

OBJECT ORIENTED PROGRAMMING 2 LABORATORY

Experiment # 8:

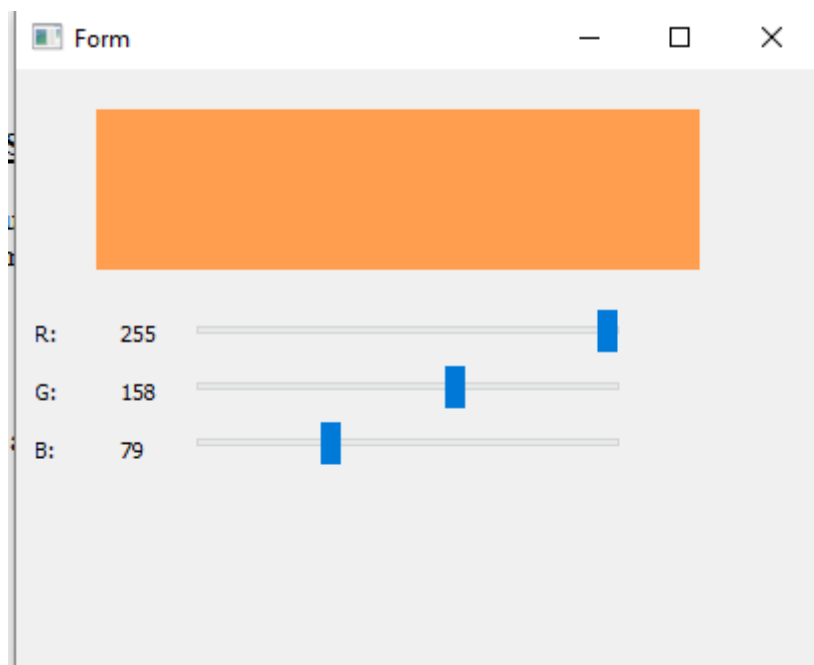
Qt 1

OBJECTIVES

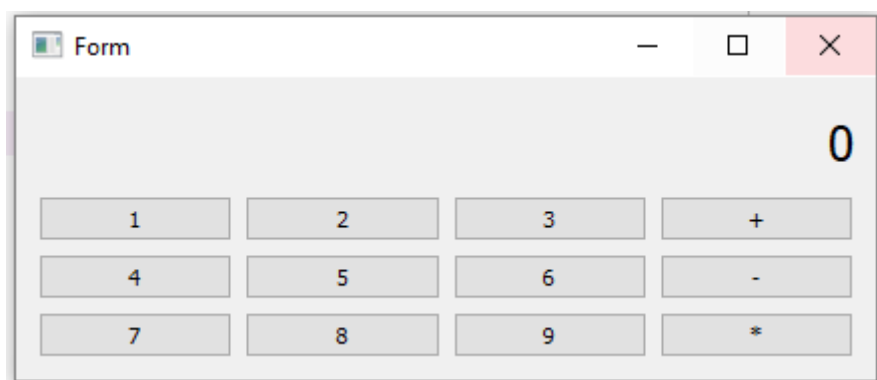
The main purpose of this experiment is to introduce you to Qt and Qt Designer concepts. In this experiment, firstly, Qt and Qt Designer are examined. Then, some examples are studied.

QUESTIONS

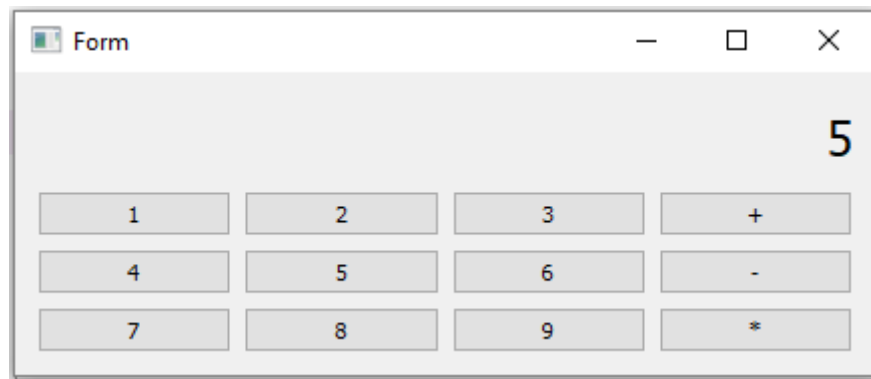
- 1) Design a Qt application to obtain following window. In the application, there are 3 horizontal sliders and a frame. When you move a slider, the color in the frame must be changed.



- 2) Design a Qt application to obtain following window.

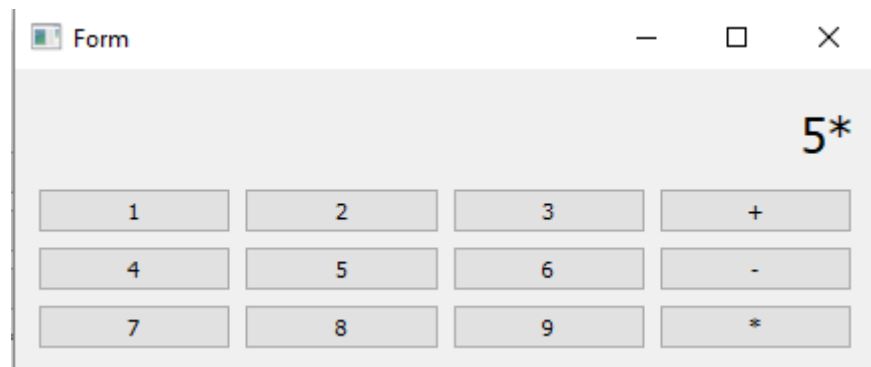


Firstly, press a number push button.



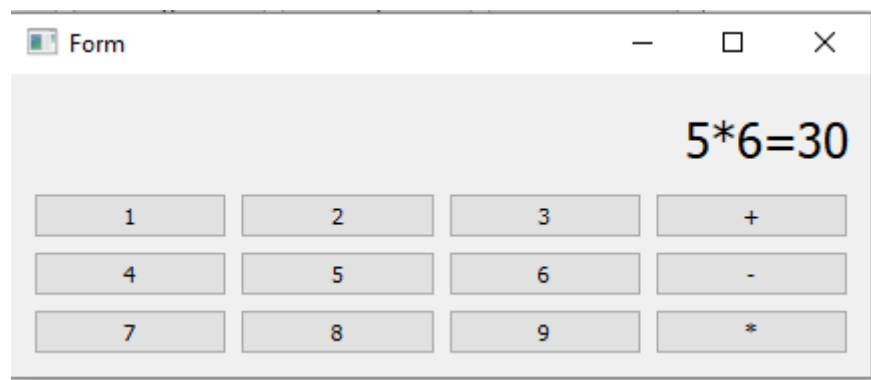
A screenshot of a Windows-style window titled "Form". The window has a light gray background. In the top right corner, there are standard window controls: a minus sign, a maximize button (disabled), and a close button. The main area of the window displays the number "5" in a large, black, sans-serif font. Below the display, there is a grid of buttons arranged in three rows and four columns. The buttons are labeled with numbers 1 through 9 and the operators +, -, and *. The buttons are light gray with black text and thin black borders.

Then, press one of the +, -, *.



A screenshot of the same "Form" window. The display now shows "5*" in a large, black, sans-serif font. The buttons below the display remain the same as in the previous screenshot.

Lastly, press a number push button.



A screenshot of the same "Form" window. The display now shows the full expression and result "5*6=30" in a large, black, sans-serif font. The buttons below the display remain the same as in the previous screenshots.