

图1 widget.cpp代码

#include "widget.h"

#include "ui\_widget.h"

#include <QPixmap>

#include <QMovie>

Widget::**Widget**(QWidget \*parent)

: QWidget(parent)

, ui(new Ui::Widget)

{

ui->setupUi(this);

// label

QFont font;

font.setFamily("Noto Sans CJK SC");

font.setItalic(true);

font.setBold(false);

font.setPixelSize(32);

ui->titleLabel->setFont(font);

ui->titleLabel->setWordWrap(false);//关闭自动换行

QString string = tr("物联网灯光控制系统");

//截断、省略文本的作用

//QString str = ui->titleLabel->fontMetrics().elidedText(string, Qt::ElideRight, 120);

ui->titleLabel->setText(string);

//label\_2

ui->picLabel->setPixmap(QPixmap(":/resources/img/lightoff.png"));

qDebug("显示off已经执行");

QMovie \*movie = new QMovie(":/resources/img/simulation.gif");

ui->gifLabel->setMovie(movie);

movie->start();

}

Widget::~***Widget***()

{

delete ui;

}

void Widget::**on\_onButton\_clicked**()

{

ui->picLabel->setPixmap(QPixmap(":/resources/img/lighton.png"));

qDebug("显示on已经执行");

}

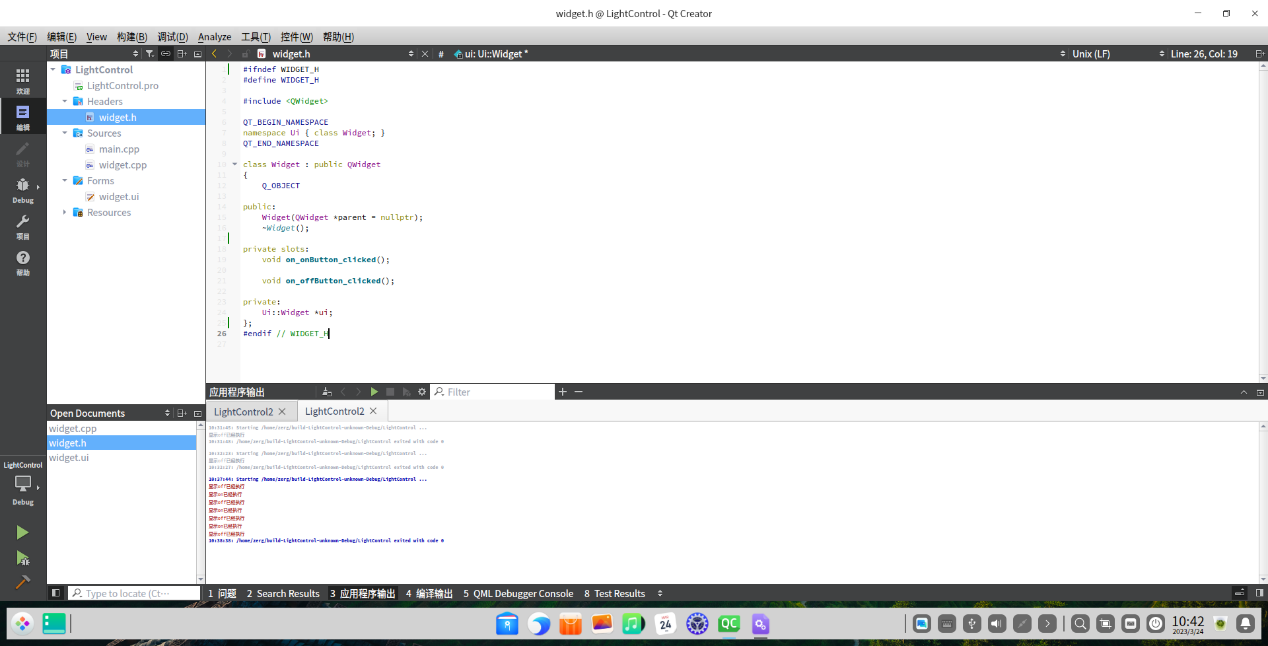
void Widget::**on\_offButton\_clicked**()

{

ui->picLabel->setPixmap(QPixmap(":/resources/img/lightoff.png"));

qDebug("显示off已经执行");

}



图·2 widget.h代码

#ifndef WIDGET\_H

#define WIDGET\_H

#include <QWidget>

QT\_BEGIN\_NAMESPACE

namespace Ui { class Widget; }

QT\_END\_NAMESPACE

class Widget : public QWidget

{

Q\_OBJECT

public:

Widget(QWidget \*parent = nullptr);

~***Widget***();

private slots:

void **on\_onButton\_clicked**();

void **on\_offButton\_clicked**();

private:

Ui::Widget \*ui;

};

#endif // WIDGET\_H

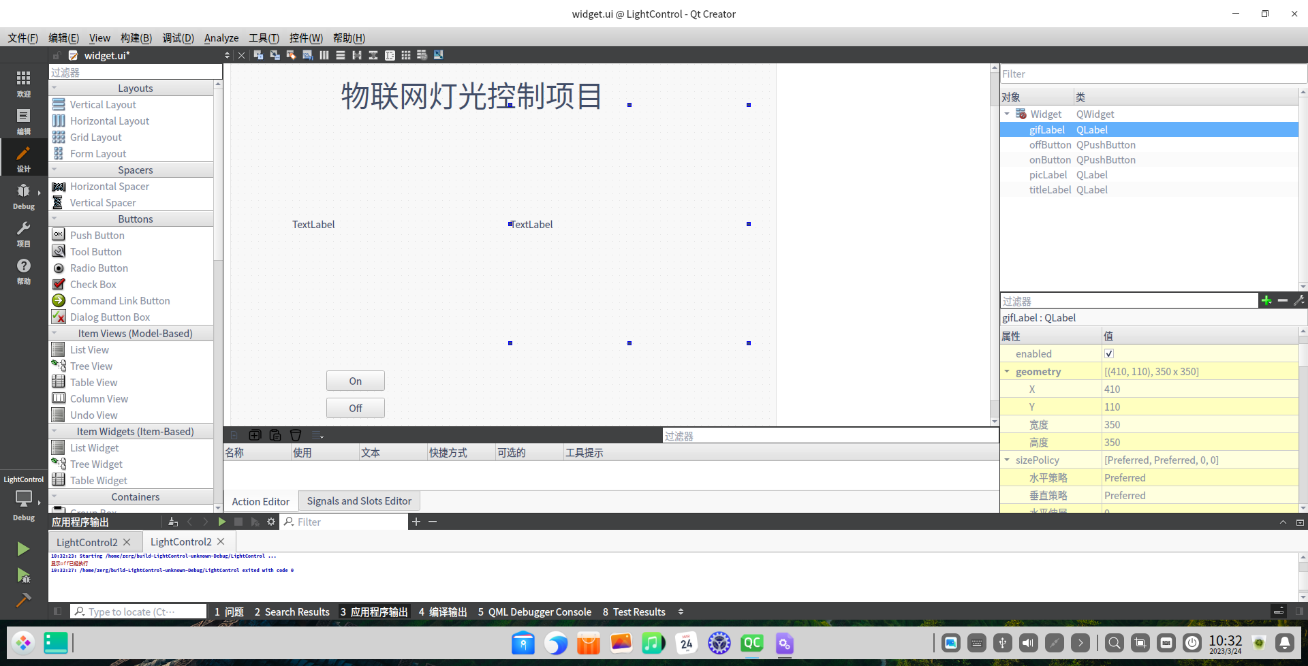


图3 视图界面

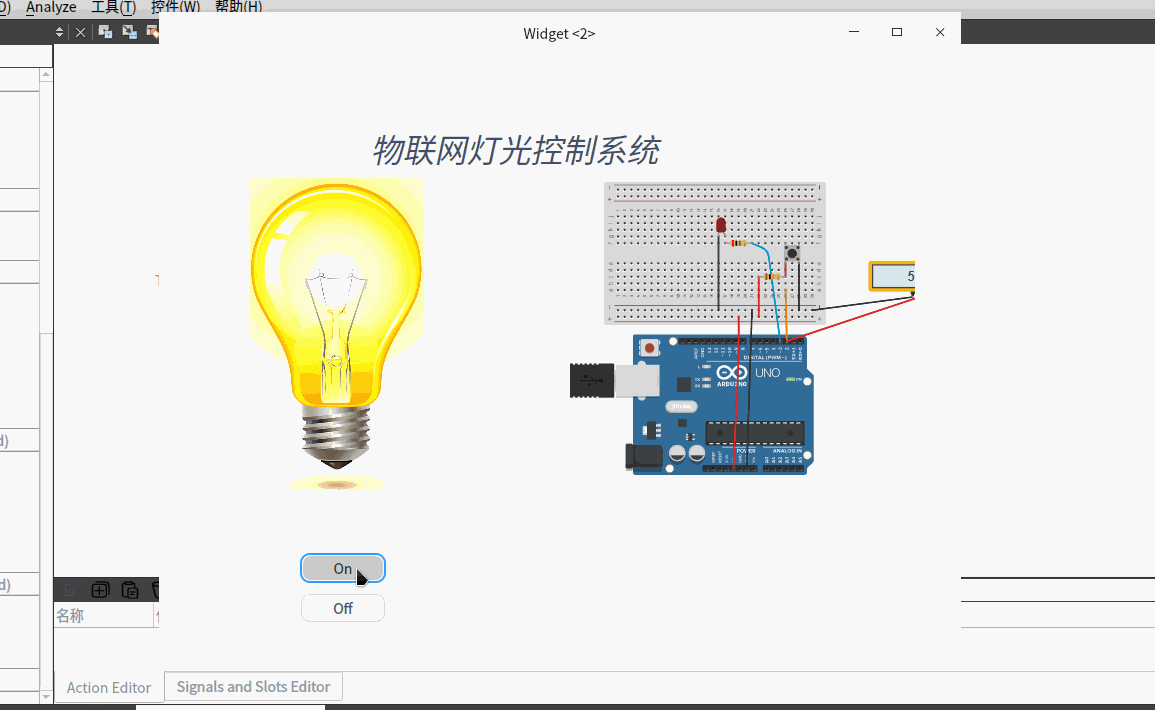


图5 运行动态图