
Introduction to Qt/QML for Desktop

Based on Qt 6.8, created on February 28, 2026



KDAB

Trusted Software Excellence

- The Story of Qt
- "Hello World" with QtQuick
- Introducing Qt Creator
- Practical Tips for Developers

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Introduction to QtQuick

- Introduction to Qt Quick
- Composing User Interfaces
 - Image Elements
 - Text Elements
 - Item Transformations
 - Anchor Layout
 - Colors and Gradients
- User Interaction
 - Mouse/Touch Input
 - Gestures Support
 - Keyboard Input

Building Large User Interfaces

- Components
- Dynamic Loading
 - The Loader Element
 - Focus Handling Revisited
- Presenting Data
 - Arranging Items
 - Simple Data Models
 - Views
- QML Modules

Qt C++ Fundamentals

- Objects in Qt
 - Common Features of Qt's Object Model
 - Qt Meta Object System
 - Object Communication Using Signals & Slots
 - Defining Invokable Methods
- Variants and Properties
 - Variants
 - Properties

QtQuick and C++

- Integrating QML with C++
 - Introduction
 - Controllers
 - Helpers
 - Tips and Tricks
- Model/View
 - Concepts
 - Models
 - ObjectModel

Supplemental Topics

QML Topics

- Layouts
- QtQuick Controls 2
- QtQuick Input Handlers
- WebEngine
- Animations
- States and Transitions
- Declarative State Machines
- Painting and Effects
- JavaScript in QML
- Drag and Drop
- Component Design

Mixed C++/QML Topics

- Advanced Custom Property Types
- Creating Custom GUI Items
- Internationalization
- Unit Testing
- Plug-ins
- Platform, device, locale or resolution specific files

Supplemental Topics

C++ Topics

- The Event System
- Customized Drawing
- Resources
- QPA