

pyQt6





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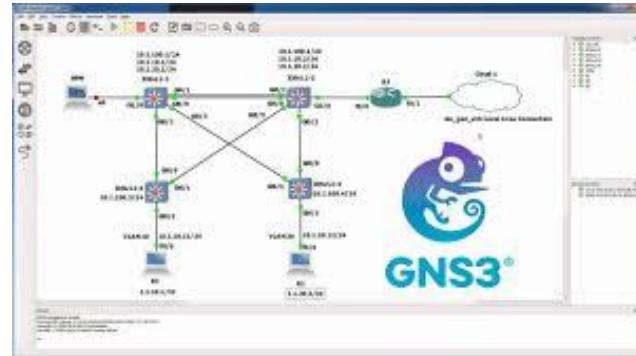
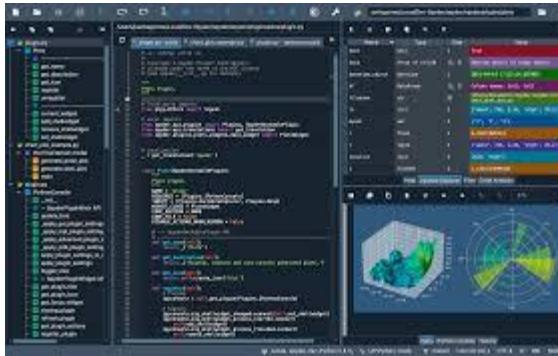
PyQt is a Python binding of the cross-platform GUI toolkit Qt, implemented as a Python plug-in. PyQt is free software developed by the British firm **Riverbank Computing**.

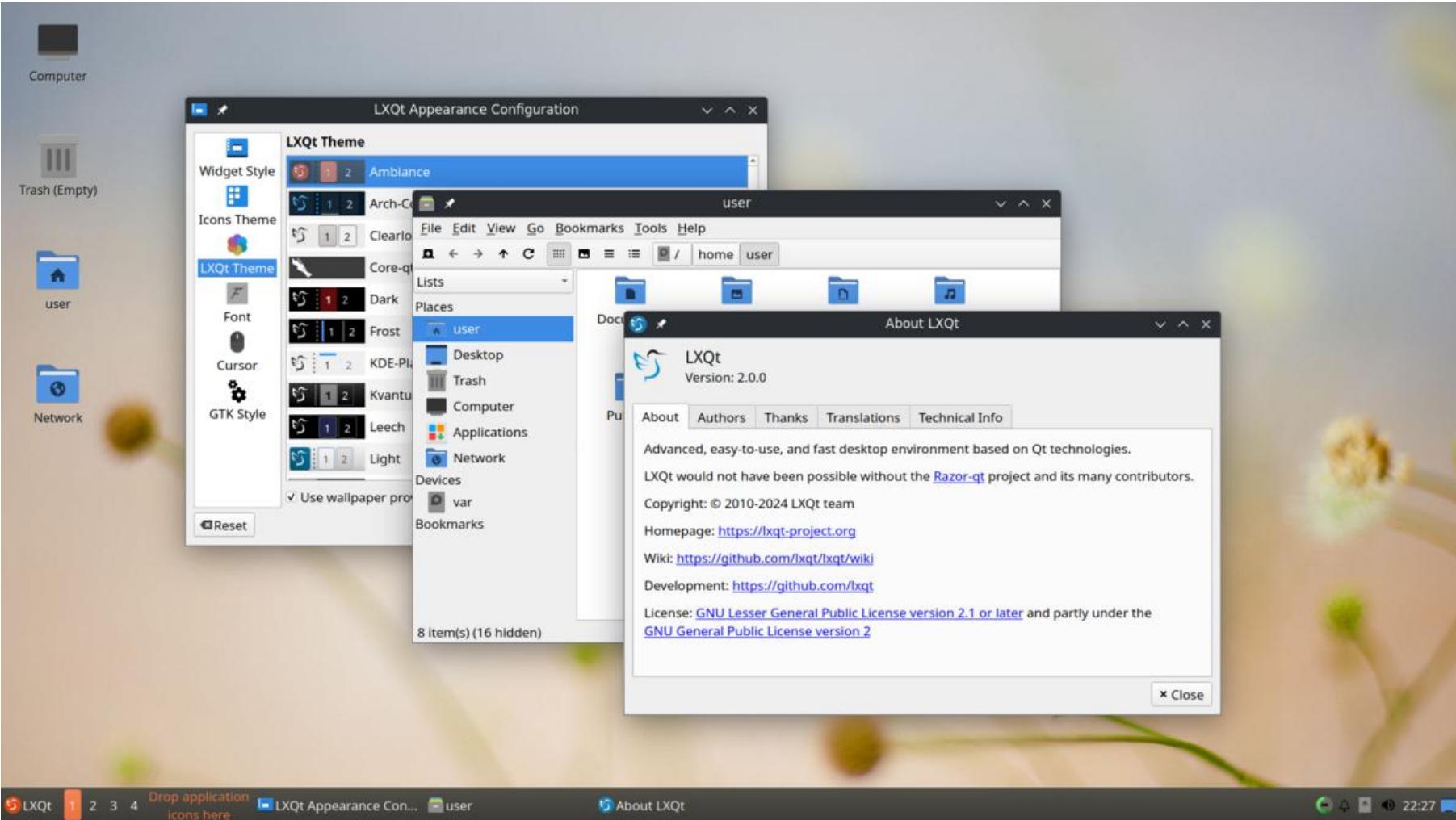
The PyQt6 library is actually a **wrapper** around the C++ Qt library, which makes it possible to use it in Python.



Applications that use PyQt

- [Dropbox](#), a file hosting service
- [OpenShot](#), a video editing program
- [qutebrowser](#), a web browser with Vim-style key bindings and a minimal
- [Spyder](#), a Python data science IDE
- [GNS3](#), a network software emulator





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Clicking files or folder

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- Opens them Select by clicking on

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More behavior settings

General Behavior

Reset

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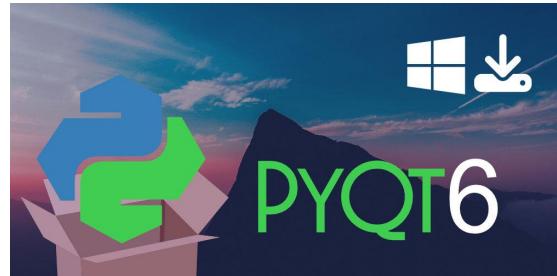
Start

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```
$ sudo apt update  
$ sudo apt install python3-venv python3-pip  
  
$ mkdir project/ && cd project/  
$ python3 -m venv ./venv  
$ source venv/bin/activate  
(venv) $  
(venv) $ pip3 install pyqt6
```

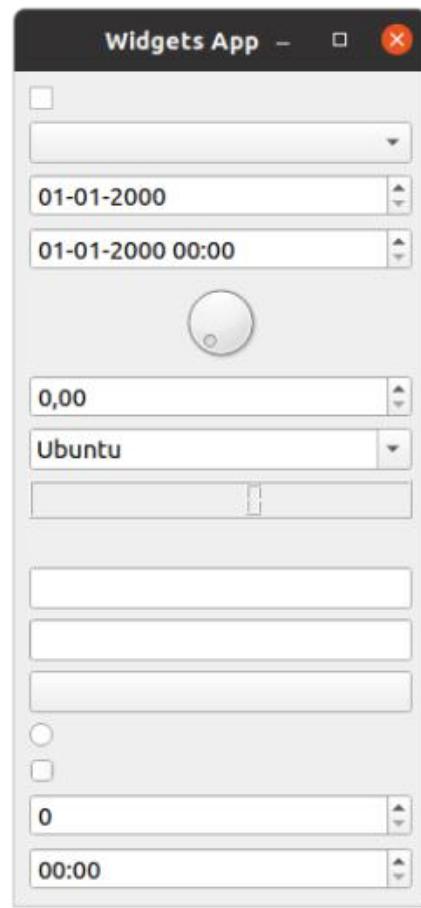
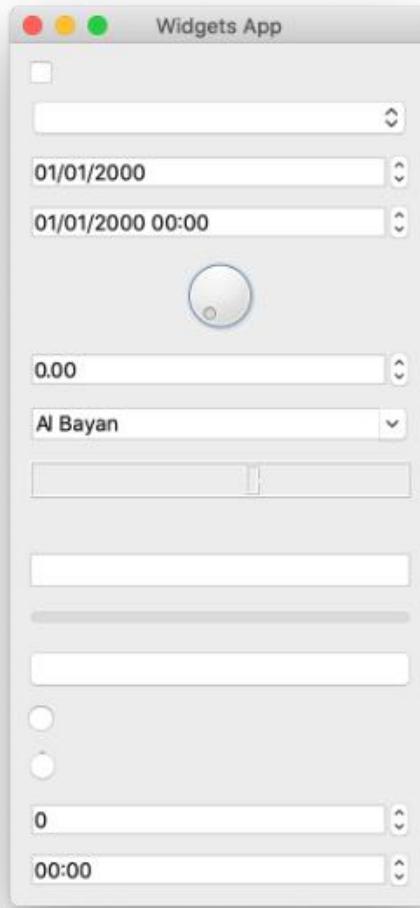
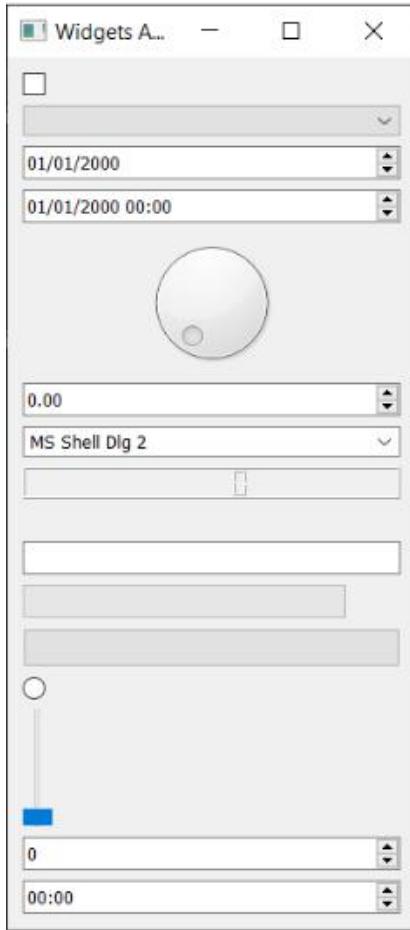


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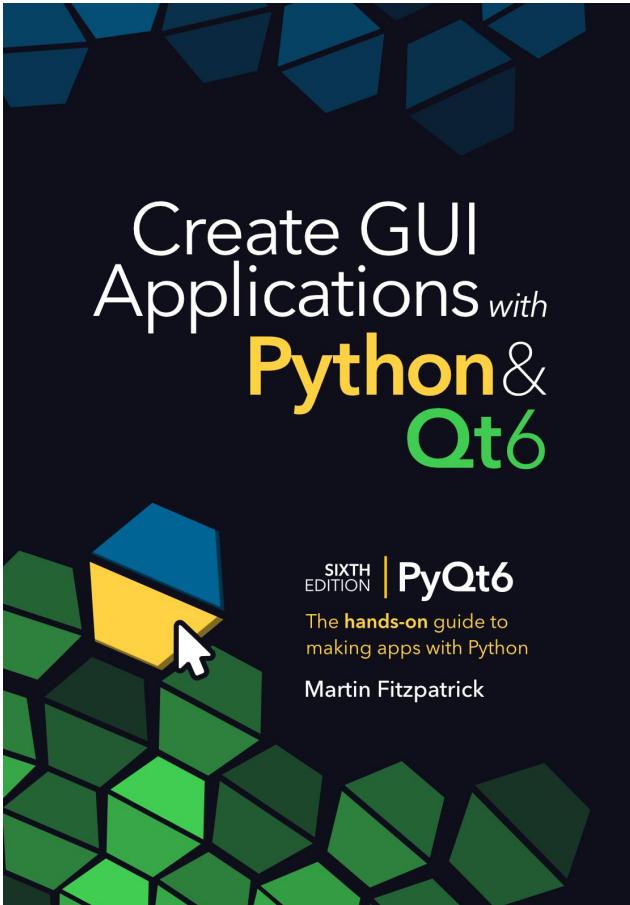
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```
# Only needed for access to command line arguments
import sys

from PyQt6.QtWidgets import QApplication, QWidget

# You need one (and only one) QApplication instance per application.
# Pass in sys.argv to allow command line arguments for your app.
# If you know you won't use command line arguments you can use
# QApplication([]) instead.
app = QApplication(sys.argv)

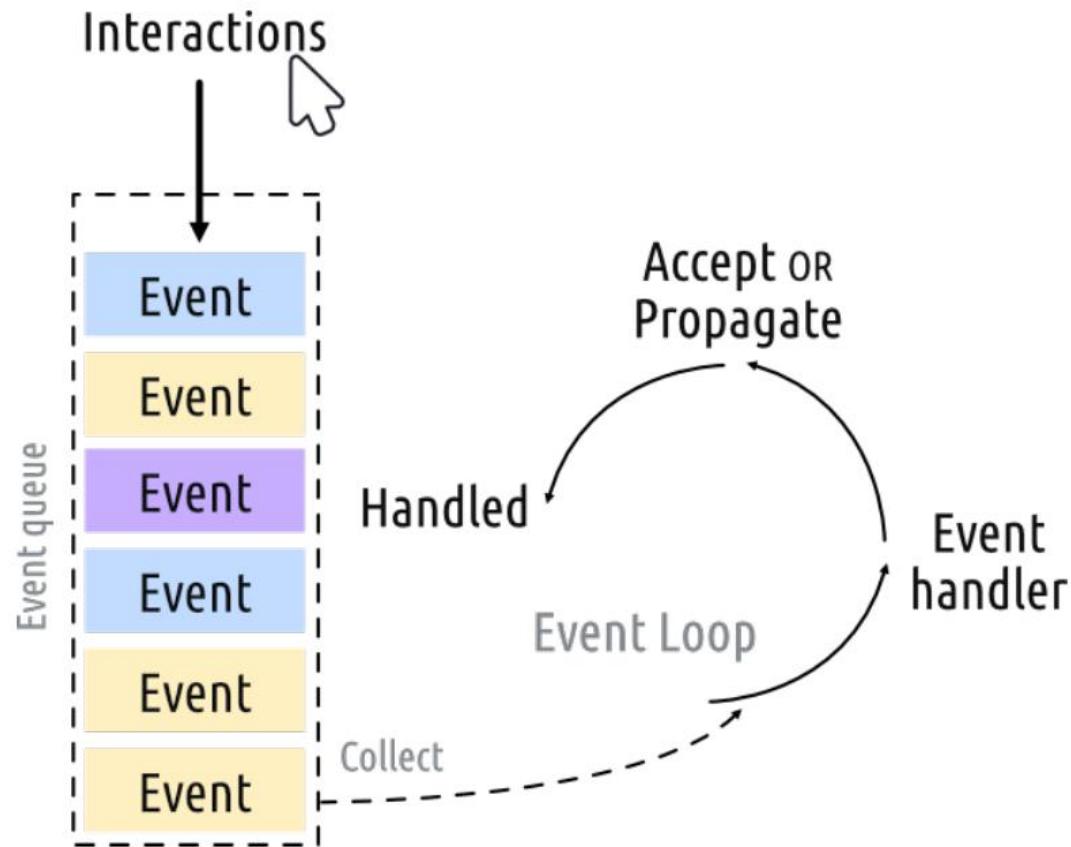
# Create a Qt widget, which will be our window.
window = QWidget()
window.show() # IMPORTANT!!!! Windows are hidden by default.

# Start the event loop.
app.exec()

# Your application won't reach here until you exit and the event
```

Because this is a Python interface to a C++ library, the naming conventions used within **PyQt6** do not adhere to **PEP8** standards. For example, functions and variables are named using *mixedCase* rather than *snake_case*.

Finally, we call `app.exec()` to start up the event loop.



Basic structure:



```
import sys

from PyQt6.QtCore import QSize
from PyQt6.QtWidgets import QApplication, QMainWindow, QPushButton

# Subclass QMainWindow to customize your application's main window
class MainWindow(QMainWindow):
    def __init__(self):
        super().__init__()

        self.setWindowTitle("My App")

        button = QPushButton("Press Me!")

        self.setFixedSize(QSize(400, 300)) ①

        # Set the central widget of the Window.
        self.setCentralWidget(button)

app = QApplication(sys.argv)

window = MainWindow()
window.show()

app.exec()
```