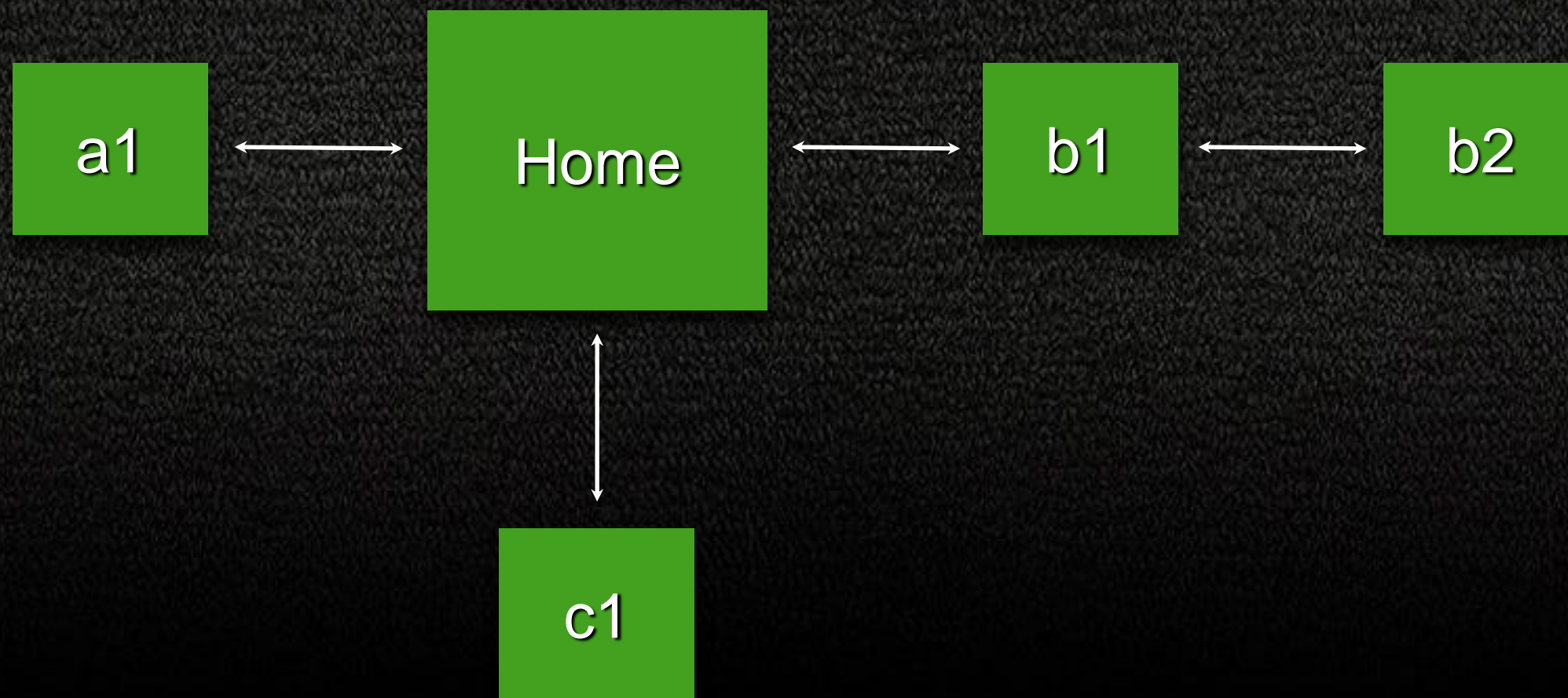
Main menu and internal screens

Conclusions



# Main menu and internal screens

This one is reserved for the more complex applications. It usually has a home screen and a back button for you to return there. It is a simple structure for apps that have lots of features.





## Organizing your app

# Main menu and internal screens

n900: **Canola**



Audio



Photos



Videos



## Organizing your app

# Main menu and internal screens

5800: Ovi Maps



Drive



My Position



Favorites



## Organizing your app

# How to implement it in QtQuick

A piece of code demonstrating how you could implement this app



See video: [addon/module-005/videos/internal\\_screens.mov](#)

See example: [addon/module-005/examples/internal-screens.qml](#)



# Common apps screenflows and modules

Single main screen

Fixed main menu

Main menu and internal screens

Modules



# Modules

A QML module is a collection of QML types

Organize your QML content into independent units

Modules defined by a URL or defined by a URI

Optional versioning mechanism



## Organizing your app

# Module qmldir File

You must have a 'qmldir' file that must be inside your package folder. It must look like this

```
# <Comment>
<TypeName> [<InitialVersion>] <File>
internal <Name> <File>
plugin <Name> [<Path>]
```

qmldir

In the end, it will be similar to this

```
Button 1.0 Button.qml
Slider 1.0 Slider.qml
StartStopButton 1.0 StartStopButton.qml
```

qmldir



# Module Examples

You can use modules that are defined by a URL or by a URI.  
See it in action in the example below

```
import QtQuick 1.0
import "http://ian.factorium.com.br/qml" as ModuleExample

Rectangle {
    width: 640
    height: 480
    ModuleExample.StartStopButton {
        id: button
    }
}
```

See example: `addon/module-005/examples/modulesExample.qml`

To know more about QtQuick Modules:

<http://doc.qt.nokia.com/4.7-snapshot/qdeclarativemodules.html>



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Understanding a simple app

# Avoiding spaghetti code

Tips for you to write a better and optimized code

Variable names must have a logic through the app

Reusing your code is not always a priority

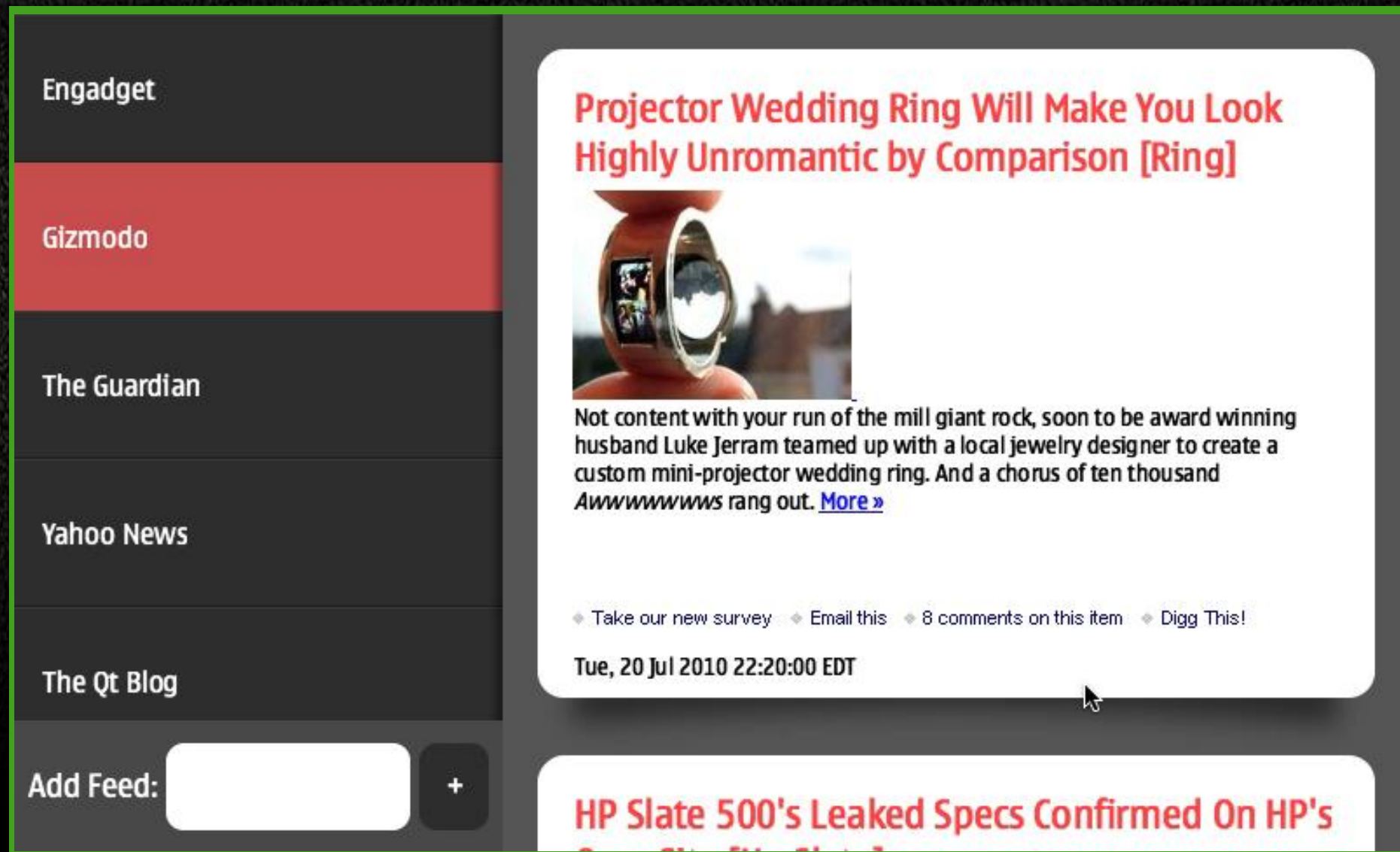
It is fundamental to make it comprehensible to anyone



## Understanding a simple app

# Dissecting an app

Below there is a RSS Reader app. How do you think its code was organized and how it is its navigation?



See video: [addon/module-005/videos/rss\\_reader.mov](#)



## Understanding a simple app

# App diagram



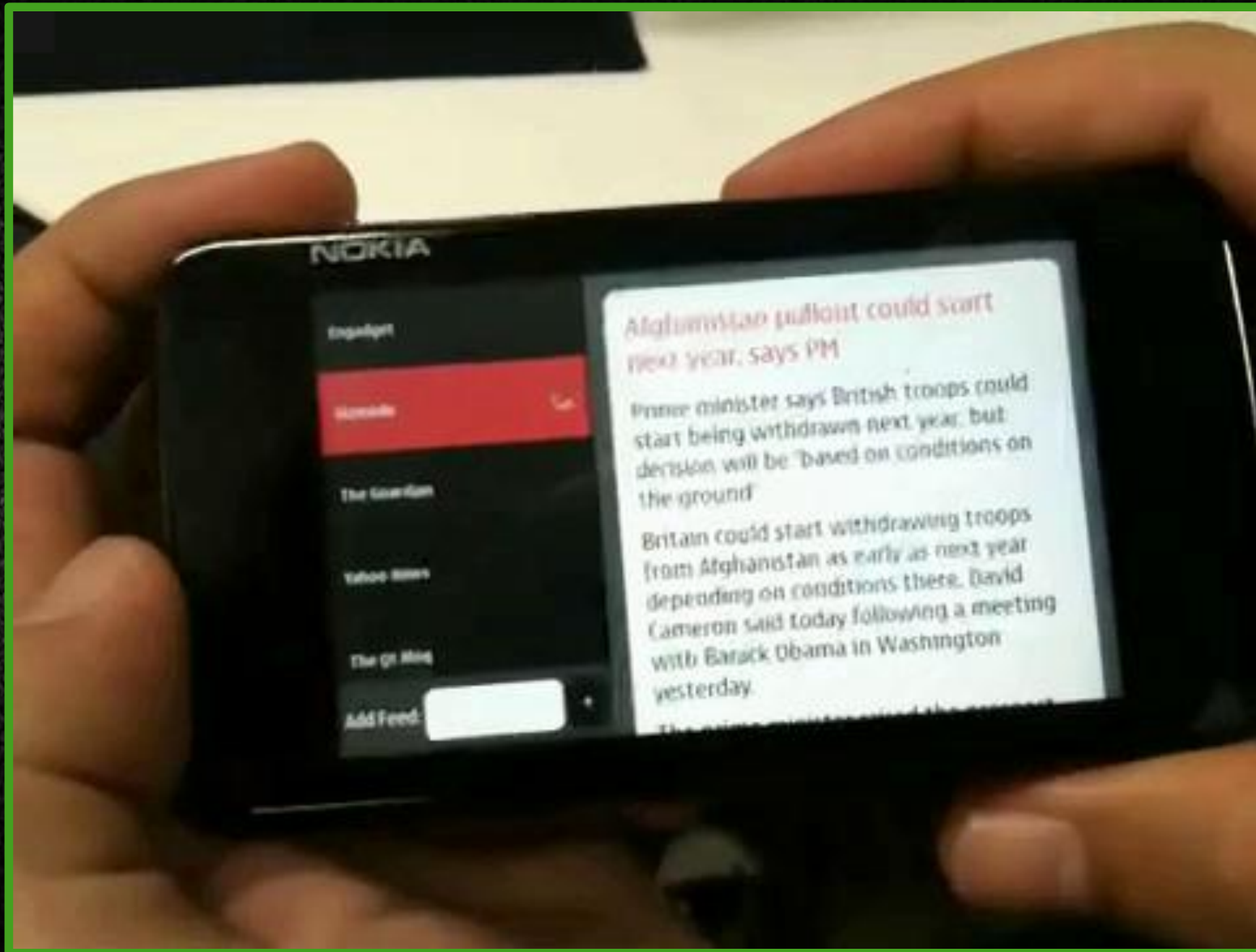
See example: <addon/module-005/examples/rssnews>



Understanding a simple app

# Running it on the device

Once you have Qt installed, it is easy to test your app on the n900



See video: [addon/module-005/videos/n900\\_rss\\_reader.mov](#)



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## Questions

What is a Loader element?

How your app can be prepared to load data from C++?

Name three common applications' screenflow cases.

When is it necessary to create a Component?

How can you avoid spaghetti code?



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# Now it is time to use pen and paper

Think about an app and its structure (touch screen or keypad).  
Draw your screens and ideas.

## Apps suggestions:

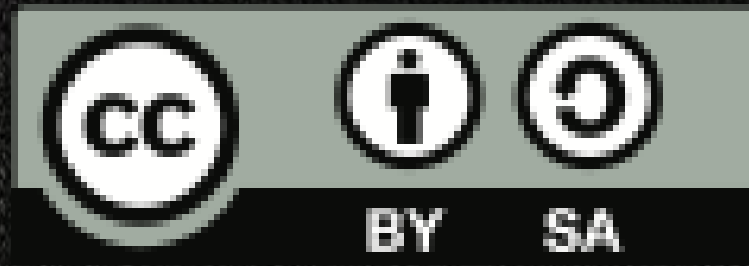
- Music Player
- Game
- Twitter Client
- Picture Viewer
- Contact Merger
- Spending tracker

Optional: Think about Components you would create or reuse



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