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CS 172

29 June 2017

Individual Summary

Throughout the development of my project, I used many techniques learned in class. I used object oriented programming practices such as private/public variables along with header files and implementation files to build my image loader and main window classes, which make up the core functionality of my application. Additionally, I used file I/O (mainly input) to access directories holding images and populate their contents into my GUI.

While the skills learned in class were useful, I also learned a myriad of practices outside of class. My application uses Qt, an open source framework for GUI and desktop applications, and I knew nothing about this at the start of my project. I enrolled in a 9 hour Udemy course on Qt development (which I would recommend to all c++ programmers) that taught entry level desktop app development with Qt. I learned how to build responsive GUI, work with QDir (Qt’s file I/O for directories), and work with QPixmap and QGraphicsView (Qt’s way of displaying images and generating them from a given file path). Additionally, I learned how to deploy my applications to work on any windows or mac machine using Qt’s command line deployment tools.

I was most surprised how useful I personally found this application after I finished it. I started this project with an issue in mind, and felt incredibly satisfied having solved this problem with my own skills.

If I could do anything differently, I would clean up and redesign the GUI for my application, making it more visually appealing. I plan on continuing my project though, and in the next version I plan on modifying the GUI, saving manga within the application (likely by implementing a manga class and using file output), adding a thumbnail strip of pages to the bottom of the application, keyboard shortcuts (arrow keys to move pages, plus and minus to zoom), bookmarks to save the most recent page of a manga, and possibly an installer script for windows.