

Qt Essentials - Widgets Module

Training Course

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Produced by Digia Plc.

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- Common Widgets
- Layout Management
- Guidelines for Custom Widgets

- **Common Widgets**
 - Text widgets
 - Value based widgets
 - Organizer widgets
 - Item based widgets
- **Layout Management**
 - Geometry management
 - Advantages of layout managers
 - Qt's layout managers
 - Size policies
- **Custom Widgets**
 - Rules for creating own widgets

- **Common Widgets**
- Layout Management
- Guidelines for Custom Widgets

- **QLabel**

```
label = new QLabel("Text", parent);
```

- `setPixmap(pixmap)` - as content

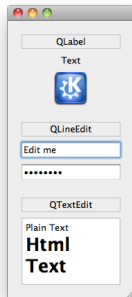
- **QLineEdit**

```
line = new QLineEdit(parent);
line->setText("Edit me");
line->setEchoMode(QLineEdit::Password);
connect(line, SIGNAL(textChanged(QString)) ...
connect(line, SIGNAL(editingFinished()) ...
```

- `setInputMask(mask)` - [See Input Mask Documentation](#)
- `setValidator(validator)` - [See Validator Documentation](#)

- **QTextEdit**

```
edit = new QTextEdit(parent);
edit->setPlainText("Plain Text");
edit->append("<h1>Html Text</h1>");
connect(edit, SIGNAL(textChanged(QString)) ...
```



- **QAbstractButton**

- Abstract base class of buttons

- **QPushButton**

```
button = new QPushButton("Push Me", parent);  
button->setIcon(QIcon("images/icon.png"));  
connect(button, SIGNAL(clicked()) ...
```

- setCheckable(bool) - toggle button

- **QRadioButton**

```
radio = new QRadioButton("Option 1", parent);
```

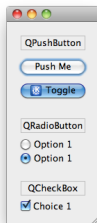
- **QCheckBox**

```
check = new QCheckBox("Choice 1", parent);
```

- **QButtonGroup** - non-visual button manager

```
group = new QButtonGroup(parent);  
group->addButton(button); // add more buttons  
group->setExclusive(true);
```

```
connect(widget, SIGNAL(buttonClicked(QAbstractButton*)) ...
```

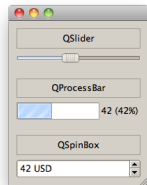


- **QSlider**

```
slider = new QSlider(Qt::Horizontal, parent);  
slider->setRange(0, 99);  
slider->setValue(42);  
connect(slider, SIGNAL(valueChanged(int)) ...
```

- **QProgressBar**

```
progress = new QProgressBar(parent);  
progress->setRange(0, 99);  
progress->setValue(42);  
// format: %v for value; %p for percentage  
progress->setFormat("%v (%p%)");
```



- **QSpinBox**

```
spin = new QSpinBox(parent);  
spin->setRange(0, 99);  
spin->setValue(42);  
spin->setSuffix(" USD");
```

```
connect(spin, SIGNAL(valueChanged(int))
```

- **QGroupBox**

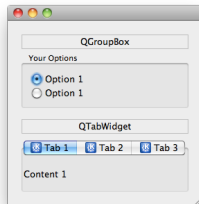
```
box = new QGroupBox("Your Options", parent);  
// ... set layout and add widgets
```

- `setCheckable(bool)` - checkbox in title

- **QTabWidget**

```
tab = new QTabWidget(parent);  
tab->addWidget(widget, icon, "Tab 1");  
connect(tab, SIGNAL(currentChanged(int)) ...
```

- `setCurrentWidget(widget)`
 - Displays page associated by widget
- `setTabPosition(position)`
 - Defines where tabs are drawn
- `setTabsClosable(bool)`
 - Adds close buttons



- **QComboBox**

```
combo = new QComboBox(parent);
combo->addItem("Option 1", data);
connect(combo, SIGNAL(activated(int)) ...
QVariant data = combo->itemData(index);
```

- setCurrentIndex(index)

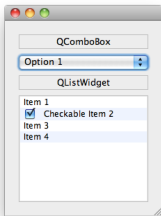
- **QListWidget**

```
list = new QListWidget(parent);
list->addItem("Item 1");
// ownership of items with list
item = new QListWidgetItem("Item 2", list);
item->setCheckState(Qt::Checked);
connect(list, SIGNAL(itemActivated(QListWidgetItem*)) ...
```

- QListWidgetItem::setData(Qt::UserRole, data)

- **Other Item Widgets:** QTableWidgetItem, QTreeWidgetItem

Common Widgets



- **QToolBox**
 - Column of tabbed widget items
- **QDateEdit, QTimeEdit, QDateTimeEdit**
 - Widget for editing date and times
- **QCalendarWidget**
 - Monthly calendar widget
- **QToolButton**
 - Quick-access button to commands
- **QSplitter**
 - Implements a splitter widget
- **QStackedWidget**
 - Stack of widgets
 - Only one widget visible at a time



- Common Widgets
- **Layout Management**
- Guidelines for Custom Widgets

- Place and resize widgets
 - `move()`
 - `resize()`
 - `setGeometry()`
- Example:

```
QWidget *parent = new QWidget(...);  
parent->resize(400,400);
```

```
QCheckBox *cb = new QCheckBox(parent);  
cb->move(10, 10);
```

Definition

Layout: Specifying the relations of elements to each other instead of the absolute positions and sizes.

- Advantages:
 - Works with different languages.
 - Works with different dialog sizes.
 - Works with different font sizes.
 - Better to maintain.
- Disadvantage
 - Need to think about your layout first.

Thinking about layout is not really a disadvantage!

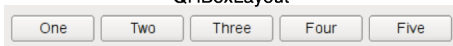


- On managed widgets never call
 - `setGeometry()`, `resize()`, or `move()`
- Preferred
 - Override
 - `sizeHint()`
 - `minimumSizeHint()`
 - Or call
 - `setFixedSize()`
 - `setMinimumSize()`
 - `setMaximumSize()`

- **QHBoxLayout**
 - Lines up widgets horizontally
- **QVBoxLayout**
 - Lines up widgets vertically
- **QGridLayout**
 - Arranges the widgets in a grid
- **QFormLayout**
 - Lines up a (label, widget) pairs in two columns.
- **QStackedLayout**
 - Arranges widgets in a stack
 - only topmost is visible

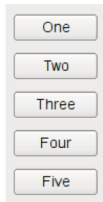
- Lines up widgets horizontally or vertically
- Divides space into boxes
- Each managed widget fills in one box

QHBoxLayout



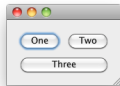
```
QWidget* window = new QWidget;  
QPushButton* one = new QPushButton("One");  
...  
QHBoxLayout* layout = new QHBoxLayout;  
layout->addWidget(one);  
...  
window->setLayout(layout);
```

QVBoxLayout



example `$QTDIR/examples/layouts/basiclayouts (See create[H,V]BoxLayout())`


```
QWidget* window = new QWidget;  
QPushButton* one = new QPushButton("One");  
  
QGridLayout* layout = new QGridLayout;  
layout->addWidget(one, 0, 0); // row:0, col:0  
layout->addWidget(two, 0, 1); // row:0, col:1  
// row:1, col:0, rowSpan:1, colSpan:2  
layout->addWidget(three, 1, 0, 1, 2);  
  
window->setLayout(layout)
```



- Additional

- `setColumnMinimumWidth()` (minimum width of column)
- `setRowMinimumHeight()` (minimum height of row)

- No need

to specify rows and columns before adding children.

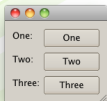
Demo `widgets/ex-layouts` (See `createGridLayout()`)

- A two-column layout
 - Column 1 a label (as annotation)
 - Column 2 a widget (as field)
- Respects style guide of individual platforms.

```
QWidget* window = new QWidget();
QPushButton* one = new QPushButton("One");
...
QFormLayout* layout = new QFormLayout();
layout->addRow("One", one);
...
window->setLayout(layout)
```

Demo widgets/ex-layouts (See `createFormLayout()`)

- Form layout with cleanlooks and mac style



- Specified by graphic designer
 - Your task: implement it
 - Focus on correct layout
 - Details disabled by default
 - 'Show Details' enables details

Optional:

- Click on Picture
 - Lets user choose image
 - See lab description
- Validate Zip-Code as integers

Contact

Firstname <input type="text"/>	Lastname <input type="text"/>	Picture (128x128) <input type="image"/>
Zip-Code <input type="text"/>	Town <input type="text"/>	

[] Show Details

Details

Lab widgets/lab-contactform

- **Stretch**

- *Relative resize factor*
- `QBoxLayout::addWidget(widget, stretch)`
- `QBoxLayout::addStretch(stretch)`
- `QGridLayout::setRowStretch(row, stretch)`
- `QGridLayout::setColumnStretch(col, stretch)`

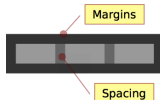


- **Contents Margins**

- *Space reserved around the managed widgets.*
- `QLayout::setContentsMargins(l, t, r, b)`

- **Spacing**

- *Space reserved between widgets*
- `QBoxLayout::addSpacing(size)`

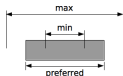


- **Strut**

- *Limits perpendicular box dimension*
- e.g. height for QHBoxLayout
- *Only for box layouts*

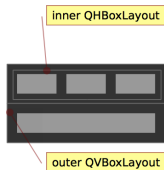
- **Min, max and fixed sizes**

- `QWidget::setMinimumSize(QSize)`
- `QWidget::setMaximumSize(QSize)`
- `QWidget::setFixedSize(QSize)`
- *Individual width and height constraints also available*



- **Nested Layouts**

- *Allows flexible layouts*
- `QLayout::addLayout(...)`



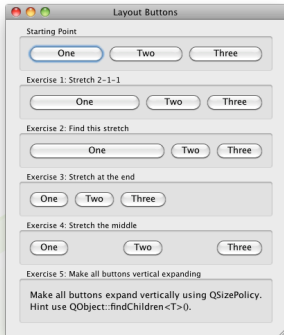
- `QSizePolicy` describes interest of widget in resizing

```
QSizePolicy policy = widget->sizePolicy();  
policy.setHorizontalPolicy(QSizePolicy::Fixed);  
widget->setSizePolicy(policy);
```

- One policy per direction (horizontal and vertical)
- Button-like widgets set size policy to the following:
 - may stretch horizontally
 - are fixed vertically
 - Similar to `QLineEdit`, `QProgressBar`, ...
- Widgets which provide scroll bars (e.g. `QTextEdit`)
 - Can use additional space
 - Work with less than `sizeHint()`
- `sizeHint()`: recommended size for widget

Policy	sizeHint()	Widget
Fixed	authoritative	can not grow or shrink
Minimum	minimal, sufficient	can expand, no advantage of being larger
Maximum	is maximum	can shrink
Preferred	is best	can shrink, no advantage of being larger
Minimum Expanding	is minimum	can use extra space
Expanding	sensible size	can grow and shrink

- Develop the following layouts
- Adjust the layouts as shown below.
- Optionally:
 - Make buttons resize vertically when making the window higher.



- How do you change the minimum size of a widget?
- Name the available layout managers.
- How do you specify stretch?
- When are you allowed to call `resize` and `move` on a widget?

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- Name the available layout managers.
- How do you specify stretch?
- **When are you allowed to call `resize` and `move` on a widget?**

- Common Widgets
- Layout Management
- **Guidelines for Custom Widgets**

- It's as easy as deriving from QWidget

```
class CustomWidget : public QWidget
{
public:
    explicit CustomWidget(QWidget* parent=0);
}
```

- If you need custom Signal Slots
 - add Q_OBJECT
- Use layouts to arrange widgets inside, or paint the widget yourself.

- **Do not reinvent the wheel**

- See [Widget Gallery Documentation](#)

- **Decide on a base class**

- Often QWidget or QFrame

- **Overload needed event handlers**

- Often:
 - `QWidget::mousePressEvent()`,
`QWidget::mouseReleaseEvent()`
- If widget accepts keyboard input
 - `QWidget::keyPressEvent()`
- If widget changes appearance on focus
 - `QWidget::focusInEvent()`,
`QWidget::focusOutEvent()`

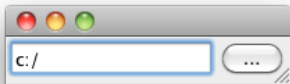
- **Decide on composite or draw approach?**
 - *If composite:* Use layouts to arrange other widgets
 - *If draw:* implement paint event
- **Reimplement `QWidget::paintEvent()` for drawing**
 - To draw widget's visual appearance
 - Drawing often depends on internal states
- **Decide which signals to emit**
 - Usually from within event handlers
 - Especially `mousePressEvent()` or `mouseDoubleClickEvent()`
- **Decide carefully on types of signal parameters**
 - General types increase reusability
 - Candidates are `bool`, `int` and `const QString&`

- **Decide on publishing internal states**
 - Which internal states should be made publically accessible?
 - Implement accessor methods
- **Decide which setter methods should be slots**
 - Candidates are methods with integral or common parameters
- **Decide on allowing subclassing**
 - If yes
 - Decide which methods to make protected instead of private
 - Which methods to make virtual

- **Decide on parameters at construction time**
 - Enrich the constructor as necessary
 - Or implement more than one constructor
 - If a parameter is needed for widget to work correctly
 - User should be forced to pass it in the constructor
- **Keep the Qt convention with:**

```
explicit Constructor(..., QWidget *parent = 0)
```

- Create a reusable file chooser component
- 2 Modes
 - Choose File
 - Choose Directory
- *Think about the Custom Widget Guidelines!*
- *Create a reusable API for a FileChooser?*

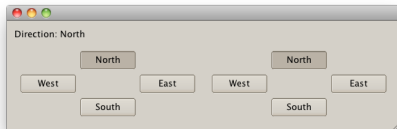


Lab widgets/lab-filechooser

- After lab discuss your API

- Implement a "compass widget" and let user ...
 - Select a direction
 - north, west, south, east
 - and optionally none
- Provide API to ...
 - change direction programmatically
 - get informed when direction changes
- Optional
 - Add direction None
 - Select direction with the keyboard

Lab widgets/lab-compasswidget



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