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No Starch Press releases *The Book of Qt 4: From the Basics Through Application Design*

July 17, 2007, San Francisco--Cross-platform development is a kind of holy grail, and Trolltech's Qt toolkit may well be the most promising solution yet to this development challenge. Qt is widely used for the development of GUI applications as well as console tools and servers, and it's especially appealing to programmers who need to write cross-platform applications to run on Linux/Unix, Mac, and Windows machines without having to rewrite for each.

The Book of Qt 4 offers an in-depth explanation of Qt4 that goes beyond the common focus on C++ programming. Author Daniel Molkenin, a core KDE developer, uses practical examples to explain features like the signal/slot concept and the event system, as he guides readers through developing applications with and without Qt's graphical GUI builder, Qt Designer.

The Book of Qt 4 is packed with useful information on topics like:

- Tools for creating dialogs
- GUI design with the Qt Designer
- Widget layout and dialog construction
- Data visualization using Qt's model/view concept
- The QSql module and the graphics library Arthur
- File handling, XML, processes, and network connections
- Databases and threading; event handling and drag and drop
- Internationalization and debugging

As well as lots of useful hints on how to use Qt's datatypes, containers, and algorithms and how to develop user-friendly applications.

Whether a rank beginner or a Qt developer, readers interested in using Qt for development will find **The Book of Qt 4** to be indispensable.

Additional Resources:

Table of Contents: www.nostarch.com/qt4_toc.htm

Sample Chapter: Chapter 9: http://www.nostarch.com/download/qt4_ch09.pdf

About the Author Daniel "danimol" Molkenin has been a core developer with the KDE project since 2000, and he's the co-author of the PIM application Kontact, among other applications. He was actively involved in the development of Qt 4 as a beta tester, and he worked with the initial port of KDE to the new Qt version.

The Book of Qt 4: The Art of Building Qt Applications by Daniel Molkenin

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