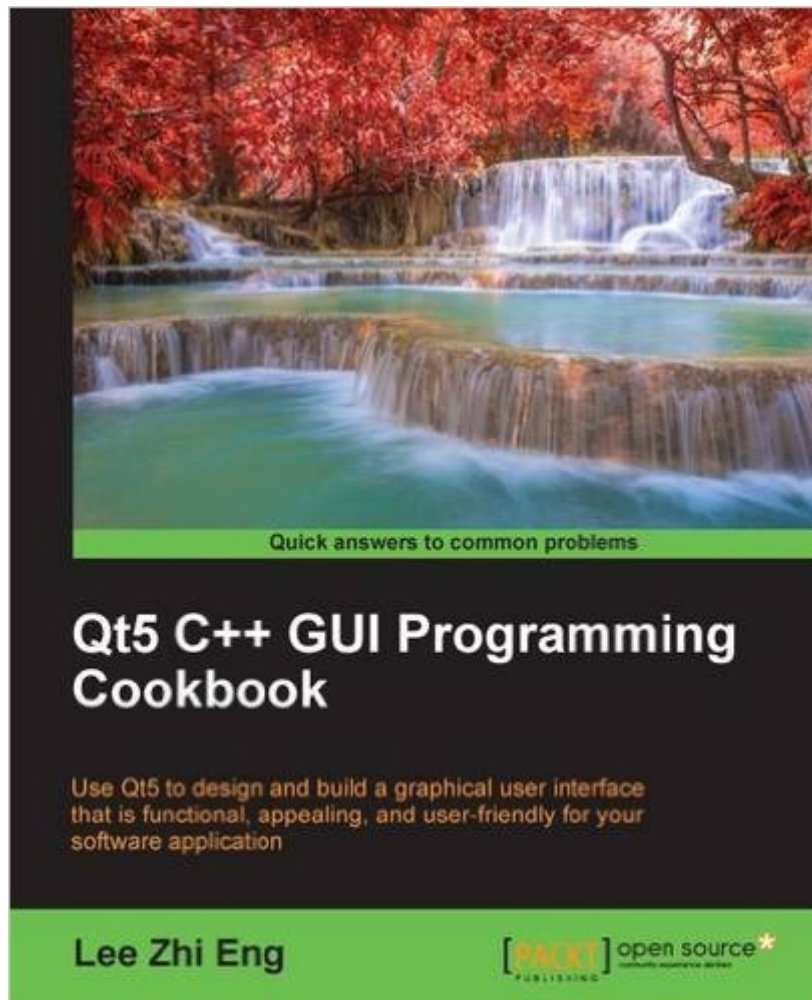# Qt5 C++ GUI Programming Cookbook

Synopsis

Key FeaturesLearn to make use of Qt5 to design and customize the look-and-feel of your applicationImprove the visual quality of your application by utilizing the graphic rendering system and animation system provided by Qt5A good balance of visual presentation and its contents will make an application appealing yet functionalBook DescriptionWith 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 learnCustomize the look and feel of your application using the widget editor provided by Qt5Change the states of the GUI elements to make them appear in a different formAnimating the GUI elements using the built-in animation system provided by Qt5Draw shapes and 2D images in your application using Qt5â ™s powerful rendering systemDraw 3D graphics in your application by implementing OpenGL, an industry-standard graphical library to your projectBuild a mobile app that supports touch events and export it to your deviceParse and extract data from an XML file, then present it on your softwareâ ™s GUIDisplay web content on your program and interact with it by calling JavaScript functions from C++, or calling C++ functions from the web contentAccess to MySQL and SQLite databases to retrieve data and display it on your softwareâ ™s GUIAbout the AuthorLee 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 ContentsLook and Feel CustomizationStates and AnimationsQPainter and 2D GraphicsOpenGL ImplementationBuilding a Touch Screen Application with Qt5XML Parsing Made EasyConversion LibraryAccessing DatabasesDeveloping 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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