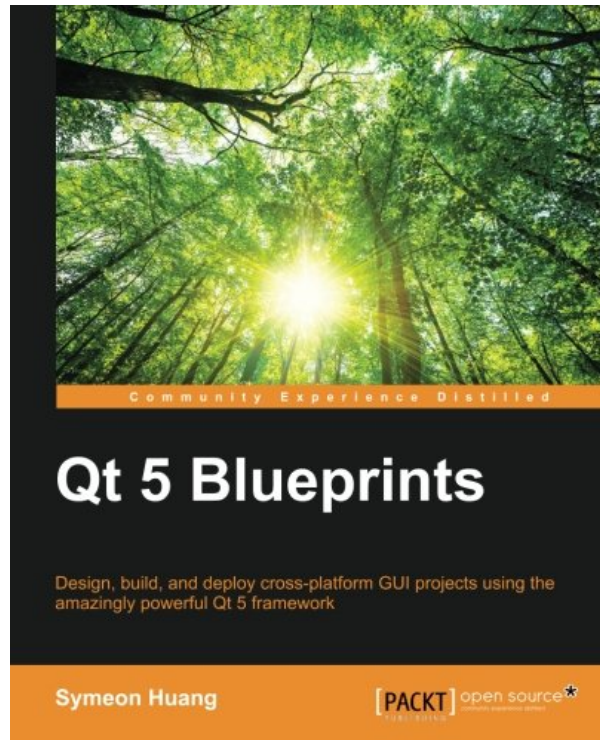
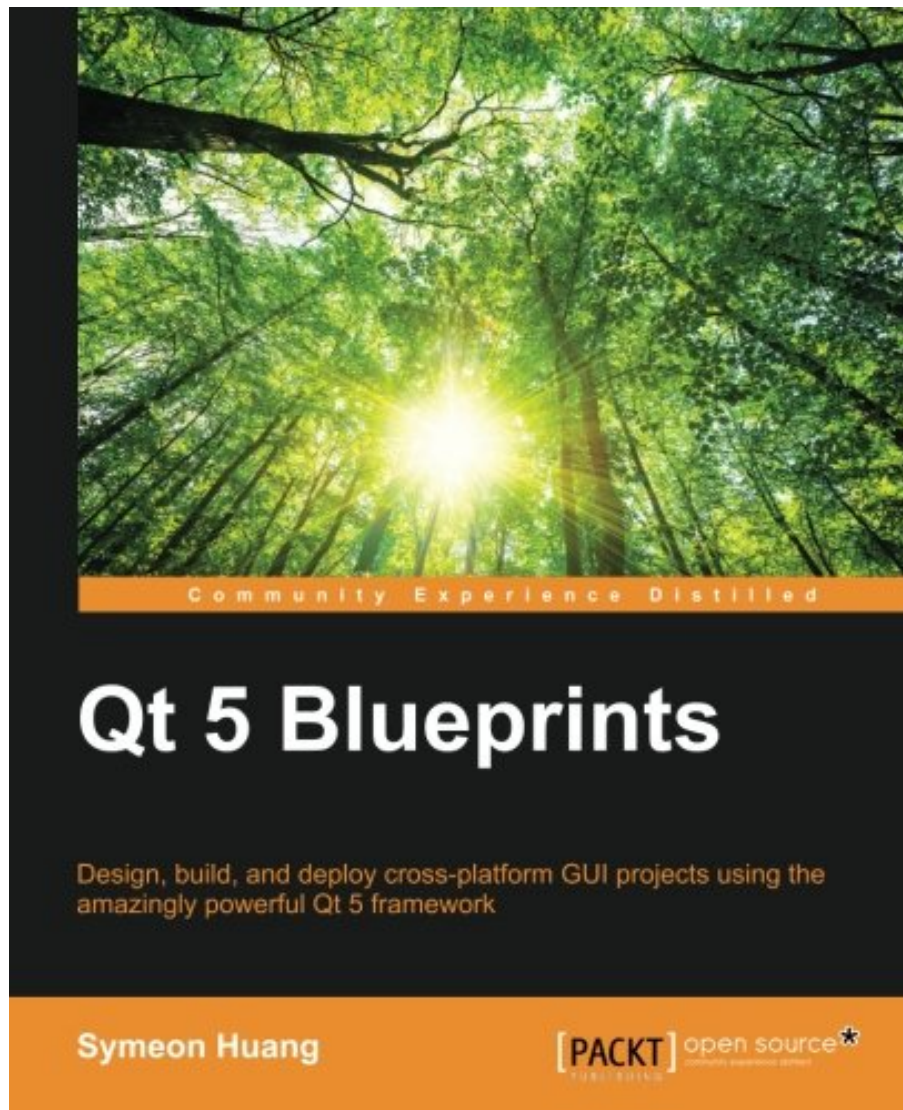


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Symeon Huang is an amateur developer who's currently doing his master's degree at Trinity College, Dublin. He has been contributing to open source projects for several years. He has worked in various areas, including the maintenance of Linux servers, desktop application development, and image recognition and analysis. Symeon has always been passionate about cool technology and elegant programming techniques. He has been programming Qt and QML applications for 2 years and has also been developing pure C and C++ programs for many years. Most of the projects he's working on can be found on his GitHub and Gitorious pages.

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# QT5 BLUEPRINTS BY SYMEON HUANG PDF

Design, build, and deploy cross-platform GUI projects using the amazingly powerful Qt 5 framework

## About This Book

- Develop native graphical applications that can run anywhere with one of the world's best open-source frameworks
- Learn all about signals, slots, models, and views to design a robust structure for your application
- A comprehensive tutorial with step-by-step instructions to help you extend your applications across a wide domain

## Who This Book Is For

If you are a programmer looking for a truly cross-platform GUI framework to help you save your time by side-stepping the incompatibility between different platforms and building applications using Qt 5 for multiple targets, then this book is most certainly intended for you. It is assumed that you have a basic programming experience of C++ and fundamental knowledge about Qt.

## What You Will Learn

- Create graphical user interface applications with a customized layout and widgets
- Explore how the Model-View-Controller architecture works and relevant classes in Qt
- Develop a configurable application that is able to save and restore its own settings
- Write both static and dynamic plugins for Qt Widgets and Qt Quick applications
- Convert your single-threaded application to a nonblocking application by moving part of the application to another thread
- Enable your applications to support other languages dynamically

## In Detail

Qt is a cross-platform application development framework that provides great visual interfaces for users and intuitive APIs for developers. The current version, Qt 5, provides enormous modules, from threading to interface animations, to ease your pain when developing cross-platform applications.

Starting with the basic concepts and fundamentals of Qt 5, Qt 5 Blueprints helps you get familiarized with the layouts and widgets of Qt as you build and debug a test application in Qt Creator. You will pick up the Qt design philosophy throughout the book, which will definitely help you to script your code in a more elegant manner.

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- Binding: Paperback
- 296 pages

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## Most helpful customer reviews

10 of 11 people found the following review helpful.

Great content, but sorely in need of a thorough review by a good Technical Editor

By Tom Betka

I've been working with C/C++ for a few years now, and with Qt for 1-2 years...mainly with Qt4 in embedded systems. I have a couple of the (very thorough) Qt4-based books that are available here on Amazon, and they are very good. In fact, they are almost TOO good from the standpoint that they nearly overwhelm you with information. But as reference material, they are extremely valuable. That being said however, when I saw that this book was dealing with Qt5 I wanted to go ahead and read it.

I read both of the reviews posted previous to mine, before buying the book. Then I purchased the Kindle version of this book and worked through the first couple of chapters. I can definitely see the criticism(s) noted in Keith Peter's review. It's pretty apparent that this book did not have a good Technical Editor to go through it, because there are a number of simple errors that should NOT have made it through. For example in chapter 2, here's one such example:

"...In other cases, we have to explicitly set the parent for a QObject child so that the parent can take over its ownership and manage the release of its memory. Hence, we pass the QObject parent, which is this, a MainWindow class to the constructor of QTimer."

It's unfortunate that the author doesn't point out that the "this" pointer is a pointer to the instance of a class that is currently being referenced. In other words, "this" isn't a class...it's a pointer to an instance of a class.

There are a number of similar such errors in the first two chapters, but overall the intent of the author is very good I think. But as I stated above, the book is in dire need of a good Technical Editor to go through and point this out to the author. I have served as a Technical Editor for a book on embedded systems, and it's not an easy task. It take many hours of work to go through a book such as this, but the result is well worth the effort.

So overall I'll want to come back and revisit this review after finishing the book, but for now I would have to give it a 4-stars due to poor editing. I would have to agree with Keith on this point. I would also add that you

really do need to have some C++ experience before working through this book, as that is assumed--and it would also be most helpful to know something about Qt (and Qt Creator) before reading this book. While it's not absolutely imperative that you have used Qt before, there are many times that the author chooses not to go into elaborate detail on a task he asks you to perform. If you are at least somewhat experienced with Qt Creator you will have little problem getting things accomplished--but you might struggle a little but if you've never used the IDE before. On the other hand it will make you dig more for the answer(s), so I suppose that's not all bad.

7 of 8 people found the following review helpful.

This book is useful and I'm enjoying going through it and learning from ...

By Keith Peters

This book is useful and I'm enjoying going through it and learning from it. My only criticism is the poor English used in the writing. This book was obviously not written by a native speaker. I'm not picking on the author. But I'm shocked that any editor would let so much through without any correction. There are points in the book where I just sit back and say, "What is he talking about???" Not because it's a difficult technical point, but because I can't parse the words in the sentence. But again, the overall content of the book is great. With better editing, it would be 5+ stars.

0 of 1 people found the following review helpful.

This approach is good for very beginners of Qt framework

By Jack-in-the-box

This book describes how you can build a Qt5 application step by step. This approach is good for very beginners of Qt framework, but it misses information delivery for the future reference because it does not give any further information on the Qt framework general.

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