Signals & slots – Lecture 10 notes

*Callbacks*:

* Idea: pass a callback function as parameter to a processing function and when an event happens, the processing function calls the callback function
* Disadvantages:
  + Sometimes having to use several callback functions (void\*)
  + The processing function needs to know the signature of the callback function

*Signals-slots*:

* Signature of signal must match the signature of the receiving slot (a slot may have a shorter signature than the signal it receives because it can ignore extra arguments)
* Use Q\_OBJECT macro!!!
* Several slots can be connected to one signal, the slots will be executed one after the other, in the order they have been connected
* If connections are made via the SIGNAL and SLOT macros, then slots must be declared using the slots keyword

*Qt Designer:*

* Create Qt Widgets Class è 3 files: .ui, .h, .c
* In Qt Designer à select elements à right-click à lay out à select the layout that you want (QFormLayout inclusively)