

Application Development with Qt Creator

Von Ray Rischpater

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Von Ray Rischpater : Application Development with Qt Creator before purchasing it in order to gage whether or not it would be worth my time, and all praised Application Development with Qt Creator:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. DnnVon J.v.d.M.Mein Fehler: Ich verga diesmal den sonst blichen Blick auf die Seitenzahl, bevor ich bestellte. Das war schon berraschend flach, was da auf dem Boden der Packstationsbox lag.Kurzfasit vorab: Der Inhalt ist ok, wenn man sich bewusst ist, was man auf etwas mehr als 100 Seiten erwarten kann, die Anpreisung hier und auf dem Buchumschlag sind es nicht.Wer den Umgang mit IDEs a la Microsoft VS, IntelliJ, NetBeans gewohnt ist, wird Einiges (z.B. Debugging) berschlagen knnen, denn der Qt Creator birgt da keinerlei berraschungen. Unter "Qt Tips and Tricks" findet sich dann so eine Trivialitt, wie die Mglichkeit, die Quellcode-Darstellung (Syntax-Highlighting, Klammersetzung etc.) zu ndern.Zur Anpreisung des Inhalts:-----"Shows you how to write cross-platform mobile applications with Qt Creator"Es wird beschrieben, wie man den Qt-Creator fr die Entwicklung fr Android einrichtet. Vorab ein paar Seiten allgemeine Gedanken (durchaus lesenswert) zum Thema Entwicklung fr Mobilgerte. Mehr aber

nicht.----"Full of illustrations and diagrams, with clear step-by-step instructions and practical examples [...]"Full of"? Hm. Ein Diagramm fand ich. "Illustrations" sind ausschlielich Screenshots. Bei der Anzahl der Screenshots hat der Autor ein gutes Augenma bewiesen, was ja bei step-by-step-Erluterungen immer ein Problem ist. Zumindest ein versierter Programmierer mit IDE-Erfahrung kommt damit klar. Es gibt ein(!) nennenswertes (C++-)Beispiel, das aber auch ganz gut ist. Es erlutert, wie man eine Funktion in eine Lib auslagert und diese Lib in einem weiteren Projekt nutzt.----"This book also discusses the facets of Qt Creator that make it a valued software development environment for students and professionals alike."Dass da irgendwelche Facetten ertert werden... Keine Ahnung was damit gemeint ist.----"... Qt Quick ... Qt Quick ... Qt Quick ..."... findet man in der Buchbeschreibung allenthalben. Dreieinhalb Seiten sind das dann im Buch, ein "Hello-World"-Programm! Wer kein C++-Programmierer ist und nur am Qt-Quick-Teil interessiert ist ... falsches Buch!Fazit: Das Buch ist nett als Nachmittaglektre frs Sofa ("that you can read in just a few hours" hatte ich natrlich auch berlesen. Wieder mein Fehler). Aber dafr stimmt der Preis keineswegs, zumal wenn man bedenkt, dass das Buch billigst bei in Leibzig gedruckt wird.Also zumindest 3 Sterne, weil der Autor nicht viel dafr kann, dass der Verlag falsche Erwartungen weckt (und ich berhastet bestellt hatte).BTW: "Introduction to Design Patterns in C++ with Qt" habe ich mir noch schnell besorgt. DAS verstehe ich unter einem guten Preis/Leistungs-Verhhltnis (gab es bei Lehmanns auf Nachfrage zum -Preis).0 von 0 Kunden fanden die folgende Rezension hilfreich. Qt CreatorVon LinuxTestEine Einfhrung nicht mehr und nicht weniger, brauchbar aber haut einem nicht wirklich vom Hocker, zu wenige Beispiele fr die normale Applikation Entwicklung

KurzbeschreibungIn DetailQt 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.ApproachWritten 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 forIf 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!KurzbeschreibungIn DetailQt 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.ApproachWritten 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 forIf 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!ber den Autor und weitere MitwirkendeRay 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.