
Qt for Automotive Development

Based on Qt 5.9, created on January 30, 2018

The logo for KDAB, featuring a stylized white lightning bolt icon to the left of the text 'KDAB' in a white, sans-serif font, all set against a blue rectangular background with a white diagonal cutout at the bottom left corner.

KDAB

The Qt, OpenGL and C++ Experts

Device creation

- Introduction to Wayland
- Writing a Wayland Compositor
- Qt Virtual Keyboard module
 - Introduction
 - Building Qt Virtual Keyboard module
 - How to use Qt Virtual Keyboard
 - Add new keyboard (language) layout
 - Custom keyboard styles

Advanced QtQuick features

- Presenting Data
 - Arranging Items
 - Simple Data Models
 - Views
- Animations
- States and Transitions
 - States
 - Transitions
- WebEngine
 - Introduction
 - Using WebEngineView in QtQuick
 - JavaScript
 - Tooling
 - Features for Browsers

Application Architecture & Development

- Layouts
- QtQuick Controls 2
 - Introduction
 - QML Elements
 - Styling
 - Ongoing Development
 - Comparison Between Controls 1 & 2
- Multi-page applications in QtQuick
 - Simple multi-page application
 - Multi-page application controlled from C++
 - Multi-page application controlled from QML
 - Driving multi-page applications via state-machines
 - Animating page transitions
 - Popup content
- Qt SCXML
 - Introduction to SCXML
 - Qt Build Time Support
 - Dynamic Loading at Runtime
 - SCXML Editor

Advanced C++/QML integration

- Integrating QML with C++
 - Exporting Data and Functions to QML
 - Creating New QML Elements
 - Advanced Custom Property Types
 - Tips and Tricks
- Advanced Component Creation
- QML C++ Singletons
 - Registering a C++ Singleton to QML

Development Tools

- Qt Debugging Aids
- GammaRay
 - Core and Widgets
 - Qt Quick
 - Qt3D Geometry
 - State Machines
 - Tips and Tricks
 - Qt Creator Integration
- QTestLib
 - Testing C++ Code
 - Benchmarking C++ Code
 - Testing and Benchmarking QML
- QML Profiling
 - Introduction
 - QML Profiler
 - Scene Graph Profiling
 - Perf Integration

Supplemental Topics

C++ Topics

- Objects in Qt
- Variants
- QJsonValue
- qmlRegisterType

QML Topics

- Introduction to Qt Quick
- Composing User Interfaces
- User Interaction
- Components and Dynamic Loading
- Declarative State Machines
- Painting and Effects
- JavaScript in QML

Supplemental Topics (cont'd)

Integrating 2D and 3D Content

- Integrating OpenGL and Qt Quick 2