Programación KDE

Juan José Iglesias González
bille@gpul.org

Grupo de Programadores y Usuarios de Linux www.gpul.org

Facultade de Informática da Coruña

Programación KDE

1 Tutorial KDE-Women
- 1.1. Kdevelop 1ª vista
- 1.1. Widgets
- 1.2. Señales y slots
- 1.3. QT Designer
- 1.4. XML para interfaces
- 1.5. Generación Subclase
- 1.6. Implementación slot

2 Plantilla aplicación

3 Kdevelop en app kde
- 4.1. Generación doc
- 4.2. Compilado

¿Por qué QT?

- QT Extiende el lenguaje c++
- Elimina el uso de punteros a función
- Usaremos notación de signal y slots para indicar métodos
- MOC, precompilador qt que incluirá código suplementario y nos comprobará errores de sintáxis en argumentos de señales y eventos.
- Trabaja con ficheros de interface

  - moc mywindow.h -o mywindow.moc
  - mywindow.cpp: #include "mywindow.moc"
  - g++ -I/$QTDIR/include -c mywindow.cpp
  - g++ -o myprog main.o mywindow.o -L/$QTDIR/lib -lqt

¿Por qué QT?

QWidget: cualquier cosa que tenga representación gráfica

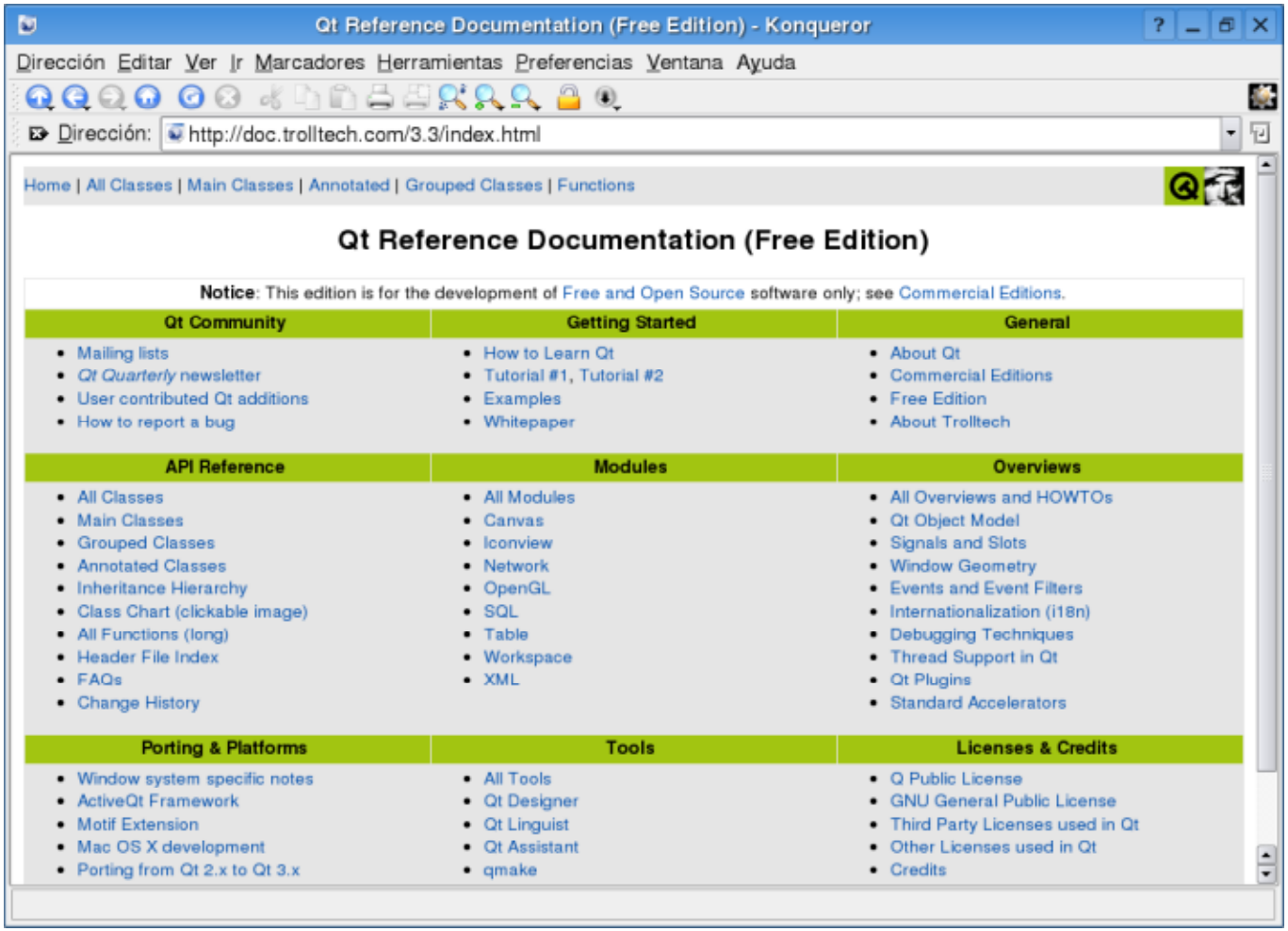
```
Qwidget(QWidget *padre=0, const char *nombre=0, WFlags f=0);

class MyWindow : public QWidget
{
    Q_OBJECT Etíqueta para MOC
    public slots:        // recibirán eventos cuando se produzcan señales
      métodos;
    public signals:
      métodos;
}
```

- Dentro de implementación de clase:

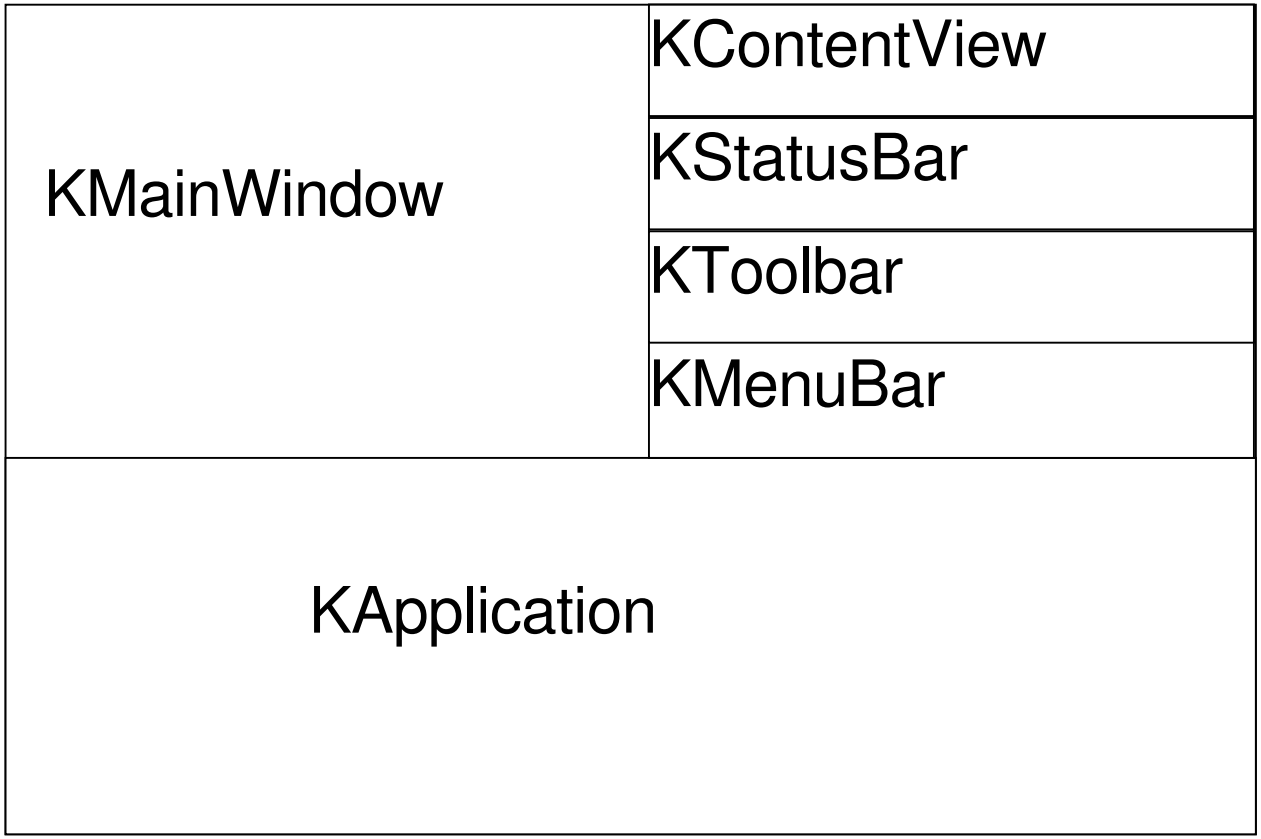
```
connect(objetoemisor, SIGNAL(señal()), objetoreceptor, SLOT(slot()));
emit nombresignal();
```

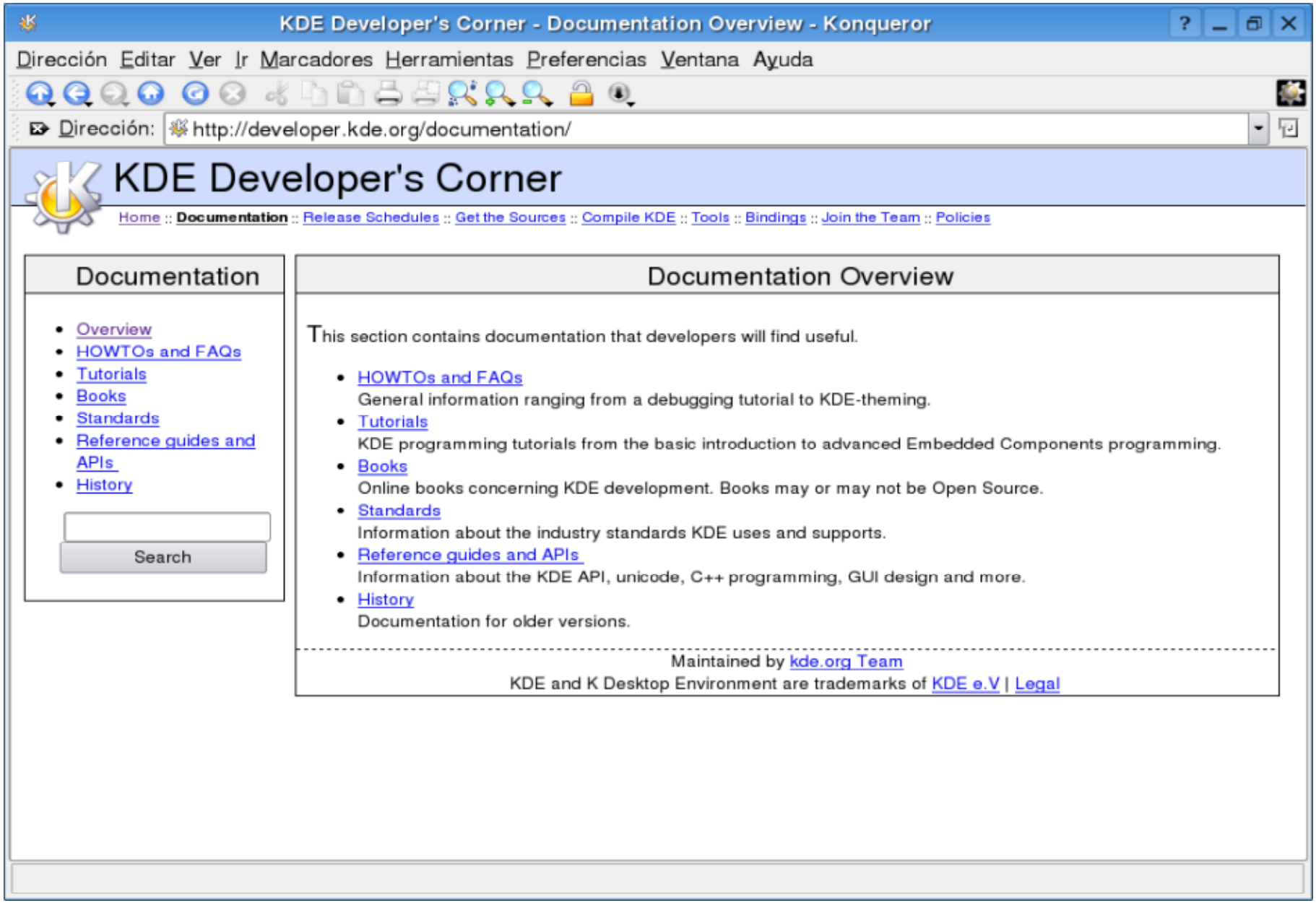
¿Por qué QT?

- **API multiplataforma muy completa.**
- **Herramientas: QTDesigner, QTAssistant, QTLinguist, Qmake**
- **Documentación online muy completa**



Aplicación KDE

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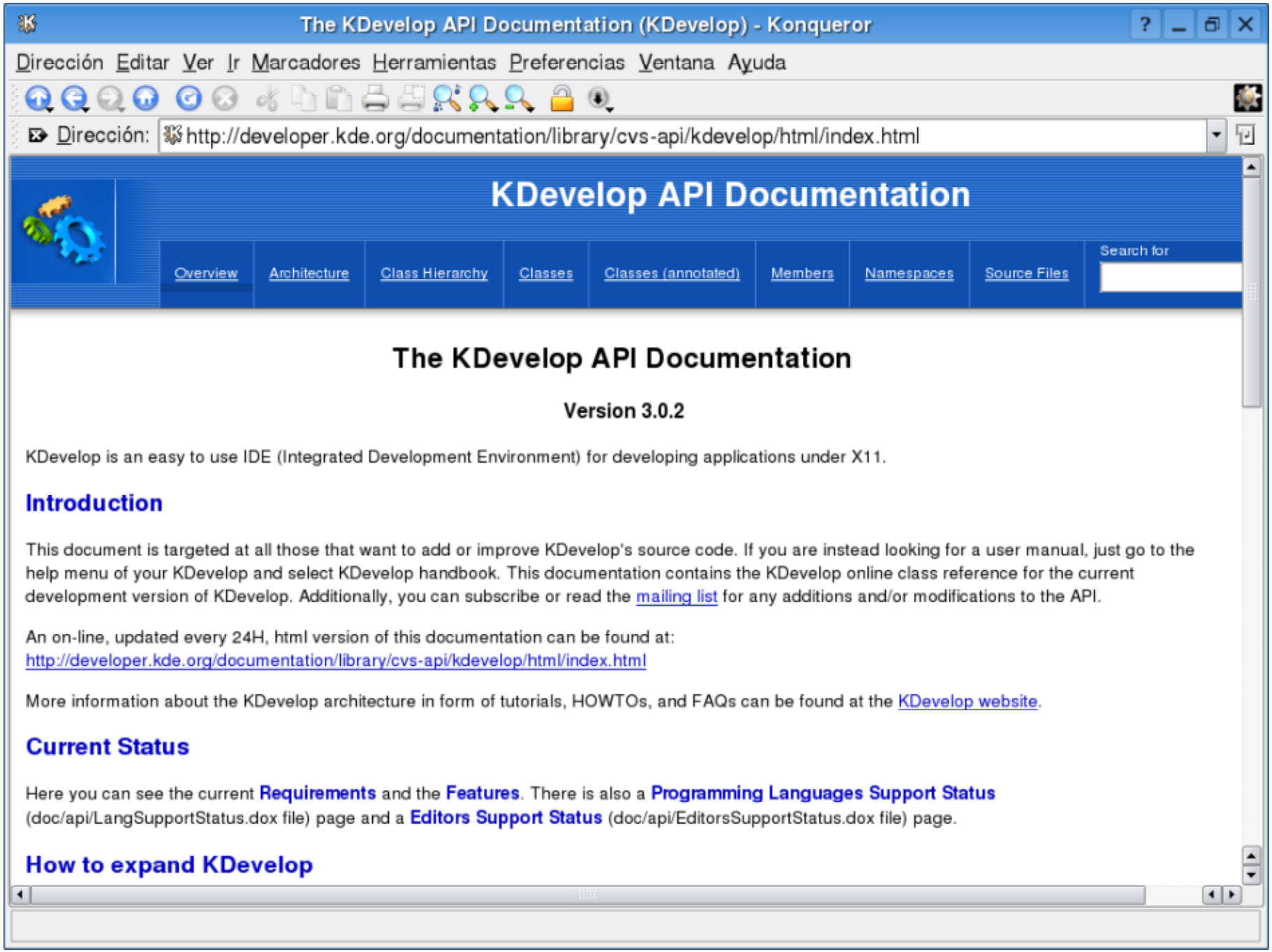
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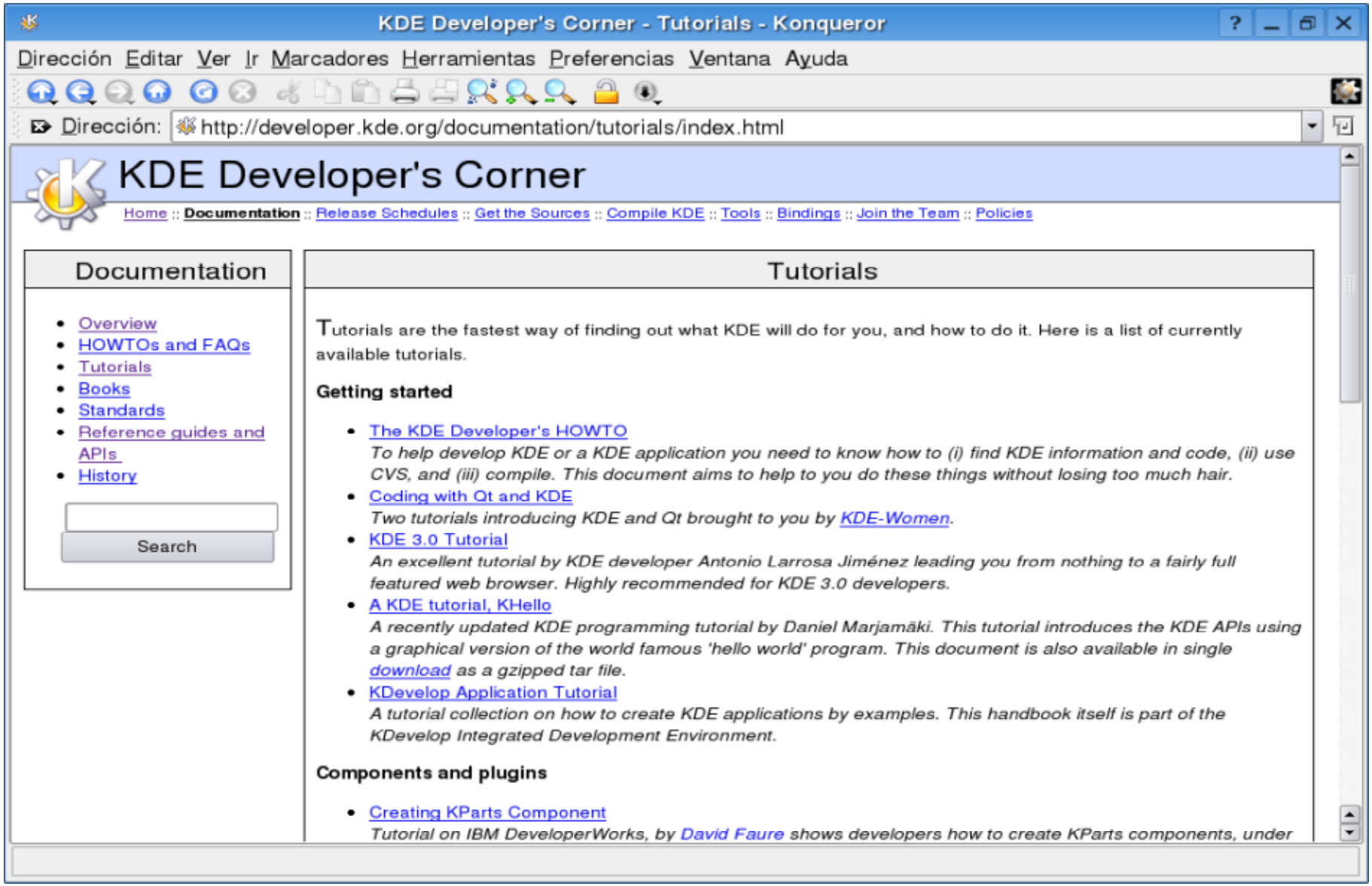
Version 3.0.2
KDevelop is an easy to use IDE (Integrated Development Environment) for developing applications under X11.
Introduction
This document is targeted at all those that want to add or improve KDevelop's source code. If you are instead looking for a user manual, just go to the help menu of your KDevelop and select KDevelop handbook. This documentation contains the KDevelop online class reference for the current development version of KDevelop. Additionally, you can subscribe or read the mailing list for any additions and/or modifications to the API.
An on-line, updated every 24H, html version of this documentation can be found at:
http://developer.kde.org/documentation/library/cvs-api/kdevelop/html/index.html
More information about the KDevelop architecture in form of tutorials, HOWTOs, and FAQs can be found at the KDevelop website.
Current Status
Here you can see the current Requirements and the Features. There is also a Programming Languages Support Status (doc/api/LangSupportStatus.dox file) page and a Editors Support Status (doc/api/EditorsSupportStatus.dox file) page.
How to expand KDevelop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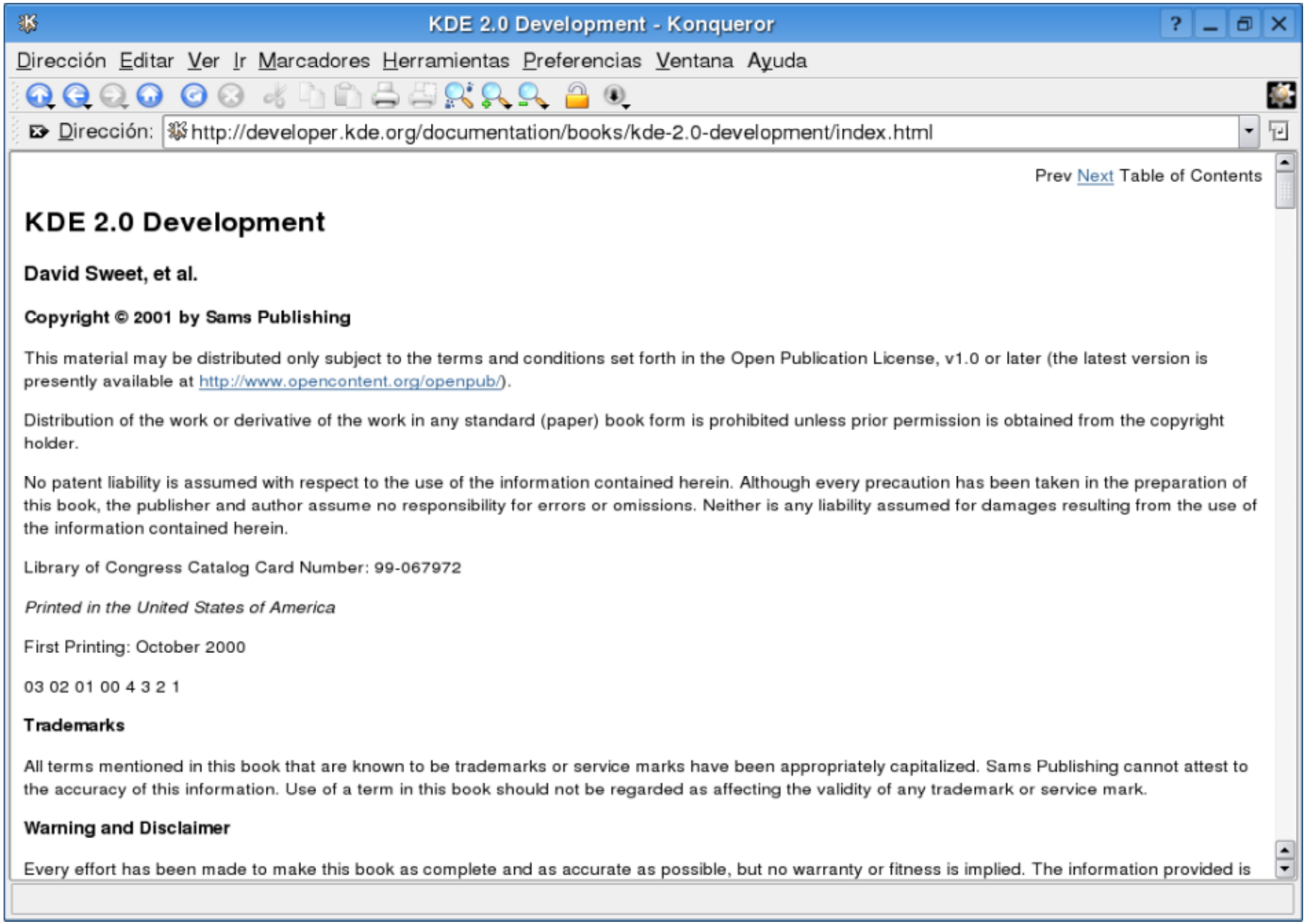
Tutorials are the fastest way of finding out what KDE will do for you, and how to do it. Here is a list of currently available tutorials.
Getting started
The KDE Developer's HOWTO
To help develop KDE or a KDE application you need to know how to (i) find KDE information and code, (ii) use CVS, and (iii) compile. This document aims to help to you do these things without losing too much hair.
Coding with Qt and KDE
Two tutorials introducing KDE and Qt brought to you by KDE-Women.
KDE 3.0 Tutorial
An excellent tutorial by KDE developer Antonio Larrosa Jiménez leading you from nothing to a fairly full featured web browser. Highly recommended for KDE 3.0 developers.
A KDE tutorial, KHello
A recently updated KDE programming tutorial by Daniel Marjamäki. This tutorial introduces the KDE APIs using a graphical version of the world famous 'hello world' program. This document is also available in single download as a gzipped tar file.
KDevelop Application Tutorial
A tutorial collection on how to create KDE applications by examples. This handbook itself is part of the KDevelop Integrated Development Environment.
Components and plugins
Creating KParts Component
Tutorial on IBM DeveloperWorks, by David Faure shows developers how to create KParts components, under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Prev Next Table of Contents
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David Sweet, et al.
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Enlaces

1 Tutorial realizado durante charla:

- ***http://women.kde.org/articles/tutorials/kdevelop3/***

2 Tutorial kdevelop de Larrosa:

- ***http://devel-home.kde.org/~larrosa/tutorial***

3 Libro desarrollo KDE 2.2

- ***http://developer.kde.org/documentation/books/kde-2.0-development/***

4 Consejos KDE programación

- ***http://developer.kde.org/documentation/other/mistakes.html***

5 Sitios Kde:

- ***http://developer.kde.org***
- ***http://www.kdedevelopers.org***
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