

代码：

1.

#include "mainwindow.h"

#include "ui\_mainwindow.h"

#include <QMessageBox>

#include <QPixelFormat>

MainWindow::**MainWindow**(QWidget \*parent)

: QMainWindow(parent)

, ui(new Ui::MainWindow)

{

ui->setupUi(this);

QPixmap pix("/home/zerg/Desktop/pic.jpg");

int w = ui->label\_pic->width();

int h = ui->label\_pic->height();

ui->label\_pic->setPixmap(pix.scaled(w,h,Qt::KeepAspectRatio));

}

MainWindow::~***MainWindow***()

{

delete ui;

}

void MainWindow::**on\_pushButton\_clicked**()

{

QString UserName = ui->lineEdit->text();

QString PassWord = ui->lineEdit\_2->text();

if(UserName== "wangdan" && PassWord== "123456"){

QMessageBox::information(this, "Login", "Username and password is correct");

secdialog = new secDialog(this);

secdialog->show();

}

else{

QMessageBox::warning(this,"Login","Username and password is not correct");

}

}

2.

#include "secdialog.h"

#include "ui\_secdialog.h"

#include"mainwindow.h"

secDialog::**secDialog**(QWidget \*parent) :

QDialog(parent),

ui(new Ui::secDialog)

{

ui->setupUi(this);

}

secDialog::~***secDialog***()

{

delete ui;

}

void secDialog::**on\_pushButton\_clicked**()

{

trddialog=new trdDialog;

trddialog->show();

}

3.

#include "trddialog.h"

#include "ui\_trddialog.h"

#include <QMessageBox>

#include <QDebug>

trdDialog::**trdDialog**(QWidget \*parent) :

QDialog(parent),

ui(new Ui::trdDialog)

{

ui->setupUi(this);

ui->lcdNumber->setPalette(Qt::green);

qDebug("Initial has been setup.");

}

trdDialog::~***trdDialog***()

{

delete ui;

}

void trdDialog::**on\_pushButton\_clicked**()

{

ui->lineEditNum1->clear();

ui->lineEditNum2->clear();

ui->lineEditNum3->clear();

}

void trdDialog::**on\_calculate\_clicked**()

{

double num1=ui->lineEditNum1->text().toDouble();

double num2=ui->lineEditNum2->text().toDouble();

double num3;

int index=ui->comboBox->currentIndex();

if(index==0)

{

num3=num1+num2;

qDebug("add has done");

}

if(index==1)

{

num3=num1-num2;

}

if(index==2)

{

num3=num1\*num2;

}

if(index==3)

{

if(num2==0)

{

qDebug("num2 is 0");

QMessageBox::about(this,"注意","除数不能为零");

return;

}

else

{

num3=num1/num2;

}

}

ui->lineEditNum3->setText(QString::number(num3));

ui->lcdNumber->display(num3);

}