



Programming with Qt (2nd Edition)

By Matthias Kalle Dalheimer



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The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces. Platform independence is not the only benefit. Qt is flexible and highly optimized. You'll find that you need to write very little, if any, platform-dependent code because Qt already has what you need. And Qt is free for open source and Linux development. Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That's where *Programming with Qt* steps in. You'll learn how to program in Qt as the book guides you through the steps of writing a simple paint application. Exercises with fully worked out answers help you deepen your understanding of the topics. The book presents all of the GUI elements in Qt, along with advice about when and how to use them, so you can make full use of the toolkit. For seasoned Qt programmers, there's also lots of information on advanced 2D transformations, drag-and-drop, writing custom image file filters, networking with the new Qt Network Extension, XML processing, Unicode handling, and more. *Programming with Qt* helps you get the most out of this powerful, easy-to-use, cross-platform toolkit. It's been completely updated for Qt Version 3.0 and includes entirely new information on rich text, Unicode/double byte characters, internationalization, and network programming.



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Editorial Review

Amazon.com Review

For anyone programming Qt, *Programming with Qt, Second Edition* provides an excellent one-volume tutorial and reference to virtually all the features and APIs available in the powerful Qt C++ GUI cross-platform library. Whether you are just starting out with Qt, or want to catch up on new and advanced features, this title offers an invaluable resource for readers.

The no-nonsense approach and right-on-target examples help distinguish this text. The book begins by making a case for cross-platform development. (Qt shows that Java is not the only game in town in this regard.) A later section on good GUI design and some hints for better portability help make this title a good way to learn GUI programming from the ground up.

Short, clear examples show off the basics, starting with a "Hello World" application. Emphasis is on using the Qt APIs effectively rather than getting bogged down in C++ syntax. Since GUI programming is a strength, the author covers the built-in "widgets" available in Qt in excellent detail, including fancier controls like tables and new dial components. The Qt library is also a general-purpose application framework, and there's coverage here for file APIs, collections, and late-breaking support for XML processing.

The basics are augmented here with short sections showing particular APIs at work. Most readers will likely find the material on Qt's SQL Module for database programming indispensable. A section on custom controls is also a standout and more advanced readers will learn how to use OpenGL calls in Qt as well as how to interoperate with Perl modules.

The book closes with sections that will benefit the less experienced Qt developer, including how to use Visual C++ 6 to let you build Qt executables, and how to take advantage of Qt's Designer tool to simplify designing forms and components visually.

Right up to date with the latest on Qt from top to bottom, this text really shines with its notably concise and authoritative style that readers will have come to expect from O'Reilly titles. For anyone tackling Qt development, the second edition of *Programming Qt* is sure to be a necessary addition to your programming bookshelf. --Richard Dragan

Review

"This is a very well-written book, and a worthwhile read for all but the most advanced Qt programmers. It requires knowledge of C++, but QT concepts are brought up from a basic level and are easy to get to grips with." Verdict: Considering the freely available reference material this is probably the only Qt book you will ever need to buy. 9/10 Linux Format, August 2002

About the Author

Matthias Kalle Dalheimer is the President & CEO of Klaralvdalens Datakonsult AB, a Sweden-based consultancy specializing in platform-independent software solutions. He is also a founding member of the KDE project and the current president of the KDE foundation. Kalle has written numerous books for O'Reilly, both in English and in his native German, including "Running Linux" and "Programming with Qt". In his spare time, he enjoys cross-country skiing and reading history books. Kalle lives with his wife Tanja and his two sons Jan and Tim in the middle of the forest near Hagfors in the Swedish province of Varmland.

Users Review

From reader reviews:

Jeffrey Brown:

The event that you get from Programming with Qt (2nd Edition) could be the more deep you digging the information that hide inside the words the more you get enthusiastic about reading it. It does not mean that this book is hard to understand but Programming with Qt (2nd Edition) giving you excitement feeling of reading. The author conveys their point in specific way that can be understood by anyone who read the idea because the author of this reserve is well-known enough. This specific book also makes your current vocabulary increase well. Therefore it is easy to understand then can go along with you, both in printed or e-book style are available. We advise you for having this Programming with Qt (2nd Edition) instantly.

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