Effective QML
Best practices for developing with Qt Quick

Adenilson Cavalcanti
Bsc. Msc.
KDE developer
WebKit contributor
Presentation structure

- The case for QML
- How to train yourself or a team
- Overview on QML
- Good practices
- Advanced techniques
What is this Q-Whatchamacallit?

- Qt Meta Language (QML)*
- Declarative vs Imperative

* http://en.wikipedia.org/wiki/QML
A case study: QML x QGV*

Requirements:

- 1 top bar
- 1 lower bar
- scrolling kinetic list in the center
- re-scalable

*QGV stands for QGraphicsView*
A case study: QML x QGV

- QGV vs QML: are different, but can solve similar problems.
A case study: QML x QGV

- Which one will be more verbose?
- Which one will be faster to develop?
A case study: QML x QGV

Results

![Bar chart showing lines of code (LOC) for QGV and QML]
A case study: QML x QGV

A difference of almost 1000% in development time

- QGV: 1 ½ day (8-10 hours)*
- QML: 1 hour (+ 30 minutes for minor adjustments)

*Assuming a ready to use KineticScrolling list and a basic Button
Question: if you start a new project today, which one will be done earlier?
QML: what it means for...

- Managers x designers x developers
Should I put C++ out of the equation?
Relevant questions

- Complexity
- Functionality
- Team
What about QWidgets?
How many QWidgets?
Relevant questions

- What your app need?
- Desktop x Touchscreen
- Animations?
- Designer assets?
Right tool to the right job
How to become QML-proficient?
If you are a student
Trainment

Students: use the power of OpenSource!

- Great online documentation
- Qt is opensource
- KDE
- gSoC
Lessons for students:

- Making mistakes is part of learning process

- The one who make more points is also the one who makes more mistakes

- While learning, look for the best!
Relax time...

Ilha Bela (Sao Paulo) - Brazil
• If you are a professional/manager
Qt has a real ecosystem

- ICS (USA based)
- KDAB (Europe)
- Digia (owned Trolltech)
- Collabora (ninja-ish guys)
If you need it **today!!!11!**
QML elements

- **Visual**: Rectangle, Image, BorderImage, Text, TextEdit, TextInput, AnimatedImage, Gradient
- **Positioner/Repeater**: Column, Row, Grid, Flow, Repeater
- **Views**: ListView, GridView, PathView
- **Utilities**: Connection, Loader, Timer, WorkerScript, Path(Line/Quad/Cubic/Attribute/etc)
- **Animations**: Property, Number, Vector3d, Color, Rotation, Parent, Anchor
- **Models**:ListModel, ListElement, XmlListModel, etc
We lack time to cover it all...
The end?
The end?

Not really...
To be continued...