Introduction to Qt for Desktop Development

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The Qt, OpenGL and C++ Experts

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Dialogs And Windows

- Dialogs
- Common Dialogs
- Main Windows

Introduction to QtWidgets

- Fundamentals of Qt
 - The Story of Qt
 - "Hello World" with QtWidgets
 - Important Application Classes
 - Introducing Qt Creator
 - Practical Tips for Developers
- Visual Studio Integration
- Objects in Qt
 - Common Features of Qt's Object Model
 - Qt Meta Object System
 - Object Communication Using Signals & Slots
 - Defining Invokable Methods
 - Event Handling
- Widgets
 - Common Widgets
 - Layout Management
 - Guidelines for Custom Widgets
- Qt Designer

Under the Hood

- Core Classes
 - String Handling
 - Container Classes
 - File Handling
 - Variants and Properties
- Painting
 - Painting Basics
 - Color Handling
 - Painting Operations
 - Painting Performance

Fundamentals of Model/View

- Concepts
- Models
 - List Models
 - Table Models
 - Tree Models
 - Value-based Models
 - Proxy Models
- QtWidgets Views
 - Item Views
 - Delegates
 - Selection
 - Drag and Drop

Supplemental Topics

XML, JSON and SQL

- Basic XML APIs
- JSON
- SQL Database API

Interprocess Communication

- Network Programming
- QProcess

Supplemental Topics

Application Infrastructure

- The Event System
- Printing
- Internationalization
- Resources
- Settings
- Drag and Drop
- Commandline Arguments

Development and Testing

- Deployment
- Development Tools for Linux
- QMake
- Some Thoughts About Portability
- Qt Debugging Aids
- QtTestLib
- Testing with Squish
- Introduction to Git
- Introduction to CMake