Qt Essentials - Embedded Linux Edition

Qt Essentials - Training Course

Produced by Nokia, Qt Development Frameworks

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Qt

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Part 1

- Fundamentals of Qt
  - The Story of Qt
  - Developing a Hello World Application
  - Hello World using Qt Creator
  - Practical Tips for Developers
- Objects in Qt
  - Common Features of Qt's Object Models
  - Object Communication using Signals & Slots
  - Signal & Slot Variations
  - Handling Events in Qt
- Qt Embedded
  - Introduction
  - Embedded Setup
  - Fonts
  - Interprocess Communication
  - Customizing QVFb

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Part 2

- Core Classes
  - String Handling
  - Item Container
  - File Handling
  - Variants
- Widgets
  - Common Widgets
  - Layout Management
  - Guidelines for Custom Widgets
- Painting and Styling
  - Painting on Widgets
  - Color Handling
  - Painting Operations
  - Style Sheets

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Part 3

- Application Creation
  - Main Windows
  - Settings
  - Resources
  - Translation for Developers
  - Deploying Qt Applications
- Dialogs and Designer
  - Dialogs
  - Common Dialogs
  - Qt Designer
- Qt Embedded Adaptation
  - Display Management
  - Pointer handling
  - Key Handling
  - Window decoration
  - Feature configuration
  - Performance Tuning

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Optional

- Inter-Process Communication
  - Running Processes
  - Shared Memory with Qt
  - QtDBus – Qt Bindings to D-Bus

- Model/View
  - Item Widgets
  - Model/View Concept
  - Custom Models
  - Item Views

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