

OBJECT ORIENTED PROGRAMMING

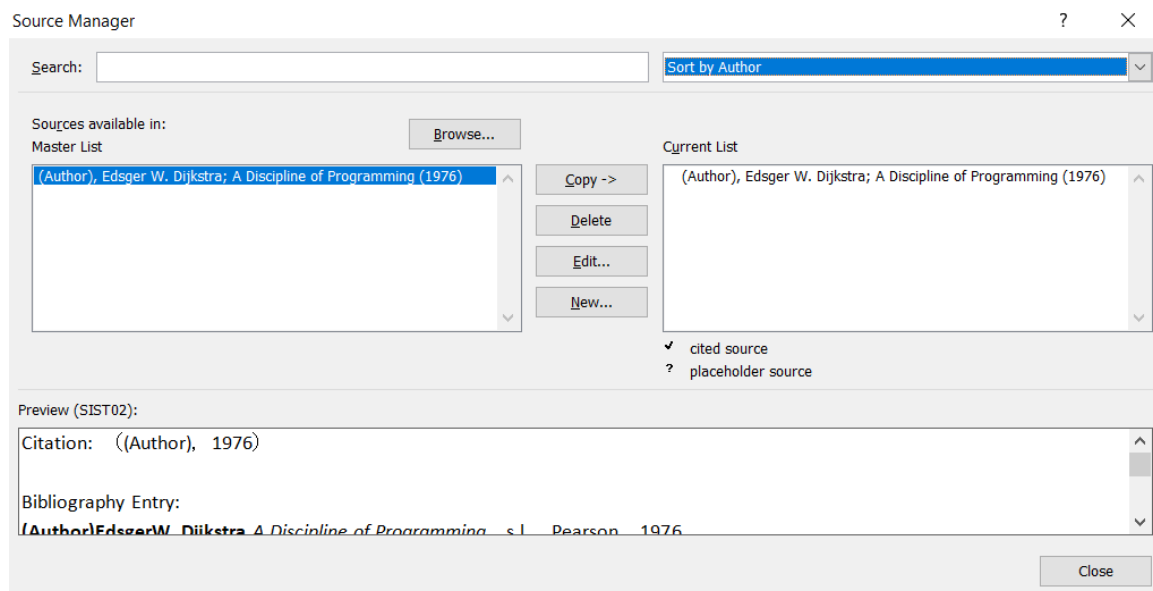
LABORATORY 12

OBJECTIVES

In this laboratory, you'll continue working the user interface you "drew" in the previous laboratory. More specifically, you will use signal and slots to assign some functionality to some of the widgets (user interface elements).

LABORATORY

1. Using signal and slots, add the following functionalities to the user :
 - when the user presses the *Copy* -> button, you should copy the selected item (the current item) from the master list to the current list;
 - ✓ when the user presses the key sequence CTRL+C, close the window;
 - when the user presses the *New* button, open a new window containing a simple form layout which allows the user to enter the title and the author of a book. This window should also have two buttons: *Cancel* and *OK*. When *Cancel* is pressed, just close the window. When *OK* is pressed, send a signal (with the title and author of the added book) to the main window of the program, and add this book to the master list.



PROJECT

By next time, you should finish the implementation on the graphical user interface for your project. You are free to design the user interface however you prefer. At least the following functionalities should be available via the user interface:

- Display (all items/items with a property) from the repository. You should use a *QListWidget* or a *QTableWidget* to display the elements
- Add a new element to the repository;
- Remove an element from the repository;
- Undo-redo: when the user presses the keys CTRL+Z undo the last operation; when the user presses CTRL+Y redo.