1. Create a new Qt GUI Application project.
2. Right Click the Forms folder in the current project, then choose “Add New...”.
3. Choose the Qt Designer Form Class
4. Choose the window template
5. Name the form and locate the folder where it will be saved
6. Finish.
7. Now do the rest:

aboutme.h:

```
#ifndef ABOUTME_H
#define ABOUTME_H

#include <QMainWindow>

namespace Ui {
   class AboutMe;
}

class AboutMe : public QMainWindow {
   Q_OBJECT
public:
   AboutMe(QWidget *parent = 0);
   ~AboutMe();

protected:
   void changeEvent(QEvent *e);

private:
   Ui::AboutMe *ui;

private slots:
   void on_pushButton_clicked();
};

#endif // ABOUTME_H
```

mainwindow.h:

```
#ifndef MAINWINDOW_H
#define MAINWINDOW_H

#include <QMainWindow>

#include <aboutme.h> //add the include .h file of your form

namespace Ui {
   class MainWindow;
}

class MainWindow : public QMainWindow {
```

```
    Q_OBJECT
public:
    MainWindow(QWidget *parent = 0);
    ~MainWindow();
public slots:
    void openAbout(); //make a new function to call the window

protected:
    void changeEvent(QEvent *e);

private:
    Ui::MainWindow *ui;
    AboutMe     *winAbout; //make a new declaration for the new window


private slots:
    void on_pushButton_2_clicked();
    void on_pushButton_clicked();
};

#endif // MAINWINDOW_H
```

aboutme.cpp:

```
#include "aboutme.h"
#include "ui_aboutme.h"

AboutMe::AboutMe(QWidget *parent) :
    QMainWindow(parent),
    ui(new Ui::AboutMe)
{
    ui->setupUi(this);
}

AboutMe::~AboutMe()
{
    delete ui;
}

void AboutMe::changeEvent(QEvent *e)
{
    QMainWindow::changeEvent(e);
    switch (e->type()) {
    case QEvent::LanguageChange:
        ui->retranslateUi(this);
        break;
    default:
        break;
    }
}
```

```
void AboutMe::on_pushButton_clicked()
{
    close();
}
```

main.cpp:

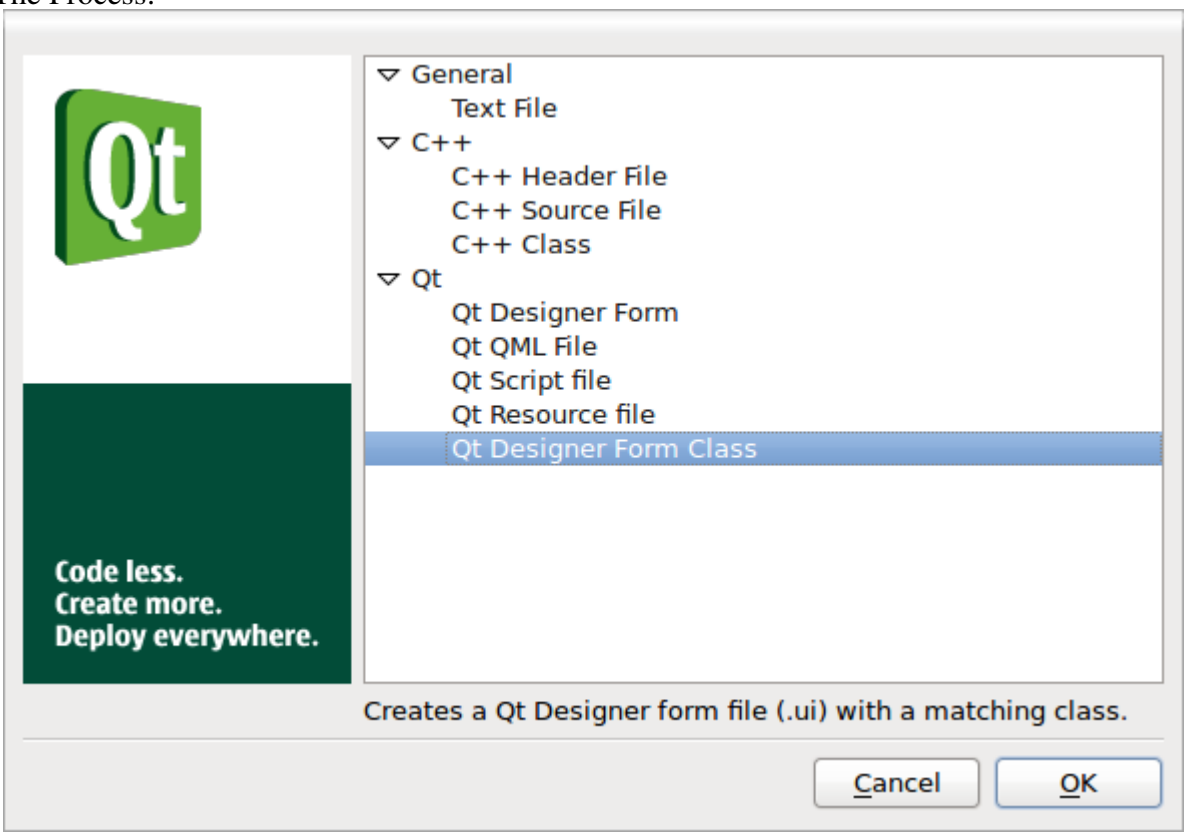
```
#include <QtGui/QApplication>
#include "mainwindow.h"

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    MainWindow w;
    w.show();
    return a.exec();
}
```

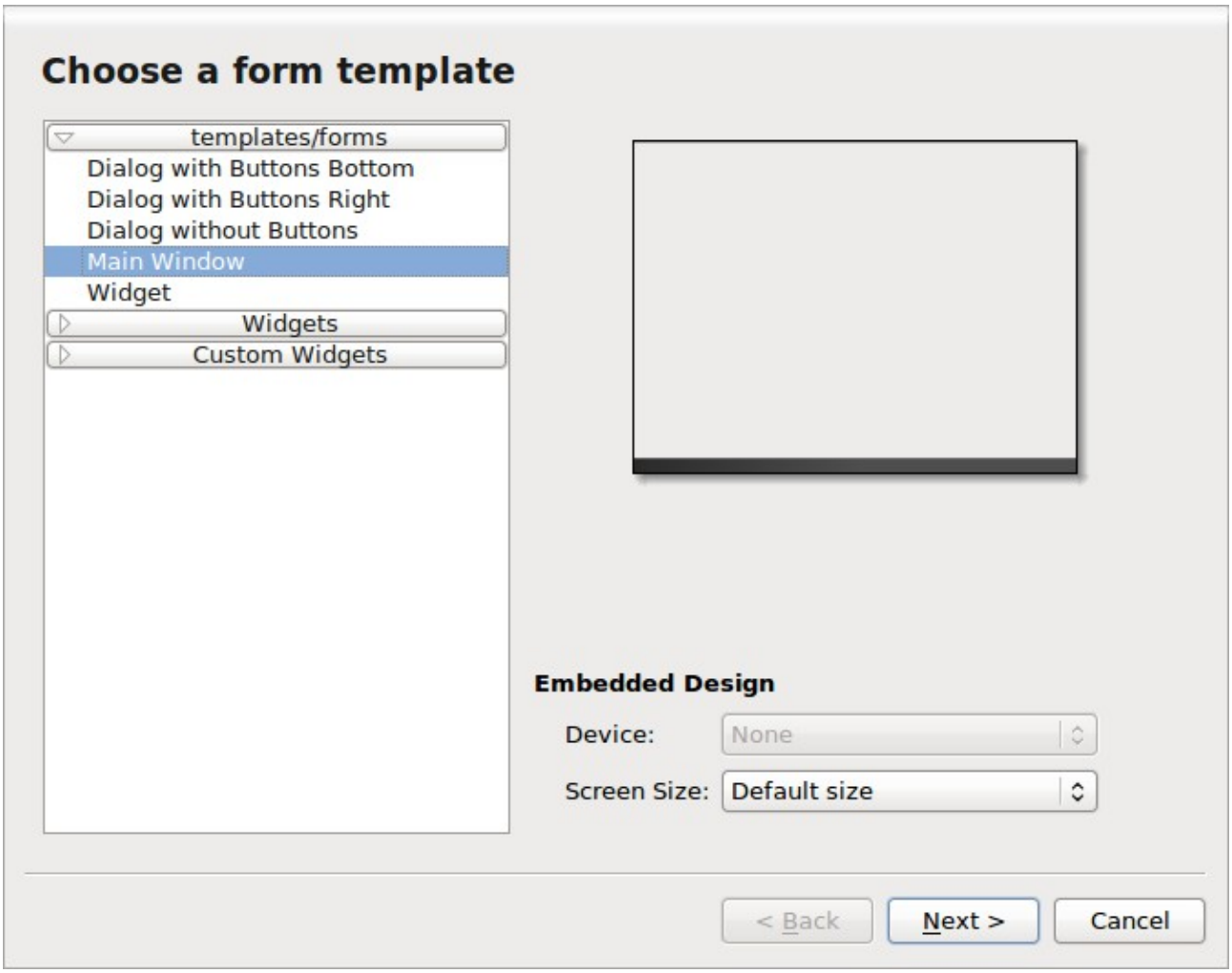
mainwindow.cpp:

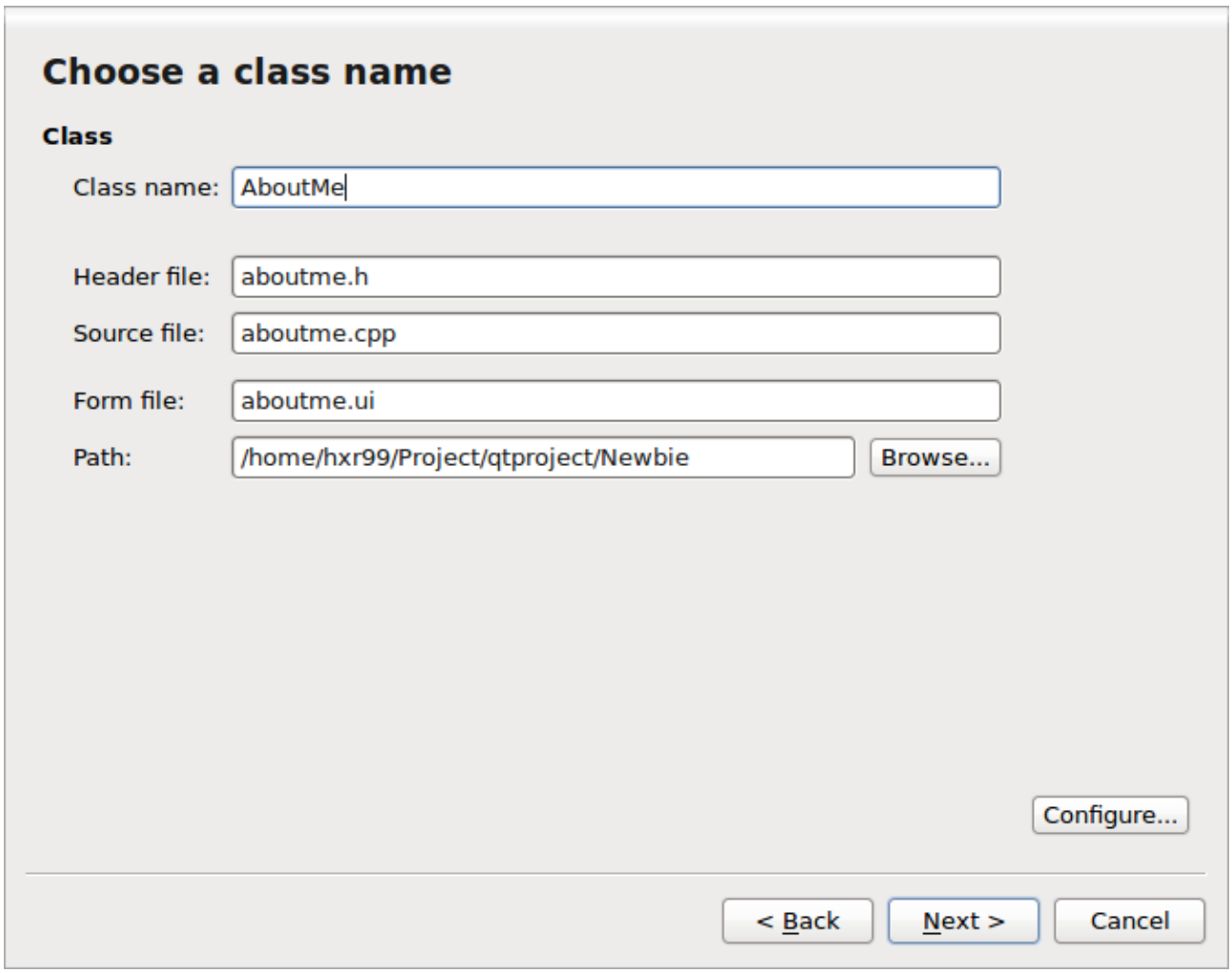
```
#include "mainwindow.h"
#include "ui_mainwindow.h"

MainWindow::MainWindow(QWidget *parent) :
    QMainWindow(parent),
    ui(new Ui::MainWindow)
{
    ui->setupUi(this);
}

MainWindow::~MainWindow()
{
    delete ui;
}

//the function to call the new created window
void MainWindow::openAbout()
{
    winAbout = new AboutMe(this);
    winAbout->show();
}

void MainWindow::changeEvent(QEvent *e)
{
    QMainWindow::changeEvent(e);
    switch (e->type()) {
    case QEvent::LanguageChange:
        ui->retranslateUi(this);
```

```
        break;
    default:
        break;
    }
}

//go to the mainwindow.ui designer form, right click the button->"Go to slot..."->Select the
"Clicked" Signal->Ok
void MainWindow::on_pushButton_clicked()
{
    openAbout(); //call the openAbout function
}

void MainWindow::on_pushButton_2_clicked()
{
    exit(1); //exit the program
}
```

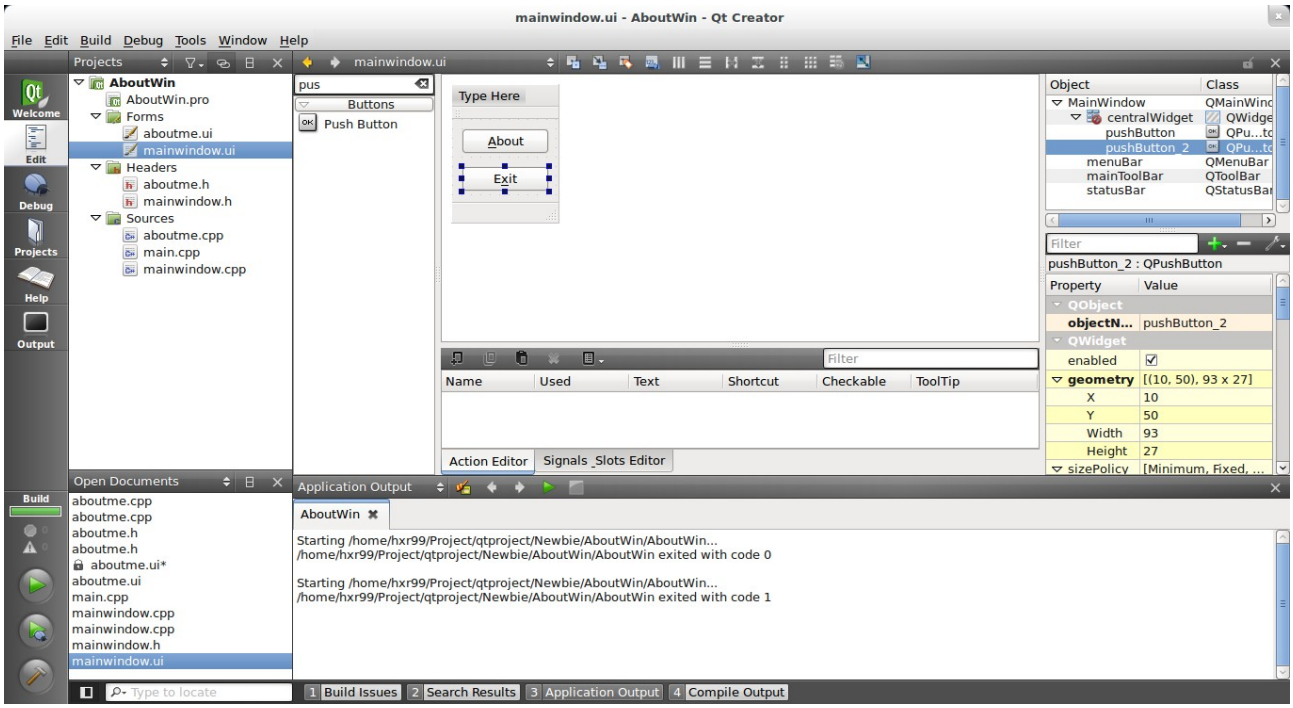
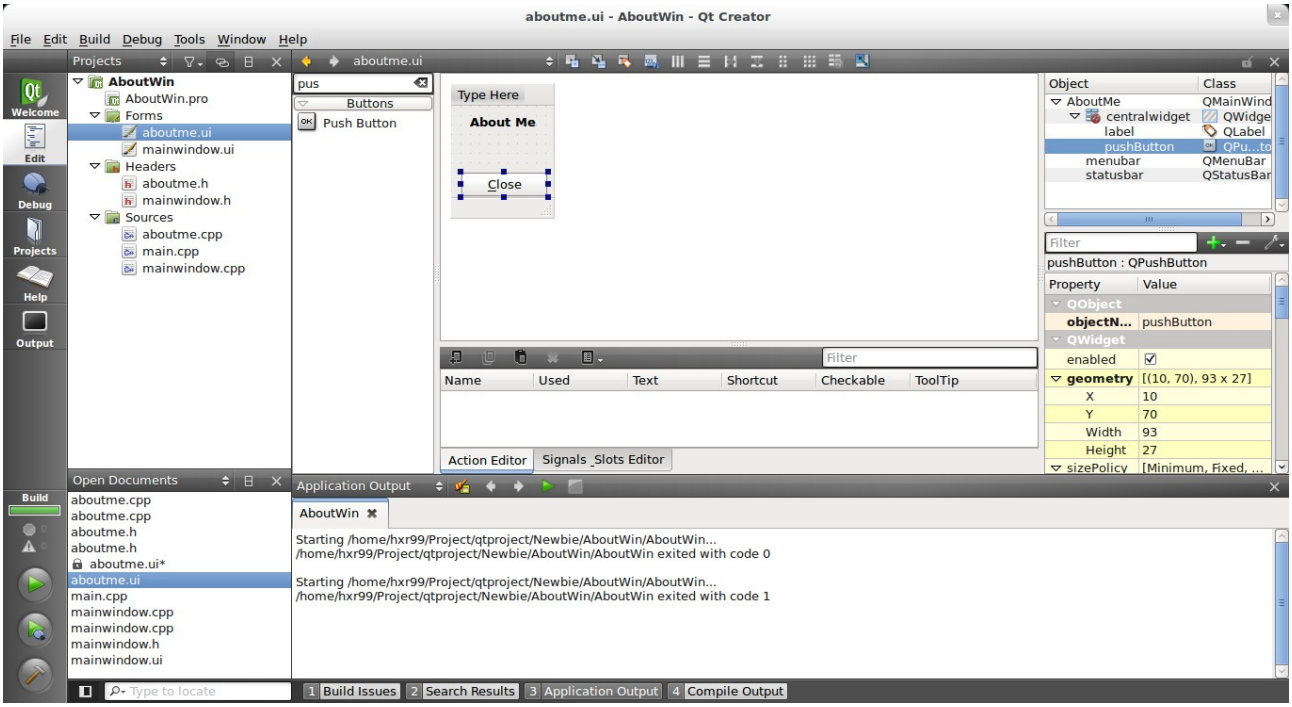
The Process:


General
Text File
C++
C++ Header File
C++ Source File
C++ Class
Qt
Qt Designer Form
Qt QML File
Qt Script file
Qt Resource file
Qt Designer Form Class
Code less.
Create more.
Deploy everywhere.
Creates a Qt Designer form file (.ui) with a matching class.
Cancel
OK


Choose a form template
templates/forms
Dialog with Buttons Bottom
Dialog with Buttons Right
Dialog without Buttons
Main Window
Widget
Widgets
Custom Widgets
Embedded Design
Device:
None
Screen Size:
Default size
< Back
Next >
Cancel


Choose a class name
Class
Class name:
AboutMe
Header file:
aboutme.h
Source file:
aboutme.cpp
Form file:
aboutme.ui
Path:
/home/hxr99/Project/qtproject/Newbie
Browse...
Configure...
< Back
Next >
Cancel

The mainwindow.ui form:



The aboutme.ui form: