Here's a quick overview of how the "Weather Widget" task was implemented:  
  
Initialization: When you create a widget, establish the window title and size, as well as the labels for temperature, location, weather, and time. Set up timers to update the time and weather conditions.  
  
Layout: For better organisation, arrange the labels vertically and horizontally.  
  
Background: To create a picturesque backdrop, apply a gradient background and draw mountain shapes with QPainter.  
  
Weather Indicator: Draw circles symbolising the sun and moon based on the weather conditions. Handle mouse clicks on the sun to cause weather variations.  
  
Weather Update: Create a function that changes weather conditions cyclically throughout predetermined cities, along with accompanying temperatures, weather conditions, and visual styles. Adjust the label texts, colours, gradients, and background accordingly.

Time Update: The widget's current time should be updated on a regular basis.