Application Development with Qt Creator

By Ray Rischpater

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Learning an integrated development environment (IDE) can transform your capabilities as a developer. This book will help you harness the power of Qt Creator to GUI applications that cross all major platforms.

Overview

- Introduces the basic concepts of programming using Qt and the Qt Quick framework, with tips and tricks to help you make the most of Qt Creator
- Shows you how to write cross-platform mobile applications with Qt Creator
- Full of illustrations and diagrams, with clear step-by-step instructions and practical examples that will help you build cross-platform applications using Qt and Qt Quick

In Detail

Qt Creator is the leading open-source, cross-platform integrated development environment (IDE) for building GUI applications that run on Windows, Mac OS X, Linux, Android, and many embedded systems. It greatly simplifies cross-platform application development, targeting desktop computers, embedded platforms, and mobile systems. If you want to build and debug applications with Qt Creator in no time, then this book is for you.

This book provides a thorough introduction to using Qt Creator to make cross-platform applications that you can read in just a few hours. It covers everything you need to know to build applications with Qt Creator. This book also discusses the facets of Qt Creator that make it a valued software development environment for students and professionals alike.

The book starts by showing you how to get, install, and use Qt Creator, beginning with the basics of how to edit, compile, debug, and run applications. Along the way, you will learn to use Qt to write cross-platform GUI applications for Mac OS X, Windows, Linux, and Android in C++ and Qt Quick.

This book covers how to craft GUIs with Qt Designer, localize applications using Qt Linguist, and profile application performance with Qt Creator's tools and valgrind. You will gain valuable insight in constructing applications using Qt in

C++ and Qt Quick, Qt's declarative GUI authoring platform and learn everything you need to know to use Qt Creator effectively as a software developer.

What you will learn from this book

- Use Qt Creator's editor to edit your application source and resource files
- Localize applications using Qt Linguist and Qt
- Design GUI applications using both Qt and Qt Quick
- Write mobile applications for Android using Qt Creator and Qt Quick
- Integrate version control with Qt Creator
- Gain valuable tips known only to professional developers

Approach

Written in a concise and easy-to-follow approach, this book will guide you to develop your first application with Qt with illustrated examples and screenshots

Who this book is written for

If you are a developer who is new to Qt and Qt Creator and is interested in harnessing the power of Qt for cross-platform development, this book is great for you. If you have basic experience programming in C++, you have what it takes to create great cross-platform applications using Qt and Qt Creator!

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Application Development with Qt Creator By Ray Rischpater Bibliography

Editorial Review

About the Author

Ray Rischpater

Ray Rischpater is an engineer and author with over 20 years' experience writing about and developing for computing platforms.

During this time, he has participated in the development of Internet technologies and custom applications for Java ME, Qualcomm BREW, Apple iPhone, Google Android, Palm OS, Newton, and Magic Cap, as well as several proprietary platforms. Presently, he's employed as a senior engineer at Microsoft in Mountain View, working on mapping and data visualization.

When not writing for or about mobile platforms, he enjoys hiking and photography with his family and friends in and around the San Lorenzo Valley in central California. When he's able, he also provides a public service through amateur radio as the licensed Amateur Extra station KF6GPE.

The books he's written so far include:

- Microsoft Mapping: Geospatial Development with Bing Maps and C# (with Carmen Au, Apress, 2013)
- Beginning Nokia Apps Development (with Daniel Zucker, Apress, 2010)
- Beginning Java ME Platform (Apress, 2008)
- Wireless Web Development, Second Edition (Apress, 2004)
- eBay Application Development (Apress, 2004)
- Software Development for the QUALCOMM BREW Platform (Apress, 2003)
- Wireless Web Development, First Edition (Apress, 2002)
- Internet Appliances: A Wiley Tech Brief (John Wiley & Sons, 2001)
- Advanced Palm Programming (with Steve Mann, John Wiley & Sons, 2000)
- Palm Enterprise Applications: A Wiley Tech Brief (John Wiley & Sons, 2000)

He holds a bachelor's degree in pure mathematics from the University of California, Santa Cruz and is a member of the IEEE, ACM, and ARRL.

Users Review

From reader reviews:

Joshua Arwood:

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