

## OBJECT ORIENTED PROGRAMMING 2 LABORATORY

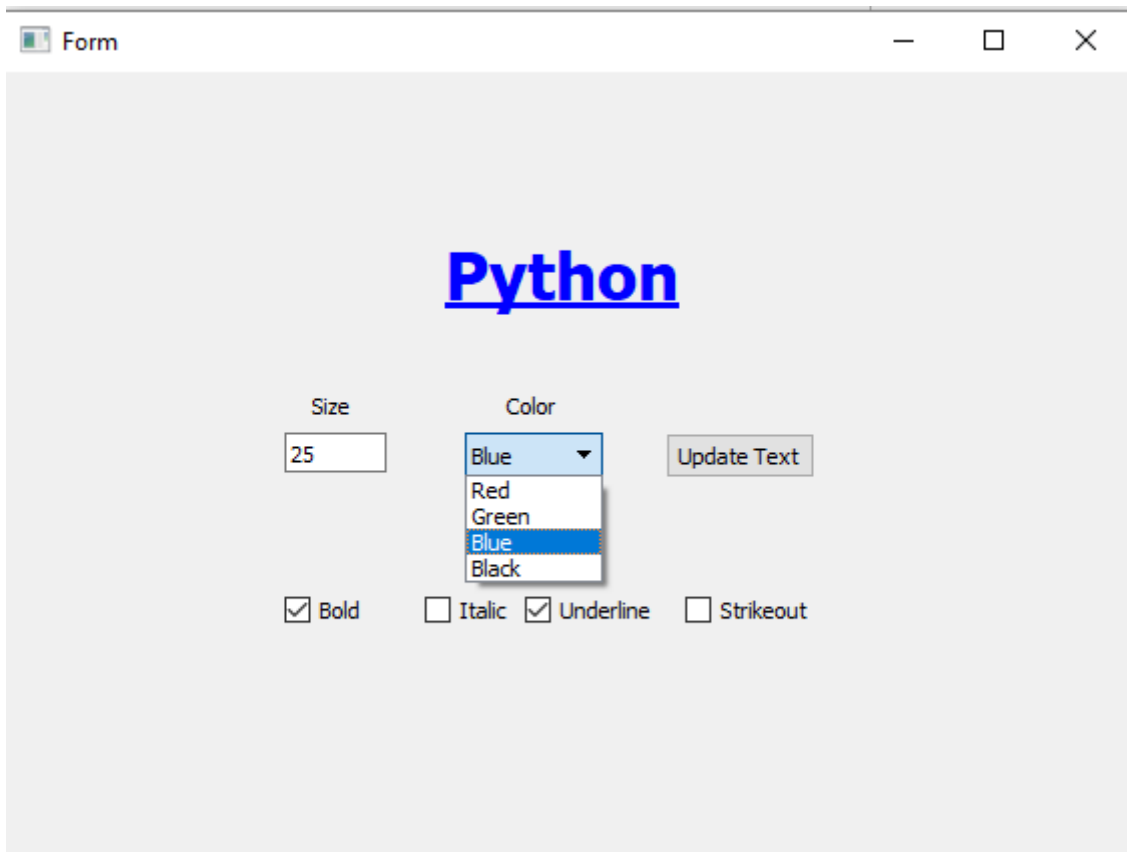
### Experiment # 10: Qt 3

#### 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 4 check boxes (Bold, Italic, Underline and Strikeout), 3 labels (size, color and python), 1 line edit, 1 combo box and 1 push button. When you enter a size in line edit, select a color from the combo box, and choose appropriate options for Bold, Italic, Underline and Strikeout check boxes and press Update Text button, the color and font of the Python label must be changed.



**Hint: You can use the following statements for check boxes.**

```
font = QtGui.QFont()
font.setBold(True)
font.setItalic(False)
font.setUnderline(True)
font.setStrikeOut(False)
```

2) Design a Qt application to obtain following window. In the application, there are 3 labels (Number, Points and 0), 1 combo box and 2 push buttons. Firstly, you must press Next Number Button to generate a number in interval [1-5] randomly. Then, use combo box to match the number and then press Confirm push button. If your choice is correct 0 label must be increased by ten.

