

Qt Day - Qt Quick for C++ Developers

Qt Essentials - Training Course



Part 1

- Introduction to Qt Quick
 - Meet Qt Quick
 - Concepts
- Composing User Interfaces
 - Nested Elements
 - Graphical Elements
 - Text Elements
 - Anchor Layout
- User Interaction
 - Mouse Input
 - Keyboard Input



Part 2

- States and Transitions
 - States
 - State Conditions
 - Transitions
- Animations
 - Animations
 - Easing Curves
 - Animation Groups
 - Lab – Bouncing Ball
- Presenting Data
 - Arranging Items
 - Data Models
 - Using Views
 - XML Models
 - Views Revised



Part 3

- Qt Quick Structures
 - Components
 - Modules

