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Patrick Ward

# **Qt Programming For Linux And Windows 2000**

**Hussin A.Rothana** 

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once you get the hang of it the learning curve can be steep Ot comes with excellent reference documentation but beginners often find the included tutorial is not enough to really get started with Ot That's where Programming with Ot 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 pre-stressed concrete with an internet based software Michael Kollinger, 2002-07-26 Inhaltsangabe Abstract The increasing interest in the Internet of the recent years results in a growing number of users as well as improved network infrastructure quality and performance This is the basis for a new kind of software which is running via the Internet That means the software is installed an a server connected to the Internet and accessed and executed by a remote client Such Internet based software provides several benefits Once distributed by a server Internet based software is available world wide and depending on its implementation it can be executed without previous installation on the client machine Further software updates and patches are not distributed to the users any more Only the server has to be updated and the new version is available to all users immediately For commercial use it is not necessary that customers buy the software any more they download and pay only the module they need or they pay just for every access with the server application It is also possible to place a high performance or application specific computer at the server side and provide computation time for special tasks to the users Inhaltsverzeichnis Table of Contents Abstract1 Chapter 1 Introduction1 Chapter 2 Project Objective1 Chapter 3 Methodology 2 3 1An Overview of TCP IP Protocols and the Internet 2 3 1 1Definition of Internet 2 3 1 2What is TCP IP 2 3 1 3The TCP IP Protocol Architecture 2 3 1 4The Network Interface Layer 2 3 1 5The Internet Layer 2 3 1 6The Transport Layer Protocol TCP 3 3 1 7The TCP IP Application Layer3 3 1 8TCP IP Paket3 3 1 9TCP IP Transport Diagram4 3 2What are Ports 4 3 3What is a Socket 4 3 4Programming Languages 5 3 4 1Advantages of Java 5 3 4 1 1Java is Distributed 6 3 4 1 2Java is Interpreted 6 3 4 1 3 Java is Architecture Neutral and Portable 6 3 4 2 Advantages of C 6 3 4 2 1 C is High Performanced 6 3 4 2 2C is Platform independent with QT7 3 4 2 3C is a popular Language7 3 4 2 4C is a powerful Language7 3 4 3Solution of our Task7 Chapter 4 Detail Description of the Program8 4 1 Class Overview of the Program8 4 1 1UML Illustration of the Java Client8 4 1 2Detail Description of the Java Client8 4 1 2 1AppletClient Class8 4 1 2 2NetClient Class10 4 1 2 3SocketOpener Class10 4 1 2 4ClientInputStream Class10 4 1 2 5ClientOutputStream Class11 4 1 3UML Illustration of the QT Server11 4 1 Optimizing NFS Performance David Olker, Dave Olker, 2002 In this 4Detail Description of the QT Server12 4 1 4 1Main

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