Introduction to Qt/QML for Desktop

Based on Qt 5.9, created on June 12, 2019

KDAB

The Qt, OpenGL and C++ Experts
The Story of Qt
"Hello World" with QtQuick
Introducing Qt Creator
Practical Tips for Developers

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

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Components and Dynamic Loading
- Components
- The Loader Element
- Focus Handling Revisited

Presenting Data
- Arranging Items
- Simple Data Models
- Views

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- Common Features of Qt's Object Model
- Qt Meta Object System
- Object Communication Using Signals & Slots
- Defining Invokable Methods

Variants and Properties
- Variants
- Properties

Integrating QML with C++
- Exporting Data and Functions to QML
- Creating New QML Elements
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