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Hands-On GUI Programming with C++ and Qt5 2018-04-27 create visually appealing and feature rich applications by using qt 5 and the c language key features explore qt 5 s powerful features to easily design your gui application leverage qt 5 to build attractive cross platform applications work with qt modules for multimedia networking and location to customize your qt applications book description qt 5 the latest version of qt enables you to develop applications with complex user interfaces for multiple targets it provides you with faster and smarter ways to create modern uis and applications for multiple platforms this book will teach you to design and build graphical user interfaces that are functional appealing and user friendly in the initial part of the book you will learn what qt 5 is and what you can do with it you will explore the qt designer discover the different types of widgets generally used in qt 5 and then connect your application to the database to perform dynamic operations next you will be introduced to qt 5 chart which allows you to easily render different types of graphs and charts and incorporate list view widgets in your application you will also work with various qt modules like qtlocation qtwebengine and the networking module through the course of the book finally we will focus on cross platform development with qt 5 that enables you to code once and run it everywhere including mobile platforms by the end of this book you will have successfully learned about high end gui applications and will be capable of building many more powerful cross platform applications what you will learn

implement tools provided by qt 5 to design a beautiful gui understand different types of graphs and charts supported by qt 5 create a web browser using the qt 5 webengine module and web view widget connect to the mysql database and display data obtained from it onto the qt 5 gui incorporate the qt 5 multimedia and networking module in your application develop google map like applications using qt 5 s location module discover cross platform development by exporting the qt 5 application to different platforms uncover the secrets behind debugging qt 5 and c applications who this book is for this book will appeal to developers and programmers who would like to build gui based applications basic knowledge of c is necessary and the basics of qt would be helpful

Computer Vision with OpenCV 3 and Qt5 2018-01-02 blend the power of qt with opencv to build cross platform computer vision applications key features start creating robust applications with the power of opencv and qt combined learn from scratch how to develop cross platform computer vision applications accentuate your opencv applications by developing them with qt book description developers have been using opencv library to develop computer vision applications for a long time however they now need a more effective tool to get the job done and in a much better and modern way qt is one of the major frameworks available for this task at the moment this book will teach you to develop applications with the combination of opencv 3 and qt5 and how to create cross platform computer vision applications we

ll begin by introducing qt its ide and its sdk next you ll learn how to use the opencv api to integrate both tools and see how to configure qt to use opencv you ll go on to build a full fledged computer vision application throughout the book later you ll create a stunning ui application using the qt widgets technology where you ll display the images after they are processed in an efficient way at the end of the book you ll learn how to convert opencv mat to qt qimage you ll also see how to efficiently process images to filter them transform them detect or track objects as well as analyze video you ll become better at developing opencv applications what you will learn get an introduction to qt ide and sdk be introduced to opencv and see how to communicate between opencv and qt understand how to create ui using qt widgets learn to develop cross platform applications using opencv 3 and qt 5 explore the multithreaded application development features of qt5 improve opencv 3 application development using qt5 build test and deploy qt and opencv apps either dynamically or statically see computer vision technologies such as filtering and transformation of images detecting and matching objects template matching object tracking video and motion analysis and much more be introduced to qml and qt quick for ios and android application development who this book is for this book is for readers interested in building computer vision applications intermediate knowledge of c programming is expected even though no knowledge of qt5 and opencv 3 is assumed if you re familiar with these frameworks you ll benefit

Learn Qt 5 2018-02-09 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

Qt5 C++ GUI Programming Cookbook 2019-03-27 use qt 5 to design and build functional appealing and user friendly graphical user interfaces guis for your applications key featureslearn to use qt 5 to design and customize the look and feel of your applicationimprove the visual quality of an application by using graphics rendering and animationunderstand the balance of presentation and web content that will make an application appealing yet functionalbook description with the growing need to develop guis for multiple targets and multiple screens improving the visual quality of your application becomes important so that it stands 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 user interfaces for your applications qt5 c gui programming cookbook second edition teaches you how to develop functional and appealing user interfaces using the latest version of qt5 and c this book will help you learn a variety of topics such as gui customization and animation graphics rendering implementing google maps and more you will also be

taken through advanced concepts like asynchronous programming event handling using signals and slots network programming various aspects of optimizing your application by the end of the book you will be confident to design and customize gui applications that meet your clients expectations and have an understanding of best practice solutions for common problems what you will learnanimate gui elements using qt5 s built in animation systemdraw shapes and 2d images using qt5 s powerful rendering systemimplement an industry standard opengl library in your projectbuild a mobile app that supports touch events and exports it onto devicesparse and extract data from an xml file and present it on your guiinteract with web content by calling javascript functions from c access mysql and sqlite databases to retrieve data and display it on your guiwho this book is for this intermediate level book is designed for those who want to develop software using qt 5 if you want to improve the visual quality and content presentation of your software application this book is for you prior experience of c programming is required

Mastering Qt 5 2016-12-15 master application development by writing succinct robust and reusable code with qt 5 about this book unleash the power of qt 5 with c 14 integrate useful third party libraries such as opencv package and deploy your application on multiple platforms who this book is for this book will appeal to developers and programmers who would like to build gui based applications

knowledge of c is necessary and the basics of qt would be helpful what you will learn create stunning uis with qt widget and qt quick develop powerful cross platform applications with the qt framework design guis with the qt designer and build a library in it for ui preview handle user interaction with the qt signal slot mechanism in c prepare a cross platform project to host a third party library build a qt application using the opencv api use the qt animation framework to display stunning effects deploy mobile apps with qt and embedded platforms in detail qt 5 7 is an application development framework that provides a great user experience and develops full capability applications with qt widgets qml and even qt 3d this book will address challenges in successfully developing cross platform applications with the qt framework cross platform development needs a well organized project using this book you will have a better understanding of the qt framework and the tools to resolve serious issues such as linking debugging and multithreading your journey will start with the new qt 5 features then you will explore different platforms and learn to tame them every chapter along the way is a logical step that you must take to master qt the journey will end in an application that has been tested and is ready to be shipped style and approach this is an easy to follow yet comprehensive guide to building applications in qt each chapter covers increasingly advanced topics with subjects grouped according to their complexity as well as their usefulness packed with practical examples and explanations mastering qt contains

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everything you need to take your applications to the next level

Qt 5 Blueprints 2015-03-30 if you are a programmer looking for a truly cross platform gui framework to help you save your time by side stepping the incompatibility between different platforms and building applications using qt 5 for multiple targets then this book is most certainly intended for you it is assumed that you have a basic programming experience of c and fundamental knowledge about qt

End to End GUI Development with Qt5 2018-11-14 learn the complete qt ecosystem and its tools and build uis for mobile and desktop applications key featuresunleash the power of the latest qt 5 9 with c 14easily compile run and debug your applications from the powerful qt creator idebuild multi platform projects that target android ios windows macos linux and morebook description qt 5 9 is an application development framework that provides a great user experience and develops full capability applications with qt widgets qml and even qt 3d this learning path demonstrates the power and flexibility of the qt framework for desktop application development and shows how you can write an application once and deploy it to multiple operating systems it will address all the challenges while developing cross platform applications with the qt framework this course will give you a better understanding of the qt framework and tools to resolve serious issues such as linking debugging and multithreading it will also upskill you by explaining how to

create a to do style app and taking you through all the stages in building a successful project you will build a suite of apps while developing these apps you ll deepen your knowledge of qt quick s layout systems and see qt 3d and widgets in action the next project will be in the industrial and agricultural sectors making sense of sensor data via a monitoring system your apps should run seamlessly across devices and operating systems such as android ios windows or mac and be cost effective by integrating with existing web technologies you take the role of lead developer and prototype a monitoring system in doing so you ll get to know qt s bluetooth and http apis as well as the charts and engine ui modules these projects will help you gain a holistic view of the qt framework what you will learninstall and configure the qt framework and qt creator ideimplement a rich user interface with qmllearn the fundamentals of qttest and how to integrate unit testingcreate stunning uis with qt widget and qt quickdevelop powerful cross platform applications with the qt frameworkdesign guis with qt designer and build a library in it for ui previewsbuild a desktop ui with widgets and designerget familiar with multimedia components to handle visual input and outputwho this book is for this book will appeal to developers and programmers who would like to build gui based applications knowledge of c is necessary and a basic familiarity with qt would be helpful

Hands-On High Performance Programming with Qt 5 2019-01-31 build

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efficient and fast qt applications target performance problems and discover solutions to refine your code key featuresbuild efficient and concurrent applications in qt to create cross platform applicationsidentify performance bottlenecks and apply the correct algorithm to improve application performancedelve into parallel programming and memory management to optimize your codebook description achieving efficient code through performance tuning is one of the key challenges faced by many programmers this book looks at qt programming from a performance perspective you ll explore the performance problems encountered when using the qt framework and means and ways to resolve them and optimize performance the book highlights performance improvements and new features released in qt 5 9 qt 5 11 and 5 12 lte you ll master general computer performance best practices and tools which can help you identify the reasons behind low performance and the most common performance pitfalls experienced when using the qt framework in the following chapters you ll explore multithreading and asynchronous programming with c and qt and learn the importance and efficient use of data structures you ll also get the opportunity to work through techniques such as memory management and design guidelines which are essential to improve application performance comprehensive sections that cover all these concepts will prepare you for gaining hands on experience of some of qt s most exciting application fields the mobile and embedded development domains by the end of

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this book you ll be ready to build qt applications that are more efficient concurrent and performance oriented in nature what you will learnunderstand classic performance best practicesget to grips with modern hardware architecture and its performance impactimplement tools and procedures used in performance optimizationgrasp qt specific work techniques for graphical user interface gui and platform programmingmake transmission control protocol tcp and hypertext transfer protocol http performant and use the relevant qt classesdiscover the improvements qt 5 9 and the upcoming versions holds in storeexplore qt s graphic engine architecture strengths and weaknesseswho this book is for this book is designed for qt developers who wish to build highly performance applications for desktop and embedded devices programming experience with c is required

Hands-On Mobile and Embedded Development with Qt 5 2019-04-30 explore qt framework and apis for building cross platform applications for mobile devices embedded systems and iot key featuresbuild cross platform applications and deploy them across mobile and connected devicesdesign 2d and 3d uis for embedded systems using yocto and qt creatorbuild machine to machine automation solution using qtsensors qtmqtt and qtwebsocketsbook description qt is a world class framework helping you to develop rich graphical user interfaces guis and multi platform applications that run on all major desktop platforms and most mobile or embedded platforms the framework helps you connect the dots across platforms

and between online and physical experience this book will help you leverage the fully featured qt framework and its modular cross platform library classes and intuitive apis to develop applications for mobile iot and industrial embedded systems considerations such as screen size device orientation changes and small memory will be discussed we will focus on various core aspects of embedded and mobile systems such as connectivity networking and sensors there is no iot without sensors you will learn how to quickly design a flexible fast and responsive ui that looks great going further you will implement different elements in a matter of minutes and synchronize the ui elements with the 3d assets with high precision you will learn how to create high performance embedded systems with 3d 2d user interfaces and deploy and test on your target hardware the book will explore several new features including qt for webassembly at the end of this book you will learn about creating a full software stack for embedded linux systems using yocto and boot to qt for device creation what you will learnexplore the latest features of qt such as preview for qt for python and qt for webassemblycreate fluid uis with a dynamic layout for different sized screensdeploy embedded applications on linux systems using yoctodesign qt apis for building applications for embedded and mobile devicesutilize connectivity for networked and machine automated applicationsdiscover effective techniques to apply graphical effects using qt quick appswho this book is for the book is ideal for mobile developers embedded systems

engineers and enthusiasts who are interested in building cross platform applications with qt prior knowledge of c is required

Qt5、Qt6 C++ 2022-01-28 qt qt5、qt6 c qt widgets qt6 cmake qt6 qt concurrent task、qt concurrent promise mode 1章 qt 2 3章 helloworld 4章 qt creator 第5章 qobject 第6 7 8章 ui 9 10 11 12 13 14

Create GUI Applications with Python & Qt5 (PyQt5 Edition) 2020-06-25 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 pyqt5 starting from the very basics this book takes you on a tour of the key features of pyqt you can use to build real life applications learn the fundamental building blocks of qt applications widgets layouts signals and learn how pyqt 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 pyqt 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 pyqt 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 pyqt5 exercises 211 code examples to experiment with support forum for all readers includes 4 example apps compatible with python 3 4 code free to reuse in your own projects

Application Development with Qt Creator 2020-01-31 explore qt creator qt quick and qml to design and develop applications that work on desktop mobile embedded and iot platforms key featuresbuild a solid foundation in qt by learning about its core classes multithreading file i o and networkinglearn gui programming and build custom interfaces using qt widgets qt designer and qmluse the latest features of c 17 for improving the performance of your qt applicationsbook description qt is a powerful development framework that serves as a complete toolset for building cross platform applications helping you reduce development time and improve productivity completely revised and updated to cover c 17 and the latest developments in qt 5 12 this comprehensive guide is the third edition of application development with qt creator you ll start by designing a user interface using qt designer and learn how to instantiate custom messages forms and dialogues you ll

then understand qt s support for multithreading a key tool for making applications responsive and the use of qt s model view controller mvc to display data and content as you advance you ll learn to draw images on screen using graphics view framework and create custom widgets that interoperate with qt widgets this qt programming book takes you through qt creator s latest features such as qt quick controls 2 enhanced cmake support a new graphical editor for scxml and a model editor you ll even work with multimedia and sensors using qt quick and finally develop applications for mobile iot and embedded devices using qt creator by the end of this qt book you ll be able to create your own cross platform applications from scratch using qt creator and the c programming language what you will learncreate programs from scratch using the qt framework and c languagecompile and debug your qt quick and c applications using qt creatorimplement map view with your qt application and display device location on the mapunderstand how to call android and ios native functions from qt c codelocalize your application with qt linguistexplore various qt quick components that provide access to audio and video playbacksdevelop gui applications using both qt and qt quickwho this book is for if you are a beginner looking to harness the power of qt and the qt creator framework for cross platform development this book is for you although no prior knowledge of qt and qt creator is required basic knowledge of c programming is assumed
OpenCV 3 コンピュータビジョン 2015-09-29

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Mastering Qt 5 2018-08-27 an in depth guide updated with the latest version of qt 5 11 including new features such as quick controls and qt gamepad key features unleash the power of qt 5 11 with c build applications using qt widgets c or qt quick qml create cross platform applications for mobile and desktop platforms with qt 5 book description qt 5 11 is an app development framework that provides a great user experience and develops full capability applications with qt widgets qml and even qt 3d whether you re building gui prototypes or fully fledged cross platform gui applications with a native look and feel mastering qt 5 is your fastest easiest and most powerful solution this book addresses various challenges and teaches you to successfully develop cross platform applications using the qt framework with the help of well organized projects working through this book you will gain a better

understanding of the qt framework as well as the tools required to resolve serious issues such as linking debugging and multithreading you ll start off your journey by discovering the new qt 5 11 features soon followed by exploring different platforms and learning to tame them in addition to this you ll interact with a gamepad using qt gamepad each chapter is a logical step for you to complete in order to master qt by the end of this book you ll have created an application that has been tested and is ready to be shipped what you will learn create stunning uis with qt widgets and qt quick 2 develop powerful cross platform applications with the qt framework design guis with the qt designer and build a library in it for ui previews handle user interaction with the qt signal or slot mechanism in c prepare a cross platform project to host a third party library use the qt animation framework to display stunning effects deploy mobile apps with qt and embedded platforms interact with a gamepad using qt gamepad who this book is for mastering qt 5 is for developers and programmers who want to build gui based applications c knowledge is necessary and knowing qt basics will help you get the most out of this book OpenCV 3 2017-06-21 opencv c c opencv 3

Building Computer Vision Projects with OpenCV 4 and C++ 2019-03-26 delve into practical computer vision and image processing projects and get up to speed with advanced object detection techniques and machine learning algorithms key featuresdiscover best practices for engineering and maintaining opencv projectsexplore important deep learning tools for image classificationunderstand basic image matrix formats and filtersbook description opencv is one of the best open source libraries available and can help you focus on constructing complete projects on image processing motion detection and image segmentation this learning path is your guide to understanding opencv concepts and algorithms through real world examples and activities through various projects you ll also discover how to use complex computer vision and machine learning algorithms and face detection to extract the maximum amount of information from images and videos in later chapters you ll learn to enhance your videos and images with optical flow analysis and background subtraction sections in the learning path will help you get to grips with text segmentation and recognition in addition to guiding you through the basics of the new and improved deep learning modules by the end of this learning path you will have mastered commonly used computer vision techniques to build opencv projects from scratch this learning path includes content from the following packt books mastering opencv 4 third edition by roy shilkrot and david millán escriválearn opencv 4 by building projects second edition by david

millán escrivá vinícius g mendonça and prateek joshiwhat you will learnstay up to date with algorithmic design approaches for complex computer vision taskswork with opencv s most up to date api through various projectsunderstand 3d scene reconstruction and structure from motion sfm study camera calibration and overlay augmented reality ar using the aruco modulecreate cmake scripts to compile your c applicationexplore segmentation and feature extraction techniquesremove backgrounds from static scenes to identify moving objects for surveillancework with new opencv functions to detect and recognize text with tesseractwho this book is for if you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with opencv this learning path is for you prior knowledge of c and familiarity with mathematical concepts will help you better understand the concepts in this learning path

Learn OpenCV 4 by Building Projects 2018-11-30 explore opencv 4 to create visually appealing cross platform computer vision applications key featuresunderstand basic opencv 4 concepts and algorithmsgrasp advanced opencv techniques such as 3d reconstruction machine learning and artificial neural networkswork with tesseract ocr an open source library to recognize text in imagesbook description opencv is one of the best open source libraries available and can help you focus on constructing complete projects on image processing

motion detection and image segmentation whether you re completely new to computer vision or have a basic understanding of its concepts learn opencv 4 by building projects second edition will be your guide to understanding opencv concepts and algorithms through real world examples and projects you ll begin with the installation of opencv and the basics of image processing then you ll cover user interfaces and get deeper into image processing as you progress through the book you ll learn complex computer vision algorithms and explore machine learning and face detection the book then guides you in creating optical flow video analysis and background subtraction in complex scenes in the concluding chapters you ll also learn about text segmentation and recognition and understand the basics of the new and improved deep learning module by the end of this book you ll be familiar with the basics of open cv such as matrix operations filters and histograms and you ll have mastered commonly used computer vision techniques to build opencv projects from scratch what you will learninstall opencv 4 on your operating systemcreate cmake scripts to compile your c applicationunderstand basic image matrix formats and filtersexplore segmentation and feature extraction techniquesremove backgrounds from static scenes to identify moving objects for surveillanceemploy various techniques to track objects in a live videowork with new opencv functions for text detection and recognition with tesseractget acquainted with important deep learning tools for image classificationwho this book is for if you

are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with opencv learn opencv 4 by building projects for you prior knowledge of c will help you understand the concepts covered in this book

Qt 5 and OpenCV 4 Computer Vision Projects 2019-06-21 create image processing object detection and face recognition apps by leveraging the power of machine learning and deep learning with opencv 4 and qt 5 key featuresgain practical insights into code for all projects covered in this bookunderstand modern computer vision concepts such as character recognition image processing and modificationlearn to use a graphics processing unit gpu and its parallel processing power for filtering images quicklybook description opencv and qt have proven to be a winning combination for developing cross platform computer vision applications by leveraging their power you can create robust applications with both an intuitive graphical user interface gui and high performance capabilities this book will help you learn through a variety of real world projects on image processing face and text recognition object detection and high performance computing you ll be able to progressively build on your skills by working on projects of increasing complexity you ll begin by creating an image viewer application building a user interface from scratch by adding menus performing actions based on key presses and applying other functions as you progress the book will guide you through using opencv image

processing and modification functions to edit an image with filters and transformation features in addition to this you ll explore the complex motion analysis and facial landmark detection algorithms which you can use to build security and face detection applications finally you ll learn to use pretrained deep learning models in opencv and gpus to filter images quickly by the end of this book you will have learned how to effectively develop full fledged computer vision applications with opencv and qt what you will learncreate an image viewer with all the basic requirementsconstruct an image editor to filter or transform imagesdevelop a security app to detect movement and secure homesbuild an app to detect facial landmarks and apply masks to facescreate an app to extract text from scanned documents and photostrain and use cascade classifiers and dl models for object detectionbuild an app to measure the distance between detected objectsimplement high speed image filters on gpu with open graphics library opengl who this book is for this book is for engineers and developers who are familiar with both qt and opencv frameworks and are capable of creating simple projects using them but want to build their skills to create professional level projects using them familiarity with the c language is a must to follow the example source codes in this book

Qt 5 Projects 2018-02-23 design build and deploy powerful applications with amazing user interfaces on embedded mobile and desktop platforms key features

easily compile run and debug your applications from the powerful qt creator ide future proof your applications with qt test and modern architecture principles build multi platform projects that target android ios windows macos linux and more book description qt is a professional cross platform application framework used across industries like automotive medical infotainment wearables and more in this book you ll initially create a to do style app by going via all stages for building a successful project you ll learn basics of qt s c and qml apis test driven development with qt test application architecture and uis with qt quick quick controls 2 next you ll help two startups build their products the first startup cute comics wants to help independent comic creators with a suite of apps that let them experiment with comic pages image composition comic dialogues and scene descriptions while developing these apps you ll deepen your knowledge of qt quick s layout systems and see qt 3d and widgets in action the second startup cute measures wants to create apps for industrial and agricultural sectors to make sense of sensor data via a monitoring system the apps should run seamlessly across devices and operating systems like android ios windows or mac and be cost effective by integrating with existing web technologies you take the role of lead developer and prototype the monitoring system in doing so you ll get to know qt s bluetooth and http apis as well as the charts and engine ui modules these projects will help you gain a holistic view of the qt framework what you will learn learn the basics of modern qt application

development develop solid and maintainable applications with bdd tdd and qt test master the latest ui technologies and know when to use them qt quick controls 2 qt 3d and charts build a desktop ui with widgets and the designer translate your user interfaces with qtranslator and linguist get familiar with multimedia components to handle visual input and output explore data manipulation and transfer the model view framework json bluetooth and network i o take advantage of existing web technologies and ui components with webengine who this book is for this book is for developers who want to successfully build and maintain cross platform applications with advanced ui and connectivity features basic knowledge of c is required Hands-On Embedded Programming with Qt 2019-07-12 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

OpenCV 3 Computer Vision with Python Cookbook 2018-03-23 opencv 3 is a native cross platform library for computer vision machine learning and image processing opencv s convenient high level apis hide very powerful internals

designed for computational efficiency that can take advantage of multicore and gpu processing this book will help you tackle increasingly challenging computer vision problems

Game Programming using Qt 5 Beginner's Guide 2018-04-30 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

Hands-On GPU-Accelerated Computer Vision with OpenCV and CUDA

2018-09-26 discover how cuda allows opencv to handle complex and rapidly growing image data processing in computer and machine vision by accessing the power of gpu key featuresexplore examples to leverage the gpu processing power

with opencv and cudaenhance the performance of algorithms on embedded hardware platformsdiscover c and python libraries for gpu accelerationbook description computer vision has been revolutionizing a wide range of industries and opencv is the most widely chosen tool for computer vision with its ability to work in multiple programming languages nowadays in computer vision there is a need to process large images in real time which is difficult to handle for opencv on its own this is where cuda comes into the picture allowing opencv to leverage powerful nvdia gpus this book provides a detailed overview of integrating opencv with cuda for practical applications to start with you ll understand gpu programming with cuda an essential aspect for computer vision developers who have never worked with gpus you ll then move on to exploring opencv acceleration with gpus and cuda by walking through some practical examples once you have got to grips with the core concepts you ll familiarize yourself with deploying opencv applications on nvidia jetson tx1 which is popular for computer vision and deep learning applications the last chapters of the book explain pycuda a python library that leverages the power of cuda and gpus for accelerations and can be used by computer vision developers who use opencv with python by the end of this book you ll have enhanced computer vision applications with the help of this book s hands on approach what you will learnunderstand how to access gpu device properties and capabilities from cuda programslearn how to accelerate searching and sorting algorithmsdetect shapes

such as lines and circles in imagesexplore object tracking and detection with algorithmsprocess videos using different video analysis techniques in jetson tx1access gpu device properties from the pycuda programunderstand how kernel execution workswho this book is for this book is a go to guide for you if you are a developer working with opencv and want to learn how to process more complex image data by exploiting gpu processing a thorough understanding of computer vision concepts and programming languages such as c or python is expected ODROID Magazine 2015-09-01 table of contents 6 xu4 cloudshell a diy personal cloud server kit 8 netflix under linux on the odroid c1 chill out with a movie 10 odroid c1 a board for everyone 12 os spotlight ubuntu server 14 04 lts an optimized server environment for your odroid 14 os spotlight unified android and debian distribution the best of both worlds 16 android gaming need something to do while you re sick exterminate mankind while you recover with plague inc 17 xu4 cluster a thorough look at several available options for high performance computing 18 slay the dragon save the village sword of xolan proves that no matter how high def our displays get we will always love pixels 19 luci my lamp a supercool robotic companion powered by an odroid u3 24 arjuna an odroid based piano teaching device 26 logical volume management basics work differently with your disk space from now on 28 qt5 building a single application user interface 32 samiio easily build powerful i o applications 39 odroid forums the perfect place to communicate

with hardkernel developers 41 meet an odroidian uli middleberg linux wizard and docker specialist

Blockchain By Example 2018-11-30 implement decentralized blockchain applications to build scalable dapps key featuresunderstand the blockchain ecosystem and its terminologiesimplement smart contracts wallets and consensus protocolsdesign and develop decentralized applications using bitcoin ethereum and hyperledgerbook description the blockchain is a revolution promising a new world without middlemen technically it is an immutable and tamper proof distributed ledger of all transactions across a peer to peer network with this book you will get to grips with the blockchain ecosystem to build real world projects this book will walk you through the process of building multiple blockchain projects with different complexity levels and hurdles each project will teach you just enough about the field s leading technologies bitcoin ethereum quorum and hyperledger in order to be productive from the outset as you make your way through the chapters you will cover the major challenges that are associated with blockchain ecosystems such as scalability integration and distributed file management in the concluding chapters you ll learn to build blockchain projects for business run your ico and even create your own cryptocurrency blockchain by example also covers a range of projects such as bitcoin payment systems supply chains on hyperledger and developing a tontine bank every is using ethereum by the end of this book you will not only be

able to tackle common issues in the blockchain ecosystem but also design and build reliable and scalable distributed systems what you will learngrasp decentralized technology fundamentals to master blockchain principlesbuild blockchain projects on bitcoin ethereum and hyperledgercreate your currency and a payment application using bitcoinimplement decentralized apps and supply chain systems using hyperledgerwrite smart contracts run your ico and build a tontine decentralized app using ethereumimplement distributed file management with blockchainintegrate blockchain into existing systems in your organizationwho this book is for if you are keen on learning how to build your own blockchain decentralized applications from scratch then this book is for you it explains all the basic concepts required to develop intermediate projects and will teach you to implement the building blocks of a blockchain ecosystem

Qt Quick 2018-03-15 qt quick qt quick os qt quick controls 2 qt quick qt 5 10 pod Qt4 2007-11 qt gui

Linux 2016年10 [] 2016-09-08

dvd rom 1 linux 100 100 20 20 20 20 20 2 ubuntu 9 dash、launcher 3 raspberry pi 48 128 usb lcd

OpenCV Essentials 2014-08-25 this book is intended for c developers who want to learn how to implement the main techniques of opencv and get started with it quickly working experience with computer vision image processing is expected

GNU/Linux Rapid Embedded Programming 2017-03-29 an annotated guide to program and develop gnu linux embedded systems quickly about this book rapidly design and build powerful prototypes for gnu linux embedded systems become familiar with the workings of gnu linux embedded systems and how to manage its peripherals write monitor and configure applications quickly and effectively manage an external micro controller and use it as co processor for real time tasks who this book is for this book targets embedded system developers and gnu linux programmers who would like to program embedded systems and perform embedded development the book focuses on quick and efficient prototype building

some experience with hardware and embedded systems is assumed as is having done some previous work on gnu linux systems knowledge of scripting on gnu linux is expected as well what you will learn use embedded systems to implement your projects access and manage peripherals for embedded systems program embedded systems using languages such as c python bash and php use a complete distribution such as debian or ubuntu or an embedded one such as openwrt or yocto harness device driver capabilities to optimize device communications access data through several kinds of devices such as gpio s serial ports pwm adc ethernet wifi audio video i2c spi one wire usb and can practical example usage of several devices such as rfid readers smart card readers barcode readers z wave devices gsm gprs modems usage of several sensors such as light pressure moisture temperature infrared power motion in detail embedded computers have become very complex in the last few years and developers need to easily manage them by focusing on how to solve a problem without wasting time in finding supported peripherals or learning how to manage them the main challenge with experienced embedded programmers and engineers is really how long it takes to turn an idea into reality and we show you exactly how to do it this book shows how to interact with external environments through specific peripherals used in the industry we will use the latest linux kernel release 4 4 x and debian ubuntu distributions with embedded distributions like openwrt and yocto the book will present popular boards in the industry that are user

friendly to base the rest of the projects on beaglebone black sama5d3 xplained wandboard and system on chip manufacturers readers will be able to take their first steps in programming the embedded platforms using c bash and python php languages in order to get access to the external peripherals more about using and programming device driver and accessing the peripherals will be covered to lay a strong foundation the readers will learn how to read write data from to the external environment by using both c programs or a scripting language bash php python and how to configure a device driver for a specific hardware after finishing this book the readers will be able to gain a good knowledge level and understanding of writing configuring and managing drivers controlling and monitoring applications with the help of efficient quick programming and will be able to apply these skills into real world projects style and approach this practical tutorial will get you quickly prototyping embedded systems on gnu linux this book uses a variety of hardware to program the peripherals and build simple prototypes

《Qt Quick 2018-10 qt creator qt quick qml c

Game Programming Using Qt: Beginner's Guide 2016-01-29 a complete guide to designing and building fun games with qt and qt quick 2 using associated toolsets about this book learn to create simple 2d to complex 3d graphics and games using all possible tools and widgets available for game development in qt

understand technologies such as qml qt quick opengl and qt creator and learn the best practices to use them to design games learn qt with the help of many sample games introduced step by step in each chapter 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 any previous knowledge of qt is not required however knowledge of c is mandatory what you will learn install 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 s network module script your game with qt script program resolution independent and fluid ui using qml and qt quick control your game flow as per the sensors of a mobile device see how to test and debug your game easily with qt creator and qt test in detail qt is the leading cross platform toolkit for all significant desktop mobile and embedded platforms and is becoming more popular by the day especially on mobile and embedded devices despite its simplicity it s a powerful tool that perfectly fits game developers needs using qt and qt quick it is easy to build fun games or shiny user interfaces you only need to create your game once and deploy it on all major platforms like ios android and winrt without changing a single source file the book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms it then dives deeper into the basics of creating graphical interfaces and qt core concepts of

the repair manual peugeot 308 to load file type

data processing and display before you try creating a game as you progress through the chapters you ll learn to enrich your games by implementing network connectivity and employing scripting we then delve into qt quick opengl and various other tools to add game logic design animation add game physics and build astonishing ui for the games towards the final chapters you ll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences if you are planning to learn about qt and its associated toolsets to build apps and games this book is a must have style and approach this is an easy to follow example based comprehensive introduction to all the major features in qt the content of each chapter is explained and organized around one or multiple simple game examples to learn qt in a fun way

Python GUI Programming - A Complete Reference Guide 2019-06-24 explore python s gui frameworks and create visually stunning and feature rich applications key featuresintegrate stunning data visualizations using tkinter canvas and matplotlibunderstand the basics of 2d and 3d animation in gui applicationsexplore pyqt s powerful features to easily design and customize your gui applicationsbook description a responsive graphical user interface gui helps you interact with your application improves user experience and enhances the efficiency of your applications with python you ll have access to elaborate gui frameworks that you can use to build interactive guis that stand apart from the rest this learning path

begins by introducing you to tkinter and pyqt before guiding you through the application development process as you expand your gui by adding more widgets you ll work with networks databases and graphical libraries that enhance its functionality you ll also learn how to connect to external databases and network resources test your code and maximize performance using asynchronous programming in later chapters you ll understand how to use the cross platform features of tkinter and qt5 to maintain compatibility across platforms you ll be able to mimic the platform native look and feel and build executables for deployment across popular computing platforms by the end of this learning path you ll have the skills and confidence to design and build high end gui applications that can solve real world problems this learning path includes content from the following packt products python gui programming with tkinter by alan d mooreqt5 python gui programming cookbook by b m harwaniwhat you will learnvisualize graphs in real time with tkinter s animation capabilitiesuse postgresql authentication to ensure data security for your applicationwrite unit tests to avoid regression when updating codehandle different signals generated on mouse clicks using qspinbox and slidersemploy network concepts internet browsing and google maps in uiuse graphics rendering to implement animations in your guiwho this book is for if you re an intermediate python programmer looking to enhance your coding skills by writing powerful guis in python using pyqt and tkinter this is an ideal learning path

for you a strong understanding of the python language is a must to grasp the concepts explained in this book

Cross-Platform Development with Qt 6 and Modern C++ 2021-06-25 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 *OpenCV 4 Computer Vision Application Programming Cookbook* 2019-05-03 discover interesting recipes to help you understand the concepts of object detection image processing and facial detection key featuresexplore the latest features and apis in opencv 4 and build computer vision algorithmsdevelop effective robust and
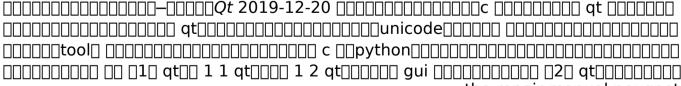
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from different image observationsdetect people and objects in images using machine learning techniquesreconstruct a 3d scene from imagesexplore face detection using deep learningwho this book is for if you re a cv developer or professional who already uses or would like to use opencv for building computer vision software this book is for you you ll also find this book useful if you re a c programmer looking to extend your computer vision skillset by learning opencv

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Web Information Systems Engineering – WISE 2022 2022-11-07 this book constitutes the proceedings of the 23nd international conference on information systems engineering wise 2021 held in biarritz france in november 2022 the 31 full 13 short and 3 demo papers were carefully reviewed and selected from 94 submissions the papers are organized in the following topical sections social media spatial temporal issues query processing information extraction architecture and performance graph data management security privacy information retrieval text processing reinforcement learning learning optimization spatial data processing recommendation neural networks and demo papers

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