

Qt Essentials - Graphics Edition

Qt Essentials - Training Course

Produced by Nokia, Qt Development Frameworks

Material based on Qt 4.7, created on July 19, 2010



NOKIA

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
- Core Classes
 - String Handling
 - Item Container
 - File Handling
 - Variants



2/285

NOKIA

Part 2

- Widgets
 - Common Widgets
 - Layout Management
 - Guidelines for Custom Widgets
- Painting and Styling
 - Painting on Widgets
 - Color Handling
 - Painting Operations
 - Style Sheets
- Graphics View
 - Using GraphicsView Classes
 - Transformations and Coordinate Systems
 - Creating Custom Items



3/285

NOKIA

Part 3

- Animation
 - Starting Animation
 - Animation Groups
 - States and Animations
 - Events and Transitions
- Graphics View 2
 - Widgets in a Scene
 - Drag and Drop
 - Effects
 - Performance Tuning



4/285

NOKIA