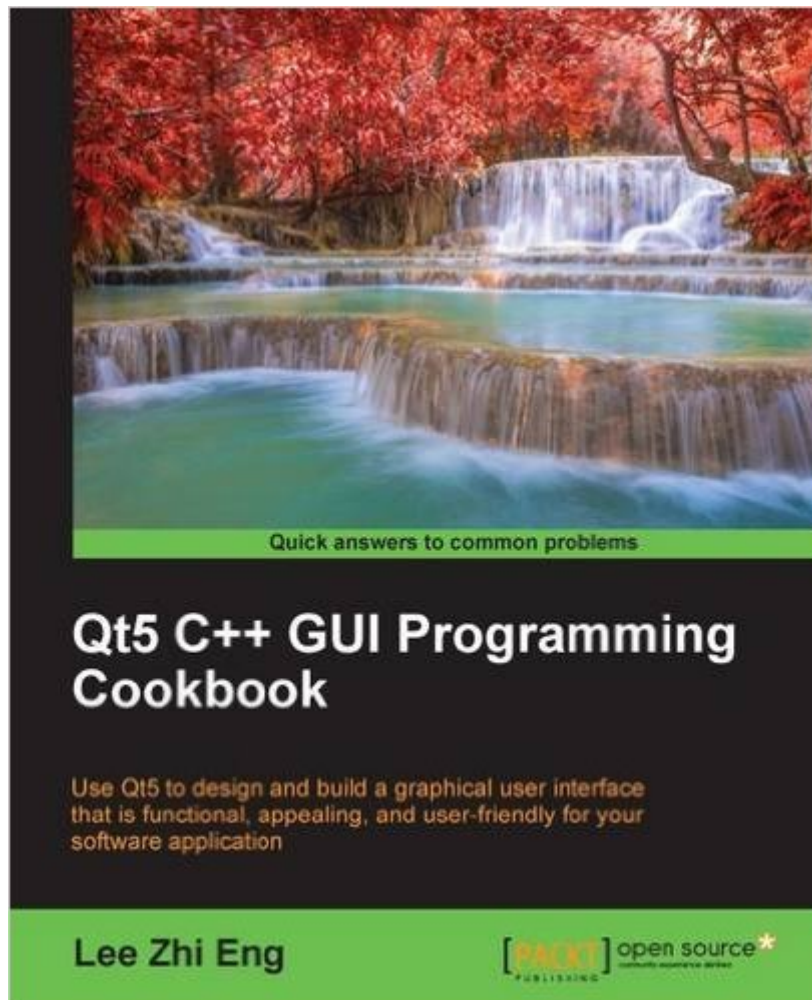


The book was found

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

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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.

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