



Qt Quick



# An Introduction to Qt Quick

**Albert Astals Cid**



# Qt Quick



## Who is Albert Astals Cid?

- It's me!
- Computer Engineer by UPC
- Using Qt since 2002
- KDE developer since 2003
- A **TOTAL** Qt Quick newbie





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## A bit of history

- Qt development starts in 1990
- Qt prototype in 1993
- Qt 1.0 is released in 1996
- KDE 1.0 is released in 1998
- Qt adds support for Mac in 2001
- Apple introduces the iPhone in 2007
- Nokia acquires Trolltech in 2008
- December 2009 Qt 4.6 is released with Symbian support



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## What is Qt Quick?

Qt Quick is a collection of technologies that are designed to help developers create the kind of intuitive, modern-looking, fluid user interfaces that are increasingly used on mobile phones, media players, set-top boxes and other portable devices.

### Who let Marketing write that?

Qt Quick is the marketing name for QML and some tools around it

QML is a declarative language designed to describe the user interface of a program: both what it looks like, and how it behaves.



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## Declarative? What's that?

- You say what you want and not what to do

Example 1 – declarative

Example 2 – imperative

- More or less the same
- Example 3
  - still would be “Ok” with imperative programming
- Example 4
  - Binding properties
- Example 5
  - Would be a huge pain to do in regular imperative programming



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## Bigger Examples

- Flickr
- SameGame
- PhotoViewer



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## Benefits

- Clear separation between interface and business logic
- Designer friendly
  - CSS/Javascript-like
- Shiny

## Problems

- No common style between applications (Qt Components might fix this 4.x?.8?.9?)
- Different way of thinking
- New/Untested/buggy
- Reduced use case



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**Questions?**

