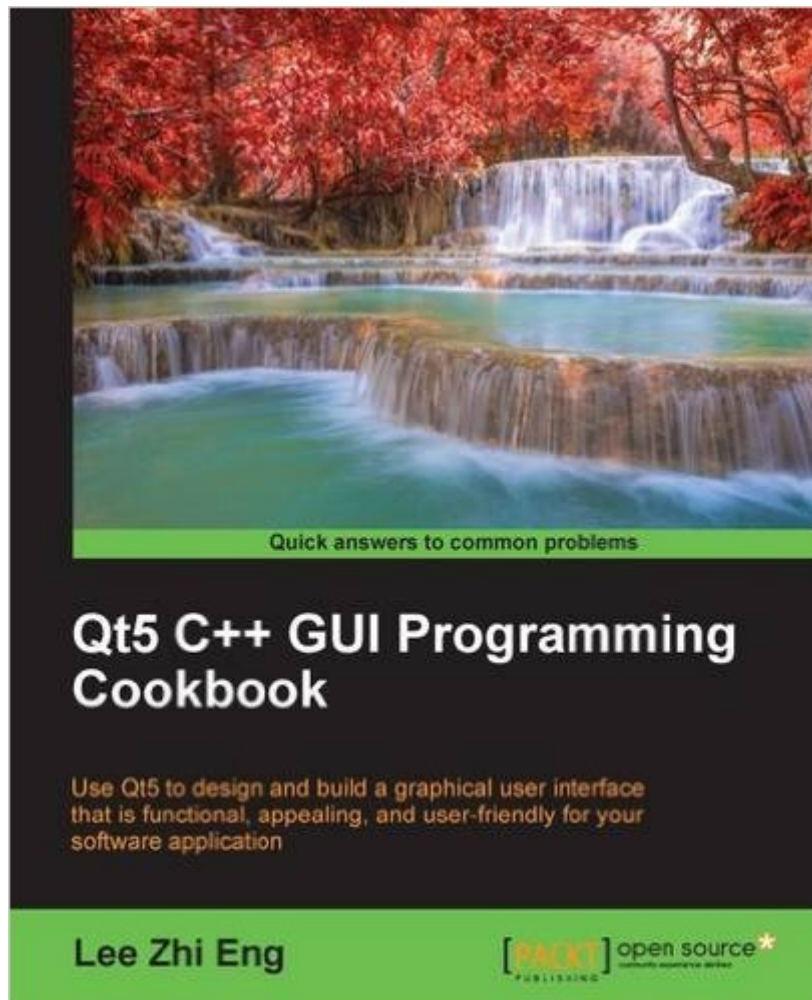


The book was found

Qt5 C++ GUI Programming Cookbook



Synopsis

Key Features Learn to make use of Qt5 to design and customize the look-and-feel of your application Improve the visual quality of your application by utilizing the graphic rendering system and animation system provided by Qt5 A good balance of visual presentation and its contents will make an application appealing yet functional

Book Description With the advancement of computer technology, the software market is exploding with tons of software choices for the user, making their expectations higher in terms of functionality and the look and feel of the application. Therefore, improving the visual quality of your application is vital in order to overcome the market competition and stand out from the crowd. This book will teach you how to develop functional and appealing software using Qt5 through multiple projects that are interesting and fun. This book covers a variety of topics such as look-and-feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. You will learn tons of useful information, and enjoy the process of working on the creative projects provided in this book.

What you will learn Customize the look and feel of your application using the widget editor provided by Qt5 Change the states of the GUI elements to make them appear in a different form Animating the GUI elements using the built-in animation system provided by Qt5 Draw shapes and 2D images in your application using Qt5's powerful rendering system Draw 3D graphics in your application by implementing OpenGL, an industry-standard graphical library to your project Build a mobile app that supports touch events and export it to your device Parse and extract data from an XML file, then present it on your software's GUI Display web content on your program and interact with it by calling JavaScript functions from C++, or calling C++ functions from the web content Access to MySQL and SQLite databases to retrieve data and display it on your software's GUI

About the Author Lee Zhi Eng is a 3D artist-turned-programmer who worked in the video game industry as a game artist, game programmer, and a game programming lecturer. Later, he decided to take a break from games and ventured into software engineering by co-founding his current company, Reonyx Tech. Since then, he has been involved in multiple projects that are different from what he used to do, including geolocation and near-real-time navigation systems, Big Data analytics, and augmented reality. You can find out more about him at <http://www.zhieng.com>, or you can find out about his company at <http://www.reonyx.com>.

Table of Contents Look and Feel Customization States and Animations QPainter and 2D Graphics OpenGL Implementation Building a Touch Screen Application with Qt5 XML Parsing Made Easy Conversion Library Accessing Databases Developing a Web Application Using Qt Web Engine

Book Information

Paperback: 300 pages

Publisher: Packt Publishing - ebooks Account (July 29, 2016)

Language: English

ISBN-10: 1783280271

ISBN-13: 978-1783280278

Product Dimensions: 7.5 x 0.7 x 9.2 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #350,377 in Books (See Top 100 in Books) #223 in [Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++](#) #483 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design](#) #90609 in [Books > Reference](#)

Customer Reviews

Great guide book! It is easy and straight forward just like a cookbook!

Good reference for C++ GUI programming. This would be helpful for programmer to use C++ to create program with attractive UI

Great guide and great content!!

Essential book to understand C++ GUI programming. Very detailed step by step learning process. I will rate this as MUST-BUY to those who are reading this.

[Download to continue reading...](#)

Qt5 C++ GUI Programming Cookbook Java: The Simple Guide to Learn Java Programming In No Time (Programming, Database, Java for dummies, coding books, java programming) (HTML, Javascript, Programming, Developers, Coding, CSS, PHP) (Volume 2) Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Python: Python Programming Course: Learn the Crash Course to Learning the Basics of Python (Python Programming, Python Programming Course, Python Beginners Course) Swift Programming Artificial Intelligence: Made Easy, w/ Essential Programming Learn to Create your * Problem Solving * Algorithms! TODAY! w/ Machine ... engineering, r programming, iOS development) Delphi Programming with COM and

ActiveX (Programming Series) (Charles River Media Programming) Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) Programming #8:C Programming Success in a Day & Android Programming in a Day! PowerShell: For Beginners! Master The PowerShell Command Line In 24 Hours (Python Programming, Javascript, Computer Programming, C++, SQL, Computer Hacking, Programming) Excel VBA Programming: Learn Excel VBA Programming FAST and EASY! (Programming is Easy) (Volume 9) Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) IEC 61131-3: Programming Industrial Automation Systems: Concepts and Programming Languages, Requirements for Programming Systems, Decision-Making Aids Campbell's 3 Books in 1: 4 Ingredients or Less Cookbook, Casseroles and One-Dish Meals Cookbook, Slow Cooker Recipes Cookbook The Czechoslovak Cookbook: Czechoslovakia's best-selling cookbook adapted for American kitchens. Includes recipes for authentic dishes like Goulash, ... Pischinger Torte. (Crown Classic Cookbook) Beginning Python Programming: Learn Python Programming in 7 Days: Treading on Python, Book 1 Programming Distributed Applications with Com and Microsoft Visual Basic 6.0 (Programming/Visual Basic) Programming: Computer Programming for Beginners - Learn the Basics of Java, SQL & C++ Programming the Microsoft Windows Driver Model (Microsoft Programming Series) WIN32 Network Programming: Windows(r) 95 and Windows NT Network Programming Using MFC By Charles Petzold - Programming Windows 5th Edition Book/CD Package: The definitive guide to the Win32 API (Microsoft Programming Series) (5th Edition) (10.2.1998)

[Dmca](#)