

QT On Desktop and ARM9 board (4 days)

Course Objectives:

- To provide an foundation on developing GUI Applications using QT
- Understand core features of QT build and development behaviour
- Cross building on ARM target as Qtopia
- Testing sample application on Desktop and ARM Board

Course Description:

This Programme is designed to handle the project development on QT with platforms like Mingw and Linux environment

Pre-requisites:

- Adequate C or C++ knowledge, knowledge about OS architectures will be useful. Working of UNIX X-Windows core will be useful but not necessary

Who Should Attend?

The course is designed for engineers and developers who want to generate their own want to develop programs for a GUI based product using QT/Qtopia. This course targeted for the programmers who will be working QT project for the first time.

Detail Contents

Day 1

C/C++ Programming Essentials for QT Programming

Day 2

- Introduction to QT and environment
- Setting up the environment
- Getting Started
 - Application on Age, hello, quit
- Creating Dialogs
 - Exploring Find, gotocell1/2, sort
- Creating Main Windows

- Creating Custom Widgets
- Layout Management
- Event Processing
- 2D and 3D Graphics
- Drag and Drop
- Item View Classes
- Input/Output
 - imageconverter
 - imagespace
 - tidy

DAY3

- Networking Essentials
 - The socket working under qt
 - ftpget
 - httpget
 - Samples on spider, tripplaner, tripserver
- Multithreading
 - imagepro
 - semaphores
 - threads
 - waitconditions
- Database handling
- Brief on Creating Plugins

DAY 4

- Introduction
- Installing the Source Package
- How to Build Qtopia
- Building Qtopia Tools
- Building Qtopia
- Re-building parts of Qtopia
- Configuring for a Device

- Introduction
- The Location of the Binaries

- Environment Settings to Run Qtopia
- Why an Image Directory?
- Running Qtopia on the Desktop Machine
- Running Qtopia on an Embedded Device
- Steps
 - Setting up the Device
 - Exporting the Qtopia Image Directory to the Device
 - Connecting to the Device
- Using a Binary Flashed onto the Device
- Touch screen Phone Calibration
- Testing Basic Applications

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