

# Application Development With Qt Creator 2nd Edition

Eventually, you will very discover a extra experience and achievement by spending more cash. yet when? complete you undertake that you require to acquire those all needs past having significantly cash? Why dont you attempt to acquire something basic in the beginning? Thats something that will lead you to comprehend even more in the region of the globe, experience, some places, in the same way as history, amusement, and a lot more?

It is your no question own become old to comport yourself reviewing habit. in the course of guides you could enjoy now is **Application Development With Qt Creator 2nd Edition** below.

*Application Development  
With Qt Creator 2nd  
Edition*

2020-04-30

## ROLLINS LAYLAH

*End to End GUI Development with Qt5*  
Martin Fitzpatrick

If you are a programmer looking for a truly cross-platform GUI framework to help you save your time by side-stepping the incompatibility between different platforms and building applications using Qt 5 for multiple targets, then this book is most certainly intended for you. It is assumed that you have a basic programming experience of C++ and fundamental knowledge about Qt.

[Application Development with Qt Creator](#)  
No Starch Press

Enhance your cross-platform programming abilities with the powerful features and capabilities of Qt 6 Key FeaturesLeverage Qt and C++ capabilities to create modern, cross-platform applications that can run on a wide variety of software applicationsExplore what's new in Qt 6 and understand core concepts in depthBuild professional customized GUI applications with the help of Qt CreatorBook Description Qt is a cross-platform application development framework widely used for developing applications that can run on a wide range of hardware platforms with little to no change in the underlying codebase. If you have basic knowledge of C++ and want to build desktop or mobile applications with a modern graphical user interface (GUI), Qt is the right choice for you. Cross-Platform Development with Qt 6 and Modern C++ helps you understand why Qt is one of the favorite GUI frameworks adopted by industries worldwide, covering the essentials of programming GUI apps across a multitude of platforms using the standard C++17 and Qt 6 features. Starting with the fundamentals of the Qt framework, including the features offered by Qt Creator, this practical guide will show you how to create classic user interfaces using Qt Widgets and touch-friendly user interfaces using Qt Quick. As you advance, you'll explore the Qt Creator IDE for developing applications for multiple

desktops as well as for embedded and mobile platforms. You will also learn advanced concepts about signals and slots. Finally, the book takes you through debugging and testing your app with Qt Creator IDE. By the end of this book, you'll be able to build cross-platform applications with a modern GUI along with the speed and power of native apps. What you will learnWrite cross-platform code using the Qt framework to create interactive applicationsBuild a desktop application using Qt WidgetsCreate a touch-friendly user interface with Qt QuickDevelop a mobile application using Qt and deploy it on different platformsGet to grips with Model/View programming with Qt Widgets and Qt QuickDiscover Qt's graphics framework and add animations to your user interfaceWrite test cases using the Qt Test framework and debug codeBuild a translation-aware applicationFollow best practices in Qt to write high-performance codeWho this book is for This book is for application developers who want to use C++ and Qt to create modern, responsive applications that can be deployed to multiple operating systems such as Microsoft Windows, Apple macOS, and Linux desktop platforms. Although no prior knowledge of Qt is expected, beginner-level knowledge of the C++ programming language and object-oriented programming system (OOPs) concepts will be helpful.

[Game Programming Using Qt: Beginner's Guide](#) Packt Publishing Ltd

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.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!

[Exploring BeagleBone](#) Packt Publishing Ltd Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create

GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use to build real-life applications. Learn the fundamental building blocks of PySide applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

[Hands-On Mobile and Embedded Development with Qt 5](#) Packt Publishing Ltd

Qt is a C++ class library that lets users write GUI applications that run on UNIX systems, as well as on Windows 95/98 and Windows NT. This book provides an in-depth tutorial on the multitude of features available in Qt and will teach readers how to take full advantage of this powerful, easy-to-use, cross-platform toolkit.

**Qt 5 Projects** "O'Reilly Media, Inc."

This book is great for developers who are new to Qt and Qt Creator and who are interested in harnessing the power of Qt for cross-platform development. If you have basic experience programming in

C++, you have what it takes to create engaging cross-platform applications using Qt and Qt Creator!

*Mastering Qt 5* Packt Publishing Ltd

Use Qt5 to design and build a graphical user interface that is functional, appealing, and user-friendly for your software application About This Book 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 Who This Book Is For This book intended for those who want to develop software using Qt5. If you want to improve the visual quality and content presentation of your software application, this book is best suited to you. 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 In Detail 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. Style and approach This book focuses on customizing the look and feel and utilizing the graphical features provided by Qt5. It

takes a step-by-step approach, providing tons of screenshots and sample code for you to follow and learn. Each topic is explained sequentially and placed in context.

*Getting Started with Qt 5* Packt Publishing Ltd

Design and build dazzling cross-platform applications using Qt and Qt Quick In Detail Qt Creator is a cross-platform C++ IDE (Integrated Development Environment) that is part of the Qt project. It is used for building GUI applications that run on Windows, Mac OS X, Linux, Android, and many embedded systems. It includes a visual debugger and a forms designer within an integrated GUI. Application Development with Qt Creator Second Edition, covers everything you need to know to build cross-platform applications with Qt Creator. It 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 how to use Qt to write cross-platform GUI applications for Mac OS X, Windows, Linux, and Android in C++ and Qt Quick. You will become proficient with the facets of Qt Creator that make it a valued software development environment for students and professionals alike. What You Will Learn Use Qt Creator's editor to edit your application source and resource files Explore the core functions of Qt Creator Compile and debug your Qt Quick and C++ applications using Qt Creator Localize applications using Qt Linguist and Qt Build 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 Analyze your application's runtime performance with Qt Creator Downloading the example code for this book. You can download the example code files for all Packt books you have purchased from your account at <http://www.PacktPub.com>. If you purchased this book elsewhere, you can visit <http://www.PacktPub.com/support> and register to have the files e-mailed directly to you.

*Programming with Qt* Packt Publishing Ltd

Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key Features Learn to use Qt 5 to design and customize the look and feel of your application Improve the visual quality of an application by using graphics rendering and animation Understand the balance of presentation and web content that will make an application appealing yet functional Book Description With the growing need to develop GUIs for multiple

targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly user interfaces for your applications. Qt5 C++ GUI Programming Cookbook, Second Edition teaches you how to develop functional and appealing user interfaces using the latest version of QT5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots, network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learn Animate GUI elements using Qt5's built-in animation system Draw shapes and 2D images using Qt5's powerful rendering system Implement an industry-standard OpenGL library in your project Build a mobile app that supports touch events and exports it onto devices Parse and extract data from an XML file and present it on your GUI Interact with web content by calling JavaScript functions from C++ Access MySQL and SQLite databases to retrieve data and display it on your GUI Who this book is for This intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

**Qt 5 and OpenCV 4 Computer Vision Projects** Packt Publishing Ltd

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

*The Book of Qt 4* Packt Publishing

Design, build, and deploy powerful applications with amazing user interfaces on embedded, mobile, and desktop platforms Key Features Easily compile, run, and debug your applications from the powerful Qt Creator IDE Future-proof your applications with Qt Test and modern architecture principles Build multi-platform projects that target Android, iOS,

Windows, macOS, Linux, and more

**Book Description** Qt is a professional cross-platform application framework used across industries like automotive, medical, infotainment, wearables, and more. In this book you'll initially create a to-do style app by going via all stages for building a successful project. You'll learn basics of Qt's C++ and QML APIs, test-driven development with Qt Test, application architecture, and UIs with Qt Quick & Quick Controls 2. Next, you'll help two startups build their products. The first startup, Cute Comics, wants to help independent comic creators with a suite of apps that let them experiment with comic pages, image composition, comic dialogues, and scene descriptions. While developing these apps you'll deepen your knowledge of Qt Quick's layout systems, and see Qt 3D and Widgets in action. The second startup, Cute Measures, wants to create apps for industrial and agricultural sectors, to make sense of sensor data via a monitoring system. The apps should run seamlessly across devices and operating systems like Android, iOS, Windows, or Mac, and be cost-effective by integrating with existing web technologies. You take the role of lead developer and prototype the monitoring system. In doing so you'll get to know Qt's Bluetooth and HTTP APIs, as well as the Charts and Web Engine UI modules. These projects will help you gain a holistic view of the Qt framework. What you will learn

Learn the basics of modern Qt application development

Develop solid and maintainable applications with BDD, TDD, and Qt Test

Master the latest UI technologies and know when to use them: Qt Quick, Controls 2, Qt 3D and Charts

Build a desktop UI with Widgets and the Designer

Translate your user interfaces with QTranslator and Linguist

Get familiar with multimedia components to handle visual input and output

Explore data manipulation and transfer: the model/view framework, JSON, Bluetooth, and network I/O

Take advantage of existing web technologies and UI components with WebEngine

Who this book is for

This book is for developers who want to successfully build and maintain cross-platform applications with advanced UI and connectivity features. Basic knowledge of C++ is required.

#### **Learn Qt 5** Packt Pub Limited

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets

**About This Book**

Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt

Understand technologies such as QML, Qt Quick,

OpenGL, and Qt Creator, and learn the best practices to use them to design games

Learn Qt with the help of many sample games introduced step-by-step in each chapter

**Who This Book Is For**

If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory.

**What You Will Learn**

Install Qt on your system

Understand the basic concepts of every Qt game and application

Develop 2D object-oriented graphics using Qt Graphics View

Build multiplayer games or add a chat function to your games with Qt's Network module

Script your game with Qt Script

Program resolution-independent and fluid UI using QML and Qt Quick

Control your game flow as per the sensors of a mobile device

See how to test and debug your game easily with Qt Creator and Qt Test

**In Detail**

Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file. The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have. Style and approach

This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

[Mastering Geospatial Development with QGIS 3.x](#) Packt Publishing Ltd

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

#### *Game Programming using Qt 5 Beginner's Guide* John Wiley & Sons

Straight from Trolltech, this book covers all one needs to build industrial-strength applications with Qt 3.2.x and C++ applications that run natively on Windows, Linux/UNIX, Mac OS X, and embedded Linux with no source code changes. Includes a CD with the Qt 3.2 toolset and Borland C++ compilers—including a noncommercial Qt 3.2 for Windows available nowhere else.

#### **Introduction to Design Patterns in C++ with Qt** John Wiley & Sons

Create image processing, object detection and face recognition apps by leveraging the power of machine learning and deep learning with OpenCV 4 and Qt 5

**Key Features**

Gain practical insights into code for all projects covered in this book

Understand modern computer vision concepts such as character recognition, image processing and modification

Learn to use a graphics processing unit (GPU) and its parallel processing power for filtering images quickly

**Book Description**

OpenCV and Qt have proven to be a winning combination for developing cross-platform computer vision applications. By leveraging their power, you can create robust applications with both an intuitive graphical user interface (GUI) and high-performance capabilities. This book will help you learn through a variety of real-world projects on image processing, face

and text recognition, object detection, and high-performance computing. You'll be able to progressively build on your skills by working on projects of increasing complexity. You'll begin by creating an image viewer application, building a user interface from scratch by adding menus, performing actions based on key-presses, and applying other functions. As you progress, the book will guide you through using OpenCV image processing and modification functions to edit an image with filters and transformation features. In addition to this, you'll explore the complex motion analysis and facial landmark detection algorithms, which you can use to build security and face detection applications. Finally, you'll learn to use pretrained deep learning models in OpenCV and GPUs to filter images quickly. By the end of this book, you will have learned how to effectively develop full-fledged computer vision applications with OpenCV and Qt. What you will learn

Create an image viewer with all the basic requirements  
Construct an image editor to filter or transform images  
Develop a security app to detect movement and secure homes  
Build an app to detect facial landmarks and apply masks to faces  
Create an app to extract text from scanned documents and photos  
Train and use cascade classifiers and DL models for object detection  
Build an app to measure the distance between detected objects  
Implement high-speed image filters on GPU with Open Graphics Library (OpenGL)  
Who this book is for This book is for engineers and developers who are familiar with both Qt and OpenCV frameworks and are capable of creating simple projects using them, but want to build their skills to create professional-level projects using them. Familiarity with the C++ language is a must to follow the example source codes in this book.

*Software Architecture with C++* Apress  
Go beyond the basics and unleash the full power of QGIS 3.4 and 3.6 with practical, step-by-step examples  
Key Features  
One-stop solution to all of your GIS needs  
Master QGIS by learning about database integration, and geoprocessing tools  
Learn about the new and updated Processing toolbox and perform spatial analysis  
Book Description  
QGIS is an open source solution to GIS and widely used by GIS professionals all over the world. It is the leading alternative to proprietary GIS software. Although QGIS is described as intuitive, it is also, by default, complex. Knowing which tools to use and how to apply them is essential to producing valuable deliverables on time. Starting with a refresher on the QGIS basics and

getting you acquainted with the latest QGIS 3.6 updates, this book will take you all the way through to teaching you how to create a spatial database and a GeoPackage. Next, you will learn how to style raster and vector data by choosing and managing different colors. The book will then focus on processing raster and vector data. You will be then taught advanced applications, such as creating and editing vector data. Along with that, you will also learn about the newly updated Processing Toolbox, which will help you develop the advanced data visualizations. The book will then explain to you the graphic modeler, how to create QGIS plugins with PyQGIS, and how to integrate Python analysis scripts with QGIS. By the end of the book, you will understand how to work with all aspects of QGIS and will be ready to use it for any type of GIS work. What you will learn

Create and manage a spatial database  
Get to know advanced techniques to style GIS data  
Prepare both vector and raster data for processing  
Add heat maps, live layer effects, and labels to your maps  
Master LAs tools and GRASS integration with the Processing Toolbox  
Edit and repair topological data errors  
Automate workflows with batch processing and the QGIS Graphical Modeler  
Integrate Python scripting into your data processing workflows  
Develop your own QGIS plugins  
Who this book is for If you are a GIS professional, a consultant, a student, or perhaps a fast learner who wants to go beyond the basics of QGIS, then this book is for you. It will prepare you to realize the full potential of QGIS.

*C++ GUI Programming with Qt3* Packt Publishing Ltd

Learn GUI application development from the ground up, taking a practical approach by building simple projects that teach the fundamentals of using PyQt. Each chapter gradually moves on to teach more advanced and diverse concepts to aid you in designing interesting applications using the latest version of PyQt. You'll start by reviewing the beginning steps of GUI development from, using different projects in every chapter to teach new widgets or concepts that will help you to build better UIs. As you follow along, you will construct more elaborate GUIs, covering topics that include storing data using the clipboard, graphics and animation, support for SQL databases, and multithreading applications. Using this knowledge, you'll be able to build a photo editor, games, a text editor, a working web browser and an assortment of other GUIs. Beginning PyQt will guide you through the process of creating UIs to help you bring your own

ideas to life. Learn what is necessary to begin making your own applications and more with PyQt! What You'll Learn  
Create your own cross-platform GUIs with PyQt and Python  
Use PyQt's many widgets and apply them to building real applications  
Build larger applications and break the steps into smaller parts for deeper understanding  
Work with complex applications in PyQt, from animation to databases and more  
Who This Book Is For  
Individuals who already have a fundamental understanding of the Python programming language and are looking to either expand their skills in Python or have a project where they need to create a UI, but may have no prior experience or no idea how to begin.

*C++ GUI Programming with Qt 4* Packt Publishing Ltd

An In-depth guide updated with the latest version of Qt 5.11 including new features such as Quick Controls and Qt Gamepad  
Key Features  
Unleash the power of Qt 5.11 with C++  
Build applications using Qt Widgets (C++) or Qt Quick (QML)  
Create cross-platform applications for mobile and desktop platforms with Qt 5  
Book Description  
Qt 5.11 is an app development framework that provides a great user experience and develops full capability applications with Qt Widgets, QML, and even Qt 3D. Whether you're building GUI prototypes or fully-fledged cross-platform GUI applications with a native look and feel, Mastering Qt 5 is your fastest, easiest, and most powerful solution. This book addresses various challenges and teaches you to successfully develop cross-platform applications using the Qt framework, with the help of well-organized projects. Working through this book, you will gain a better understanding of the Qt framework, as well as the tools required to resolve serious issues, such as linking, debugging, and multithreading. You'll start off your journey by discovering the new Qt 5.11 features, soon followed by exploring different platforms and learning to tame them. In addition to this, you'll interact with a gamepad using Qt Gamepad. Each chapter is a logical step for you to complete in order to master Qt. By the end of this book, you'll have created an application that has been tested and is ready to be shipped. What you will learn

Create stunning UIs with Qt Widgets and Qt Quick 2  
Develop powerful, cross-platform applications with the Qt framework  
Design GUIs with the Qt Designer and build a library in it for UI previews  
Handle user interaction with the Qt signal or slot mechanism in C++  
Prepare a cross-platform project to host a third-party library  
Use the Qt Animation

framework to display stunning effects  
Deploy mobile apps with Qt and  
embedded platforms Interact with a  
gamepad using Qt Gamepad Who this  
book is for Mastering Qt 5 is for developers  
and programmers who want to build GUI-  
based applications. C++ knowledge is  
necessary, and knowing QT basics will  
help you get the most out of this book.  
[Hands-On GUI Programming with C++ and Qt5](#) Packt Publishing Ltd

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.

*Create GUI Applications with Python & Qt6  
(PySide6 Edition)* Prentice Hall

Qt is one of the most influential graphical  
toolkits for the Linux operating system and  
is quickly being adopted on other  
platforms (Windows, Mac OS) as well. It is  
necessary to learn for all Linux  
programmers. This book takes the reader  
step by step through the complexities of  
Qt, laying the groundwork that allows the  
reader to make the step from novice to  
professional. This book is full of real world  
examples that can be quickly integrated  
into a developer's project. While the  
reader is assumed to be a beginner at Qt  
development, they are required to have a  
working knowledge of C++ programming.