Advanced Qt Programming Creating Great Software With C And Qt 4 Prentice Hall Open Source Software Development

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

Presenting hints on developing user-friendly applications, Molkentin explores tools needed to create dialog boxes, steps to follow when developing a GUI-based application, and how to visualize data using Qt's "model-view concept.

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 The Only Official, Best-Practice Guide to Qt 4.3 Programming Using Trolltech's Qt you can build industrial-strength C++ applications that run natively on Windows, Linux/Unix, Mac OS X, and embedded Linux without source code changes. Now, two Trolltech insiders have written a start-to-finish guide to getting outstanding results with the latest version of Qt: Qt 4.3. Packed with realistic examples and in-depth advice, this is the book Trolltech uses to teach Qt to its own new hires. Extensively revised and expanded, it reveals today's best Qt programming patterns for everything from implementing model/view architecture to using Qt 4.3's improved graphics support. You'll find proven solutions for virtually every GUI development task, as well as sophisticated techniques for providing database access, integrating XML, using subclassing, composition, and more. Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible. Completely updated throughout, with significant new coverage of databases, XML, and Qtopia embedded programming Covers all Qt 4.2/4.3 changes, including Windows Vista support, native CSS support for widget

styling, and SVG file generation Contains separate 2D and 3D chapters, coverage of Qt 4.3's new graphics view classes, and an introduction to QPainter's OpenGL back-end Includes new chapters on look-and-feel customization and application scripting Illustrates Qt 4's model/view architecture, plugin support, layout management, event processing, container classes, and much more Presents advanced techniques covered in no other book—from creating plugins to interfacing with native APIs Includes a new appendix on Qt Jambi, the new Java version of Qt

Creating Applications for the 21st Century

Effective Modern C++

Hands-On GUI Programming with C++ and Qt5

C++ GUI Programming with Qt4

C++ GUI Programming with Qt 4

Programming in Python 3

Taking into account aspects of semantic world models and graph databases, Nico Hempe presents concepts for a new class of modern Multi-Domain VR Simulation Systems based on the principles of the research field of eRobotics. Nico Hempe not only shows how to overcome structural differences between rendering and simulation frameworks to allow attractive and intuitive representations of the generated results, he also demonstrates ways to enable rendering-supported simulations. The outcome is an intuitive multi-

purpose development tool for multiple applications, ranging from industrial domains over environmental scenarios up to space robotics.

The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces.Platform independence is not the only benefit. Qt is flexible and highly optimized. You'll find that you need to write very little, if any, platform-dependent code because Qt already has what you need. And Qt is free for open source and Linux development.Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference

documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That's whereProgramming with Qt steps in. You'll learn how to program in Qt as the book guides you through the steps of writing a simple paint application. Exercises with fully worked out answers help you deepen your understanding of the topics. The book presents all of the GUI elements in Qt, along with advice about when and how to use them, so you can make full use of the toolkit. For seasoned Qt programmers, there's also lots of information on advanced 2D transformations, drag-and-drop, writing custom image file filters, networking with the new Qt Network Extension, XML processing, Unicode handling, and more.Programming with Qt helps you get the most out of this powerful, easy-to-use, cross-platform toolkit. It's been completely updated for Qt Version 3.0 and includes entirely new information on rich text, Unicode/double byte characters, internationalization, and network programming.

Straight from Trolltech, this book

covers all one needs to build industrial-strength applications with Qt 3.2.x and C++--applications that run natively on Windows, Linux/UNIX, Mac OS X, and embedded Linux with no source code changes. Includes a CD with the Qt 3.2 toolset and Borland C++ compilers--including a noncommercial Qt 3.2 for Windows available nowhere else. Qt has evolved into a remarkably powerful solution for cross-platform desktop, Web, and mobile development. However, even the most experienced Qt programmers only use a fraction of its capabilities. Moreover, practical information about Qt's newest features has been scarceùuntil now Advanced Qt Programming shows developers exactly how to take full advantage of Qt 4.5's and Qt 4.6's most valuable new APIs, application patterns, and development practices. Authored by Qt expert Mark Summerfield, this book concentrates on techniques that offer the most power and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading,

and applications incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phonon framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models, QStandardItemModels, delegates, and views, and for creating custom table and tree models, delegates, and views -Explains how to write more effective threaded programs with the QtConcurrent module and with the QThread class Includes detailed coverage of creating rich text editors and documents Thoroughly covers graphics/view programming: architecture, windows, widgets, layouts, scenes, and more Introduces Qt 4.6's powerful animation and state machine frameworks "A good book on advanced Qt programming has been missing in the arsenal of Qt

programmers. I'm very happy that Mark has written one. He is a fantastic technical writer with all the necessary background to write authoritatively about Qt programming...In other words: You are in for a treat! You are holding in your hands an excellent opportunity to expand on your knowledge of all the cool stuff you can do with Qt."–Eirik Chambe-Eng, cocreator of Qt

A Complete Reference for Maya Python and the Maya Python API

Concepts, Approaches and Applications for Modern Multi-Domain VR Simulation Systems

Create stunning cross-platform applications using C++ with Qt Widgets and QML with Qt Quick, 2nd Edition

3D Digital Geological Models

42 Specific Ways to Improve Your Use of C++11 and C++14

Rapid GUI Programming with Python and Qt

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.

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.

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.

3D DIGITAL GEOLOGICAL MODELS Discover the practical aspects of modeling techniques and their applicability on both terrestrial and extraterrestrial structures A wide overlap exists in the methodologies used by geoscientists working on the Earth and those focused on other planetary bodies in the Solar System. Over the course of a series of sessions at the General Assemblies of the European Geosciences Union in Vienna, the intersection found in 3D characterization and modeling of geological and geomorphological structures for all terrestrial bodies in our solar system revealed that there are similar datasets and common techniques for the study of all planets—Earth and beyond—from a geological point-of-view. By looking at Digital Outcrop Models (DOMs), Digital Elevation Models (DEMs), or Shape Models (SM), researchers

may achieve digital representations of outcrops, topographic surfaces, or entire small bodies of the Solar System, like asteroids or comet nuclei. 3D Digital Geological Models: From Terrestrial Outcrops to Planetary Surfaces has two central objectives, to highlight the similarities that geological disciplines have in common when applied to entities in the Solar System, and to encourage interdisciplinary communication and collaboration between different scientific communities. The book particularly focuses on analytical techniques on DOMs, DEMs and SMs that allow for quantitative characterization of outcrops and geomorphological features. It also highlights innovative 3D interpretation and modeling strategies that allow scientists to gain new and more advanced quantitative results on terrestrial and extraterrestrial structures. 3D Digital Geological Models: From Terrestrial Outcrops to Planetary Surfaces readers will also find: The first volume dedicated to this subject matter that successfully integrates methodology and applications A series of methodological chapters that provide instruction on best practices involving DOMs, DEMs, and SMs A wide range of case studies, including small- to large-scale projects on Earth, Mars, the 67P/Churyumov-Gerasimenko comet, and the Moon Examples of how data collected at surface can help reconstruct 3D subsurface models 3D Digital Geological Models: From Terrestrial Outcrops to Planetary Surfaces is a useful reference for academic researchers in earth science,

structural geology, geophysics, petroleum geology, remote sensing, geostatistics, and planetary scientists, and graduate students studying in these fields. It will also be of interest for professionals from industry, particularly those in the mining and hydrocarbon fields.

Create amazing games with Qt 5, C++, and Qt Quick, 2nd Edition

Proceedings of the Second International Conference on Computer Science, Engineering and Applications (ICCSEA 2012), May 25-27, 2012, New Delhi, India, Volume 2

Tools and Techniques for Building with Embedded Linux

Foundations of Qt Development

Writing Portable GUI applications on Unix and Win32

Application Development with Qt Creator

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output. Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software

using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

Master Qt's Most Powerful APIs, Patterns, and Development Practices Qt has evolved into a remarkably powerful solution for cross-platform desktop, Web, and mobile development. However, even the most experienced Qt programmers only use a fraction of its capabilities. Moreover, practical information about Qt's newest

features has been scarce--until now. Advanced Qt Programming shows developers exactly how to take full advantage of Qt 4.5's and Qt 4.6's most valuable new APIs, application patterns, and development practices. Authored by Qt expert Mark Summerfield, this book concentrates on techniques that offer the most power and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading, and applications incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phonon framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models, QStandardItemModels, delegates, and views, and for creating custom table and tree models, delegates, and views Explains how to write more effective threaded programs with the QtConcurrent module and with the QThread class Includes detailed coverage of creating rich text editors and documents Thoroughly covers graphics/view programming: architecture, windows, widgets, layouts, scenes, and more Introduces Qt 4.6's powerful animation and state machine frameworks

An definitive overview of Qt explains how to use this powerful, cross-platform GUI toolkit to create applications for the UNIX and Win32 environments, detailing the GUI elements in Qt and how to use them, and includes information on 2D transformations, drag-and-drop, and custom image file filters. Original. (Advanced).

R for Everyone

Advanced Qt Programming

Cross-Platform Development with Qt 6 and Modern C++

Build cross-platform applications and GUIs using Qt 5 and C++, 3rd Edition

Build modern, responsive cross-platform desktop applications with Qt, C++, and QML

Create GUI Applications with Python & Qt6 (PySide6 Edition)

Rapid technological developments in the last century have brought the field of biomedical engineering into a totally new realm. Breakthroughs in material science, imaging, electronics and more recently the information age have improved our understanding of the human body. As a result, the field of biomedical engineering is thriving with new innovations that aim to improve the quality and cost of medical care. This book is the first in a series of three that will present recent trends in biomedical engineering, with a particular focus on electronic and communication applications. More specifically: wireless monitoring, sensors, medical imaging and the management of medical information.

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

This complete tutorial and reference assumes no previous knowledge of C, C++, objects, or patterns. Readers will walk through every core concept, one step at a time, learning through an extensive collection of Qt 4.1-tested examples and exercises.

Qt is one of the most influential graphical toolkits for the Linux operating system and is quickly being adopted on other platforms (Windows, Mac OS) as well. It is necessary to learn for all Linux programmers. This book takes the reader step by step through the complexities of Qt, laying the groundwork that allows the reader to make the step from novice to professional. This book is full of real world examples that can be quickly integrated into a developer's project. While the reader is assumed to be a beginner at Qt development, they are required to have a working knowledge of C++ programming.

Design and build applications with modern

graphical user interfaces without worrying about platform dependency

Mastering Qt 5

Game Programming using Qt 5 Beginner's Guide

Advanced Analytics and Graphics

A Complete Introduction to the Python Language

Programming with Qt

"This book is the best way for beginning developers to learn wxWidgets programming in C++. It is a must-have for programmers thinking of using wxWidgets and those already using it." –Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even Pocket PC Master wxWidgets from start to finish–even if you've never built GUI applications before Leverage advanced wxWidgets capabilities: networking, multithreading, streaming, and more Foreword by Mitch Kapor, founder, Lotus Development and Open Source Application Foundation wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC–supporting each platform's native look and feel with virtually no additional coding. Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and

code you need to get great results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling, window layouts, drawing, printing, dialogs, and more Working with window classes, from simple to advanced Memory management, debugging, error checking, internationalization, and other advanced topics Includes extensive code samples for Windows, Linux (GTK+), and Mac OS X

Enhance your cross-platform programming abilities with the powerful features and capabilities of Qt 6 Key FeaturesLeverage Qt and C++ capabilities to create modern, cross-platform applications that can run on a wide variety of software applicationsExplore what's new in Qt 6 and understand core concepts in depthBuild professional customized GUI applications with the help of Qt CreatorBook Description Qt 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 learnWrite cross-platform code using the Qt framework to create interactive applicationsBuild a desktop application using Qt WidgetsCreate a touch-friendly user interface with Qt QuickDevelop a mobile application using Qt and deploy it on different platformsGet to grips with Model/View programming with Qt Widgets and Qt QuickDiscover Qt's graphics framework and add animations to your user interfaceWrite test cases using the Qt Test framework and debug codeBuild a translation-aware applicationFollow best practices in Qt to write high-performance codeWho 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.

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.

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.
From Terrestrial Outcrops to Planetary Surfaces
Creating Great Software with C++ and Qt 4
Qt5 C++ GUI Programming Cookbook
Learn Qt 5
Exploring BeagleBone
The Art of Building Qt Applications

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.

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.

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.

A comprehensive guide that will get you up and running with embedded software development using Qt5 Key Features Learn to create fluid, cross-platform applications for embedded devices Achieve optimum performance in your applications with QT Lite project Explore the implementation of Qt with IoT using QtMqtt, QtKNX, and QtWebSockets Book 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 learn Understand how to develop Qt applications using Qt Creator under

Linux Explore various Qt GUI technologies to build resourceful and interactive applications Understand Qt's threading model to maintain a responsive UI Get to grips with remote target load and debug under Qt Creator Become adept at writing IoT code using Qt Learn a variety of software best practices to ensure that your code is efficient Who 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.

C++ GUI Programming with Qt3

Develop high performance applications for embedded systems with C++ and Qt 5

Cross-Platform GUI Programming with wxWidgets

Advances in Computer Science, Engineering and Applications

Programming in Go

Hands-On Embedded Programming with Qt

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.

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 to teach Python programmers how to use it. This book aims to remedy the problem by providing comprehensive coverage of 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 then learn how to build forms using QWidgets and learn about 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 PyQt5Learn how elements in a GUI application communicate with signals and slotsLearn 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 or take your skills to the next level. Although prior knowledge of the Python language is assumed, experience with PyQt, Qt, or GUI programming is not required. Use Qt5 to design and build a graphical user interface that is functional, appealing, and user-friendly for your software application About This Book Learn to make use of Qt5 to design and customize the look-and-feel of your application Improve the visual quality of your application by utilizing the graphic rendering system and animation system provided by Qt5 A good balance of visual presentation and its contents will make an application appealing yet functional Who This Book Is For This book intended for those who want to develop software using Qt5. If you want to improve the visual quality and content presentation of your software application, this book is best suited to you. What You Will Learn Customize the look and feel of

your application using the widget editor provided by Qt5 Change the states of the GUI elements to make them appear in a different form Animating the GUI elements using the built-in animation system provided by Qt5 Draw shapes and 2D images in your application using Qt5's powerful rendering system Draw 3D graphics in your application by implementing OpenGL, an industry-standard graphical library to your project Build a mobile app that supports touch events and export it to your device Parse and extract data from an XML file, then present it on your software's GUI Display web content on your program and interact with it by calling JavaScript functions from C++, or calling C++ functions from the web content Access to MySQL and SQLite databases to retrieve data and display it on your software's GUI In Detail With the advancement of computer technology, the software market is exploding with tons of software choices for the user, making their expectations higher in terms of functionality and the look and feel of the application. Therefore, improving the visual quality of your application is vital in order to overcome the market competition and stand out from the crowd. This book will teach you how to develop functional and appealing software using Qt5 through multiple projects that are interesting and fun.

This book covers a variety of topics such as look-and-feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. You will learn tons of useful information, and enjoy the process of working on the creative projects provided in this book. Style and approach This book focuses on customizing the look and feel and utilizing the graphical features provided by Qt5. It takes a step-by-step approach, providing tons of screenshots and sample code for you to follow and learn. Each topic is explained sequentially and placed in context.

Statistical Computation for Programmers, Scientists, Quants, Excel Users, and Other Professionals Using the open source R language, you can build powerful statistical models to answer many of your most challenging questions. R has traditionally been difficult for non-statisticians to learn, and most R books assume far too much knowledge to be of help. R for Everyone, Second Edition, is the solution. Drawing on his unsurpassed experience teaching new users, professional data scientist Jared P. Lander has written the perfect tutorial for anyone new to statistical programming and modeling. Organized to make learning easy and intuitive, this guide focuses on the 20 percent of R functionality you'll need to

accomplish 80 percent of modern data tasks. Lander's self-contained chapters start with the absolute basics, offering extensive hands-on practice and sample code. You'll download and install R; navigate and use the R environment; master basic program control, data import, manipulation, and visualization; and walk through several essential tests. Then, building on this foundation, you'll construct several complete models, both linear and nonlinear, and use some data mining techniques. After all this you'll make your code reproducible with LaTeX, RMarkdown, and Shiny. By the time you're done, you won't just know how to write R programs, you'll be ready to tackle the statistical problems you care about most. Coverage includes Explore R, RStudio, and R packages Use R for math: variable types, vectors, calling functions, and more Exploit data structures, including data.frames, matrices, and lists Read many different types of data Create attractive, intuitive statistical graphics Write user-defined functions Control program flow with if, ifelse, and complex checks Improve program efficiency with group manipulations Combine and reshape multiple datasets Manipulate strings using R's facilities and regular expressions Create normal, binomial, and Poisson probability distributions Build linear, generalized linear, and nonlinear

models Program basic statistics: mean, standard deviation, and t-tests Train machine learning models Assess the quality of models and variable selection Prevent overfitting and perform variable selection, using the Elastic Net and Bayesian methods Analyze univariate and multivariate time series data Group data via K-means and hierarchical clustering Prepare reports, slideshows, and web pages with knitr Display interactive data with RMarkdown and htmlwidgets Implement dashboards with Shiny Build reusable R packages with devtools and Rcpp Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

The hands-on guide to making apps with Python

Bridging the Gap between Rendering and Simulation Frameworks

Create GUI Applications with Python & Qt5 (PySide2 Edition)

Introduction to Design Patterns in C++ with Qt

Getting Started with Qt 5

The Book of Qt 4

Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 5th Edition of Create GUI Applications, updated for 2021 & PySide6 Starting from the very basics,

this book takes you on a tour of the key features of PySide6 you can use to build real-life applications. Learn the fundamental building blocks of PySide6 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 PySide6 applications from the start. - 665 pages of hands-on PySide6 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.6+ - Code free to reuse in your own projects

Maya Python for Games and Film is the first book to focus exclusively on how to implement Python with Maya. Written by trusted authorities

in the field, this in-depth guide will help you master Maya Python, whether you're a seasoned technical artist looking to make the transition from MEL to Python or an aspiring artist not wanting to scramble for information.

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.

Written in a concise and easy-to-follow approach, this book will guide you to develop your first application with Qt with illustrated examples and screenshots.If you are a developer who is new to Qt and Qt Creator and is interested in harnessing the power of Qt for cross-platform development, this book is great for you. If you have basic experience programming in C++, you have what it takes to create great cross-platform applications using Qt and Qt Creator!

Practical C++ Programming

Biomedical Engineering, Trends in Electronics

An Introduction to Design Patterns in C++ with Qt 4

Build stunning cross-platform applications and widgets with the most powerful GUI framework

The Definitive Guide to PyQt Programming

Route Choice Modelling and Runtime Optimisation for Simulation of Building Evacuation

Master Qt's Most Powerful APIs, Patterns, and Development Practices Qt has evolved into a remarkably powerful solution for cross-platform desktop, Web, and mobile development. However, even the most experienced Qt programmers only use a fraction of its

capabilities. Moreover, practical information about Qt's newest features has been scarce—until now. Advanced Qt Programming shows developers exactly how to take full advantage of Qt 4.5's and Qt 4.6's most valuable new APIs, application patterns, and development practices. Authored by Qt expert Mark Summerfield, this book concentrates on techniques that offer the most power and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading, and applications incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phonon framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models, QStandardItemModels, delegates, and views, and for creating custom table and tree models, delegates, and views Explains how to write more effective threaded programs with the QtConcurrent module and with the QThread class Includes detailed coverage of creating rich text editors and documents Thoroughly covers graphics/view programming: architecture, windows, widgets, layouts, scenes, and more Introduces Qt 4.6's powerful animation and state machine frameworks

Ubuntu Server is a complete, free server operating system that just works, with the extra Ubuntu polish, innovation, and simplicity that administrators love. Now, there's a definitive, authoritative guide to getting up-and-running quickly with the newest, most powerful versions of Ubuntu Server. Written by leading members of the Ubuntu community, The Official Ubuntu Server Book covers all you need to know to make the most of Ubuntu Server, whether you're a beginner or a battle-hardened senior system administrator. The authors cover Ubuntu Server from start to finish: installation, basic administration and monitoring, security, backup, troubleshooting,

system rescue, and much more. They walk through deploying each of the most common server applications, from file and print services to state-of-the-art, cost-saving virtualization. In addition, you'll learn how to Make the most of Ubuntu Server's latest, most powerful technologies Discover easy, fast ways to perform key administration tasks Automate Ubuntu installs, no matter how many servers you're installing Quickly set up low-cost web servers and email Protect your server with Ubuntu's built-in and optional security tools Minimize downtime with fault tolerance and clustering Master proven, step-by-step server and network troubleshooting techniques Walk through rescuing an Ubuntu server that won't boot

In-depth instruction and practical techniques for buildingwith the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringinggadgets, gizmos, and robots to life using the popular BeagleBoneembedded Linux platform. Comprehensive content and deep detailprovide more than just a BeagleBone instructionmanual—you'll also learn the underlying engineeringtechniques that will allow you to create your own projects. Thebook begins with a foundational primer on essential skills, andthen gradually moves into communication, control, and advancedapplications using C/C++, allowing you to learn at your own pace.In addition, the book's companion website featuresinstructional videos, source code, discussion forums, and more, toensure that you have everything you need. The BeagleBone's small size, high performance, low cost,and extreme adaptability have made it a favorite developmentplatform, and the Linux software base allows for complex yetflexible functionality. The BeagleBone has applications in smartbuildings, robot control, environmental sensing, to name a few;and, expansion boards and peripherals dramatically increase thepossibilities. Exploring BeagleBone provides areader-friendly guide to the device, including a crash coursein computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, andprogramming Master interfacing electronic circuits, buses and

modules, withpractical examples Explore the Internet-connected BeagleBone and the BeagleBonewith a display Apply the BeagleBone to sensing applications, including videoand sound Explore the BeagleBone's Programmable Real-TimeControllers Hands-on learning helps ensure that your new skills stay withyou, allowing you to design with electronics, modules, orperipherals even beyond the BeagleBone. Insightful guidance andonline peer support help you transition from beginner to expert asyou master the techniques presented in Exploring BeagleBone,the practical handbook for the popular computing platform.

Communications and Software

Develop impressive cross-platform GUI applications with PyQt

Introduction to programming Qt 5 for cross-platform application development

Maya Python for Games and Film

Mastering GUI Programming with Python

The Official Ubuntu Server Book