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Advanced Qt Programming Creating Great Software With C And Qt 4 Prentice Hall Open Source Software Development ***2021-03-11***

TIANA KRAMER

Application Development with Qt Creator, 2nd Edition "O'Reilly Media, Inc."
Learn the fundamentals of QT 5 framework to develop interactive cross-platform applications Key Features A practical guide on the fundamentals of application development with QT 5 Learn to write scalable, robust and adaptable C++ code with QT Deploy your application on different platforms such as Windows, Mac OS, and Linux Book Description Qt is a mature and powerful framework for delivering sophisticated applications across a multitude of platforms. It has a rich history in the Linux world, is widely used in embedded devices, and has made great strides in the Mobile arena over the past few years. However, in the Microsoft Windows and Apple Mac OS X worlds, the dominance of C#/.NET and Objective-C/Cocoa means that Qt is often overlooked. This book demonstrates the power and flexibility of the Qt framework for desktop application development and shows how you can write your application once and deploy it to multiple operating systems. Build a complete real-world line of business (LOB) solution from scratch, with distinct C++ library, QML user interface, and QtTest-driven unit-test projects. This is a suite of essential techniques that cover the core requirements for most LOB applications and will empower you to progress from a blank page to shipped application. What you will learn · Install and configure the Qt Framework and Qt Creator IDE · Create a new multi-project solution from scratch and control every aspect of it with QMake · Implement a rich user interface with QML · Learn the fundamentals of QtTest and how to integrate unit testing · Build self-aware data entities that can serialize themselves to and from JSON · Manage data persistence with SQLite and CRUD operations · Reach out to the internet and consume an RSS feed · Produce application packages for distribution to other users Who this book is for This book is for application developers who want a powerful and flexible framework to create modern, responsive applications on Microsoft Windows, Apple Mac OS X, and Linux desktop platforms. You should be comfortable with C++ but no prior knowledge of Qt or QML is required.
Foundations of Qt Development Packt Publishing Ltd
Sams Teach Yourself Qt Programming in 24 Hours will teach the reader how to quickly and easily write graphical programs for both X Windows-based systems (Linux, etc.) and Microsoft Windows systems. Consisting of 24 one-hour lessons, Sams Teach Yourself Qt in 24 Hours is divided into six sections that guide the reader through the language from the basics to the advanced functions. The first section of the book teaches the fundamentals of Qt. Building upon what has been taught in the first section, sections two through six show the reader how to apply that knowledge and make Qt a programming language they can use to fulfill their programming needs. Topics Include the Qt Class Library, basic and advanced graphics, creating custom GUI widgets, OpenGL, Netscape and Explorer plug-ins, and Qt GUI builders.
R for Everyone Packt Publishing Ltd
Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples–all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.
Advances in Computer Science, Engineering and Applications Packt Publishing Ltd

Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, Programming in Python 3 brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more Programming in Python 3 serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

Hands-On GUI Programming with C++ and Qt5 Sams Publishing

This book is great for developers who are new to Qt and Qt Creator and who are interested in harnessing the power of Qt for cross-platform development. If you have basic experience programming in C++, you have what it takes to create engaging cross-platform applications using Qt and Qt Creator!

Qt5 C++ GUI Programming Cookbook Prentice-Hall PTR

Begin writing graphical user interface(GUI) applications for building human machine interfaces with a clear understanding of key concepts of the Qt framework Key FeaturesLearn how to write, assemble, and build Qt application from the command lineUnderstand key concepts like Signals and Slots in QtBest practices and effective techniques for designing graphical user interfaces using Qt 5Book Description Qt is a cross-platform application framework and widget toolkit that is used to create GUI applications that can run on different hardware and operating systems. The main aim of this book is to introduce Qt to the reader. Through the use of simple examples, we will walk you through building blocks without focusing too much on theory. Qt is a popular tool that can be used for building a variety of applications, such as web browsers, media players such as VLC, and Adobe Photoshop. Following Qt installation and setup, the book dives straight into helping you create your first application. You will be introduced to Widgets, Qt's interface building block, and the many varieties that are available for creating GUIs. Next, Qt's core concept of signals and slots are well illustrated with sufficient examples. The book further teaches you how to create custom widgets, signals and slots, and how to communicate useful information via dialog boxes. To cap everything off, you will be taken through writing applications that can connect to databases in order to persist data. By the end of the book, you should be well equipped to start creating your own Qt applications and confident enough to pick up more advanced Qt techniques and materials to hone your skills. What you will learnSet up and configure your machine to begin developing Qt applications Discover different widgets and layouts for constructing UIsUnderstand the key concept of signals and slots Understand how signals and slots help animate a GUIExplore how to create customized widgets along with signals and slots Understand how to subclass and create a custom windows applicationUnderstand how to write applications that can talk to databases.Who this book is for Anyone trying to start development of graphical user interface application will find this book useful. One does not need prior exposure to other toolkits to understand this book. In order to learn from this book you should have basic knowledge of C++ and a good grasp of Object Oriented Programming. Familiarity with GNU/Linux will be very useful though it's not a mandatory skill.

Mastering GUI Programming with Python Prentice Hall

Master C++ "The Qt Way" with Modern Design Patterns and Efficient Reuse This fully updated, classroom-tested book teaches C++ "The Qt Way," emphasizing design patterns and efficient reuse. Readers will master both the C++ language and Qt libraries, as they learn to develop maintainable software with well-defined code layers and simple, reusable classes and functions. Every chapter of this edition has been improved with new content, better organization, or both. Readers will find extensively revised coverage of QObjects, Reflection, Widgets, Main Windows, Models and Views, Databases, Multi-Threaded Programming, and Reflection. This edition introduces the powerful new Qt Creator IDE; presents new multimedia APIs; and offers extended coverage of Qt Designer and C++ Integration. It has been restructured to help readers start writing software immediately and write robust, effective software sooner. The authors introduce several new design patterns, add many quiz questions and labs, and present more efficient solutions relying on new Qt features and best practices. They also provide an up-to-date C++ reference section and a complete application case study. Master C++ keywords, literals, identifiers, declarations, types, and type conversions. Understand classes and objects, organize them, and describe their interrelationships. Learn consistent programming style and naming rules. Use lists, functions, and other essential techniques. Define inheritance relationships to share code and promote reuse. Learn how code libraries are designed, built, and reused. Work with QObject, the base class underlying much of Qt. Build graphical user interfaces with Qt widgets. Use templates to write generic functions and classes. Master advanced reflective programming techniques. Use the Model-View framework to cleanly separate data and GUI classes. Validate input using regular expressions and other techniques. Parse XML data with SAX, DOM, and QXmlStreamReader. Master today's most valuable creational and structural design patterns. Create, use, monitor, and debug processes and threads. Access databases with Qt's SQL classes. Manage memory reliably and efficiently. Understand how to effectively manage QThreads and use QtConcurrent algorithms. Click here to obtain supplementary materials for this book.

Hands-On High Performance Programming with Qt 5 Packt Publishing Ltd

An advanced guide to creating powerful high-performance GUIs for modern, media-rich applications in various domains such as business and game development Key FeaturesGain comprehensive

knowledge of Python GUI development using PyQt 5.12Explore advanced topics including multithreaded programming, 3D animation, and SQL databasesBuild cross-platform GUIs for Windows, macOS, Linux, and Raspberry PiBook Description PyQt5 has long been the most powerful and comprehensive GUI framework available for Python, yet there is a lack of cohesive resources available for Python programmers to learn how to use it. This book will be your comprehensive guide to exploring GUI development with PyQt5. You will get started with an introduction to PyQt5, before going on to develop stunning GUIs with modern features. You will learn how to build forms using QWidgets and delve into important aspects of GUI development such as layouts, size policies, and event-driven programming. Moving ahead, you'll discover PyQt5's most powerful features through chapters on audio-visual programming with QtMultimedia, database-driven software with QtSQL, and web browsing with QtWebEngine. Next, in-depth coverage of multithreading and asynchronous programming will help you run tasks asynchronously and build high-concurrency processes with ease. In later chapters, you'll gain insights into QOpenGLWidget, along with mastering techniques for creating 2D graphics with QPainter. You'll also explore PyQt on a Raspberry Pi and interface it with remote systems using QtNetwork. Finally, you will learn how to distribute your applications using setuptools and PyInstaller. By the end of this book, you will have the skills you need to develop robust GUI applications using PyQt. What you will learnGet to grips with the inner workings of PyQt5Understand how elements in a GUI application communicate with signals and slotsStudy techniques for styling an applicationExplore database-driven applications with the QtSQL moduleCreate 2D graphics with QPainterDelve into 3D graphics with QOpenGLWidgetBuild network and web-aware applications with QtNetwork and QtWebEngineWho this book is for This book is for programmers who want to create attractive, functional, and powerful GUIs using the Python language. You'll also find this book useful if you are a student, professional, or anyone who wants to start exploring GUIs. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required.

Getting Started with Qt 5 "O'Reilly Media, Inc."

A comprehensive guide that will get you up and running with embedded software development using Qt5 Key FeaturesLearn to create fluid, cross-platform applications for embedded devicesAchieve optimum performance in your applications with QT Lite projectExplore the implementation of Qt with IoT using QtMqtt, QtKNX, and QtWebSocketsBook Description Qt is an open-source toolkit suitable for cross-platform and embedded application development. This book uses inductive teaching to help you learn how to create applications for embedded and Internet of Things (IoT) devices with Qt 5. You'll start by learning to develop your very first application with Qt. Next, you'll build on the first application by understanding new concepts through hands-on projects and written text. Each project will introduce new features that will help you transform your basic first project into a connected IoT application running on embedded hardware. In addition to practical experience in developing an embedded Qt project, you will also gain valuable insights into best practices for Qt development, along with exploring advanced techniques for testing, debugging, and monitoring the performance of Qt applications. Through the course of the book, the examples and projects are demonstrated in a way so that they can be run both locally and on an embedded platform. By the end of this book, you will have the skills you need to use Qt 5 to confidently develop modern embedded applications. What you will learnUnderstand how to develop Qt applications using Qt Creator under LinuxExplore various Qt GUI technologies to build resourceful and interactive applicationsUnderstand Qt's threading model to maintain a responsive UIGet to grips with remote target load and debug under Qt CreatorBecome adept at writing IoT code using QtLearn a variety of software best practices to ensure that your code is efficientWho this book is for This book is for software and hardware professionals with experience in different domains who are seeking new career opportunities in embedded systems and IoT. Working knowledge of the C++ Linux command line will be useful to get the most out of this book.

Rapid GUI Programming with Python and Qt Packt Publishing Ltd

Enhance your cross-platform programming abilities with the powerful features and capabilities of Qt 6 Key Features Leverage Qt and C++ capabilities to create modern, cross-platform applications that can run on a wide variety of software applications Explore what's new in Qt 6 and understand core concepts in depth Build professional customized GUI applications with the help of Qt Creator Book DescriptionQt is a cross-platform application development framework widely used for developing applications that can run on a wide range of hardware platforms with little to no change in the underlying codebase. If you have basic knowledge of C++ and want to build desktop or mobile applications with a modern graphical user interface (GUI), Qt is the right choice for you. Cross-Platform Development with Qt 6 and Modern C++ helps you understand why Qt is one of the favorite GUI frameworks adopted by industries worldwide, covering the essentials of programming GUI apps across a multitude of platforms using the standard C++17 and Qt 6 features. Starting with the fundamentals of the Qt framework, including the features offered by Qt Creator, this practical guide will show you how to create classic user interfaces using Qt Widgets and touch-friendly user interfaces using Qt Quick. As you advance, you'll explore the Qt Creator IDE for developing applications for multiple desktops as well as for embedded and mobile platforms. You will also learn advanced concepts about signals and slots. Finally, the book takes you through debugging and testing your app with Qt Creator IDE. By the end of this book, you'll be able to build cross-platform applications with a modern GUI along with the speed and power of native apps.What you will learn Write cross-platform code using the Qt framework to create interactive applications Build a desktop application using Qt Widgets Create a touch-friendly user interface with Qt Quick Develop a mobile application using Qt and deploy it on different platforms Get to grips with Model/View programming with Qt Widgets and Qt Quick Discover Qt's graphics framework and add animations to your user interface Write test cases using the Qt Test framework and debug code Build a translation-aware application Follow best practices in Qt to write high-performance code Who this book is for This book is for application developers who want to use C++ and Qt to create modern, responsive applications that can be deployed to multiple operating systems such as Microsoft Windows, Apple macOS, and Linux desktop platforms. Although no prior knowledge of Qt is expected, beginner-level knowledge of the C++ programming language and object-oriented programming system (OOPs) concepts will be helpful.

Mastering Qt 5 Pearson Education

Use Qt 6 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications Key Features Learn to use Qt 6 to design and customize the look and feel of

your applications Improve the visual quality of an application by using graphics rendering and animation Understand the balance of presentation and web content that will make an application appealing yet functional Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionWith the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application has become pivotal in helping it stand out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly UIs for your applications. The third edition of Qt 6 C++ GUI Programming Cookbook teaches you how to develop functional and appealing UIs using the latest version of Qt 6 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, and implementing Google Maps. You'll also be taken through advanced concepts such as asynchronous programming, event handling using signals and slots, network programming, and other aspects to optimize your application. By the end of this Qt book, you'll have the confidence you need to design and customize GUI applications that meet your clients' expectations and have an understanding of best-practice solutions to common problems during the app development process.What you will learn Animate GUI elements using Qt 6's built-in animation system Draw vector shapes and bitmap images using Qt 6's powerful rendering system Implement an industry-standard OpenGL library in your project Build a mobile app that supports touch events and export it into devices Parse and extract data from an XML file and present it on your GUI Interact with web content by calling JavaScript functions from C++ Access MySQL and SQLite databases to retrieve data and display it on your GUI Who this book is for This intermediate-level book is designed for those who want to develop software using Qt 6. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience with the C++ programming language is required.

OpenGL Game Development By Example Wiley

A complete guide to designing and building fun games with Qt and Qt Quick using associated toolsets Key Features A step by step guide to learn Qt by building simple yet entertaining games Get acquainted with a small yet powerful addition—Qt Gamepad Module, that enables Qt applications to support the use of gamepad hardware Understand technologies such as QML, OpenGL, and Qt Creator to design intuitive games Book Description Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming popular by the day, especially on mobile and embedded devices. It's a powerful tool that perfectly fits the needs of game developers. This book will help you learn the basics of Qt and will equip you with the necessary toolsets to build apps and games. The book begins by how to create an application and prepare a working environment for both desktop and mobile platforms. You will learn how to use built-in Qt widgets and Form Editor to create a GUI application and then learn the basics of creating graphical interfaces and Qt's core concepts. Further, you'll learn to enrich your games by implementing network connectivity and employing scripting. You will learn about Qt's capabilities for handling strings and files, data storage, and serialization. Moving on, you will learn about the new Qt Gamepad module and how to add it in your game and then delve into OpenGL and Vulcan, and how it can be used in Qt applications to implement hardware-accelerated 2D and 3D graphics. You will then explore various facets of Qt Quick: how it can be used in games to add game logic, add game physics, and build astonishing UIs for your games. By the end of this book, you will have developed the skillset to develop interesting games with Qt. What you will learn Install the latest version of Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt Network module Script your game with Qt QML Explore the Qt Gamepad module in order to integrate gamepad support in C++ and QML applications Program resolution-independent and fluid UIs using QML and Qt Quick Control your game flow in line with mobile device sensors Test and debug your game easily with Qt Creator and Qt Test Who this book is for If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. No previous knowledge of Qt is required; however knowledge of C++ is mandatory.

Programming in Python 3 Que Publishing

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

Game Programming Using Qt: Beginner's Guide Packt Publishing Ltd

Your Hands-On Guide to Go, the Revolutionary New Language Designed for Concurrency, Multicore Hardware, and Programmer Convenience Today's most exciting new programming language, Go, is designed from the ground up to help you easily leverage all the power of today's multicore hardware. With this guide, pioneering Go programmer Mark Summerfield shows how to write code that takes full advantage of Go's breakthrough features and idioms. Both a tutorial and a language reference, Programming in Go brings together all the knowledge you need to evaluate Go, think in Go, and write high-performance software with Go. Summerfield presents multiple idiom comparisons showing exactly how Go improves upon older languages, calling special attention to Go's key innovations. Along the way, he explains everything from the absolute basics through Go's lock-free channel-based concurrency and its flexible and unusual duck-typing type-safe approach to object-orientation. Throughout, Summerfield's approach is thoroughly practical. Each chapter offers multiple live code examples designed to encourage experimentation and help you quickly develop mastery. Wherever possible, complete programs and packages are presented to provide realistic use cases, as well as exercises. Coverage includes Quickly getting and installing Go, and building and running Go programs Exploring Go's syntax, features, and extensive standard library Programming Boolean values, expressions, and numeric types Creating, comparing, indexing, slicing, and formatting strings Understanding Go's highly efficient built-in collection types: slices and maps Using Go as a procedural programming language Discovering Go's unusual and flexible approach to object orientation Mastering Go's unique, simple, and natural approach to fine-grained concurrency Reading and writing binary, text, JSON, and XML files Importing and using standard library packages, custom packages, and third-party packages Creating, documenting, unit testing,

and benchmarking custom packages

Qt5 C++ GUI Programming Cookbook Springer Science & Business Media

This all-in-one tutorial and reference shows beginning to advanced Linux programmers how to build graphical user interfaces for desktop applications that will run in the Windows-like K desktop environment (KDE). Expert author Arthur Griffith covers everything from simple windows and menus to dialog boxes and other advanced widgets. The CD-ROM contains the latest version of KDE.

Programming with Qt Packt Publishing Ltd

Learn GUI programming using Qt4, the powerful crossplatform framework, with the only official Qt book approved by Trolltech.

C++ GUI Programming with Qt 4 Pearson Education

The International conference series on Computer Science, Engineering & Applications (ICCSEA) aims to bring together researchers and practitioners from academia and industry to focus on understanding computer science, engineering and applications and to establish new collaborations in these areas. The Second International Conference on Computer Science, Engineering & Applications (ICCSEA-2012), held in Delhi, India, during May 25-27, 2012 attracted many local and international delegates, presenting a balanced mixture of intellect and research both from the East and from the West. Upon a strenuous peer-review process the best submissions were selected leading to an exciting, rich and a high quality technical conference program, which featured high-impact presentations in the latest developments of various areas of computer science, engineering and applications research.

Introduction to Design Patterns in C++ with Qt Addison-Wesley

Learn GUI application development from the ground up, taking a practical approach by building simple projects that teach the fundamentals of using PyQt. Each chapter gradually moves on to teach more advanced and diverse concepts to aid you in designing interesting applications using the latest version of PyQt. You'll start by reviewing the beginning steps of GUI development from, using different projects in every chapter to teach new widgets or concepts that will help you to build better UIs. As you follow along, you will construct more elaborate GUIs, covering topics that include storing data using the clipboard, graphics and animation, support for SQL databases, and multithreading applications. Using this knowledge, you'll be able to build a photo editor, games, a text editor, a working web browser and an assortment of other GUIs. Beginning PyQt will guide you through the process of creating UIs to help you bring your own ideas to life. Learn what is necessary to begin making your own applications and more with PyQt! What You'll Learn Create your own cross-platform GUIs with PyQt and PythonUse PyQt's many widgets and apply them to building real applicationsBuild larger applications and break the steps into smaller parts for deeper understandingWork with complex applications in PyQt, from animation to databases and more Who This Book Is For Individuals who already have a fundamental understanding of the Python programming language and are looking to either expand their skills in Python or have a project where they need to create a UI, but may have no prior experience or no idea how to begin.

Route Choice Modelling and Runtime Optimisation for Simulation of Building Evacuation Packt Pub Limited

Step-by-step instructions with callouts to Google Chromebook photos that show you exactly what to do Help when you run into Chromebook problems or limitations Tips and Notes to help you get the most from your Chromebook Full-color, step-by-step tasks walk you through doing exactly what you want with Google Apps. Learn how to: Browse and search the Web with Google Chrome Manage your content wherever it's stored: on your Chromebook, an external drive, or in The Cloud Find great new apps and extensions for business, education, and fun Strengthen privacy with Incognito Mode and Google's privacy settings Watch TV, movies, and other video with Netflix, Hulu, or YouTube Listen to music you've downloaded or streamed from Spotify or Pandora Print with Google Cloud Print, even if your printer wasn't designed for it Fix photos in The Cloud with Adobe Photoshop Express Send, receive, read, and manage email through Google Gmail Create, import, edit, and format documents with Google Docs Build and share powerful spreadsheets with Google Sheets Prepare and deliver live presentations with Google Slides Optimize Chromebook performance and battery life Troubleshoot and recover from problems

Qt 6 C++ GUI Programming Cookbook Packt Publishing Ltd

Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PySide2 Starting from the very basics, this book takes you on a tour of the key features of PySide you can use to build real-life applications. Learn the fundamental building blocks of PySide applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide2 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PySide2 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects