Introduction to GUI development using Qt
Exercises

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Exercise #1

Open HelloWorldExample/helloworld.py

1a. rename button name to “OK”

1b. close the application when OK button is clicked
Exercise #2
Open QtDesigner

2a. create a dialog like this one:

NOTES:
* use layouts to organize widgets
* use a spacer to constrain widgets (close button to the bottom and line edit and check box on top)
Exercise #2

2b. from terminal, use `pyuic4` to generate a Python class for your GUI, called `MyDialog.py`

Use `-x` flag to generate a standalone preview of the GUI

Open `pyuicExample/MyApp.py`

2c. modify code to create a `QDialog` that implements your GUI
   NOTE: `MyDialog.py` must be in the same folder of `MyApp.py`

2d. when “Close” button is pressed, quit application

2e. use the checkbox to enable/disable text field
Exercise #3

Open QtDesigner and create a UI like this one:

NOTE: use grid layout
Exercise #3

3a: use pyuic4 to generate python class

3b: for this dialog, functionalities required are (use skeleton InfoDialogExample/MyApp.py):

- ok button disabled by default, and enabled only if:
  * enabled text field are filled (not empty)
  * age is >= 18

- if check box is checked, mail field must enabled

- Cancel button closes application

- pressing ok will open a QMessageBox with a different message for subscribed and not subscribed user

3c. check email format