

## **P6 – Sudoku GUI 2**

### 2.1 QT5 Design GUI

- Signals and slots are used to signal when events have occurred, between objects. Once an event has occurred, a signal sends this message to one or more slots in another object.
- By GUI should look and work better using a grid arrangement rather than using maths and lines, and using spinboxes for each of the numbers so the user can increment and decrement the numbers in a more controlled way. The box layout also means that the layout will scale better with different screen sizes.
- To simplify the handling of all 81 spinboxes, I will have a “change” flag which will be a global variable set to true so that the GUI can update and perform relevant functions.