



## Q1 - Embedded GUIs with Qt

### Embedded GUIs with Qt

#### Objectives

- Installing Qt 5 and the needed components on an embedded platform
- Writing Qt applications
- Discovering Qt key components
- Understanding the proper use of threads in Qt applications

*Labs are conducted on target boards, that can be:*

*Quad Cortex/A9-based "Sabre" boards from NXP, with Lauterbach JTAG probes.*

*Dual Cortex/A9-based "Panda ES" boards from Texas Instruments, with Lauterbach JTAG probes.*

*Atmel ARM9-based boards, with Lauterbach JTAG probes.*

#### Course environment

- Printed course material (in English)
- One Linux PC for two trainees.
- One target platform (i.MX6 Sabre or PandaBoard ES) for two trainees

#### Prerequisite

- Good knowledge of C++ language

#### Plan

##### FIRST DAY

##### *Introduction*

- History
- Versions
- Licenses
- Components
- Qt Quick

##### *Qt basics*

- Hello world application
- Compiling and cross-compiling a Qt application

- The main mechanisms of Qt
  - MOC (Meta Object Compiler)
  - Main loop
  - Signals and slots
  - Introspection
  - Asynchronous calls
- Creation of a Qt application on Linux
  - Creation of Qt projects
  - Compiling
- Main classes
  - Base classes
  - Main widgets
  - Utilities
- The development tools for Qt
  - QT Designer
  - QtCreator
  - Qmake

*Exercise : Hello world application*

## Qt widgets

- Basic widgets
  - Labels, buttons, ...
- Layouts
- Dialogs
  - Custom dialogs
  - Standard dialogs

*Exercise : Writing an application combining various widgets*

*Exercise : Writing a custom dialog*

## SECOND DAY

### Threading

- Threading model
- Launching a worker thread
- Synchronization
- Queuing work to the GUI thread
- Timers

*Exercise : Writing a multi-threaded application*

### Custom widget

- 2D drawing
- Handling mouse, touch screen and keyboard events

*Exercise : Moving an image on screen*

### Model/view

- Model/View concept
- Model/View widget vs Standard Widget
- Standard models
- Writing a custom model
- Views

*Exercise : Using a QListView*

**THIRD DAY****Install**

- Low-level graphism
  - Frame buffer
  - Open GL ES and EGL
  - X Server
  - Wayland
- Qt platform plugins
  - EGLFS
  - LinuxFB
  - XCB (X server)
  - Wayland
- Low-level input subsystem
  - Input drivers
  - Tslib
  - Multi-touch protocol
- Configuring input in Qt
- Cross-compiling and installing Qt
  - Build system
  - Main options

*Exercise : cross-compiling and installing Qt5 on an embedded board*

**Open GL ES 1.1 and 2.0**

- Presentation of Open GL
  - Various Open GL versions
- Base concepts
  - Notion of state in OpenGL
  - Vertices and Triangles
  - Transformations
  - Drawing
  - Textures
  - Shaders
- OpenGL and OpenGL/ES
- Drawing in OpenGL
  - Vertices and index arrays
  - Drawing items
  - Projections
  - Viewpoints
- Transformation matrixes
  - Loading and initialization
  - Translations and rotations
  - Save and restore (Matrix stack)
- OpenGL shaders
  - OpenGL Shading Language (GLSL)
  - Vertex shaders
  - Fragment shaders
  - Applying transformations
- OpenGL rendering model
  - Surfaces
  - Rendering operators
  - Offscreen rendering
- OpenGL in Qt 5

- Raw Opengl with Qt OpenGL module (QGLWidget class)
- Qt wrappers above OpenGL ES of Qt GUI module (QOpenGLContext)

*Exercise : Rotating cube*

## **FOURTH DAY**

### **Multimedia support**

- Multimedia in Linux
  - Gstreamer
- Multimedia in Qt 5
  - QtMultimedia module
  - Audio, Video Camera, MediaPlayer and Radio

*Exercise : Playing a video file*

### **Qt Quick**

- QML
  - Elements and properties
  - Javascript
- Main elements and properties
  - User input, state, model and views, ...
- Interactions between C++ and QML

*Exercise : Hello world application with Qt Quick*

## **Renseignements pratiques**

**Durée : 4 jours**  
**Prix : 2050 € HT**