

Qt Adventures

The notes here are based on Qt 4.7 and are thus a bit very dated. I'm leaving them up because they might still be useful to someone and/or be relevant.

I am working on learning Qt from the resources listed in the [Bibliography](#). What you'll find here are notes I am making for my own benefit. If you find any of it helpful, so much the better.

Basics

- [Motivations](#): lies and irresponsible speculation
- [Qt IDE options](#): for C++ programming mostly
- [PyQt IDE options](#): for PyQt programming obviously ... and possibly for PySide
- [Project structure](#): the structure of Qt projects
- [Heap versus stack](#): memory management issues
- [Signals and slots](#): communication between objects
- [Wiring up signals and slots](#): many ways to specify connections
- [Quitting](#): the many ways to end an app
- [Conditional compilation](#)
- [Examples](#)
- [Resources](#)
- [Bibliography](#)

Refinement

- [Toward robust icon support](#)
- [Icons](#)
- [Icons \(draft\)](#)

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