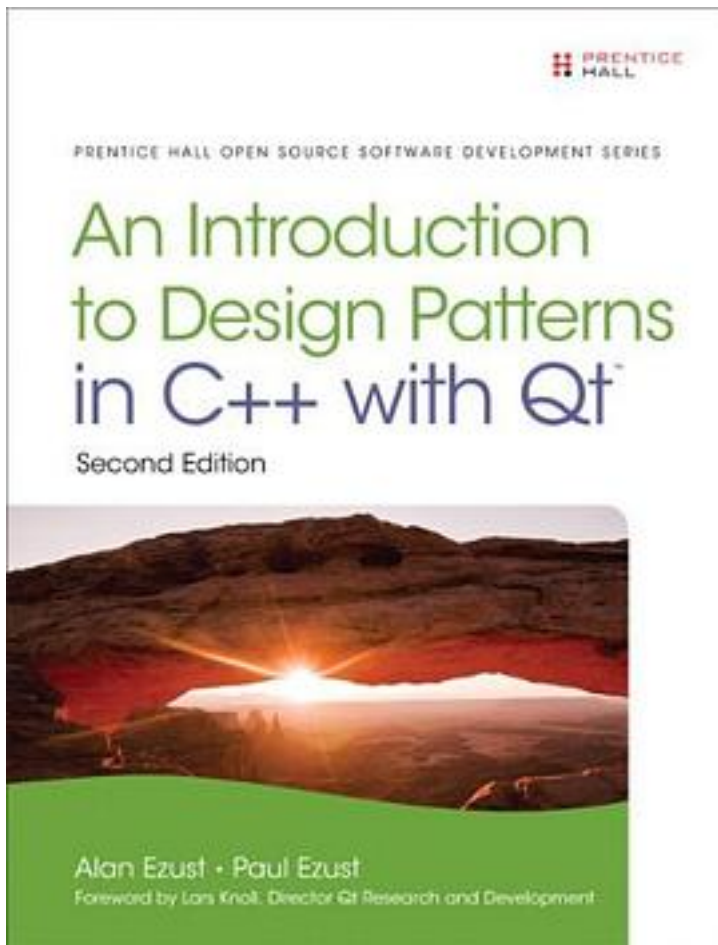


Introduction to Design Patterns in C++ with Qt



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著者:Alan Ezust

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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 QDomStreamReader. * 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.

作者介绍:

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标签

QT

programming

C/C++

C++

Qt

计算机技术

模式

有电子版

评论

书不错，但是不适合新手阅读，因为门槛较高。此书可以作为c++/qt/设计模式的整合学习书籍，但是如果通过此书学会c++/qt/设计模式其中的任何一项，都会碰壁，除非你是作者的学生，有老师讲解指导。

part2关于c++的细节部分有些多余，讲这些的书汗牛充栋，不需罗嗦。

此书中译本已经出版，我读的是电子版，此书排版还是相当赞的。读到了第13、14章的样子，有些读不下去了。回头找本其他的qt书籍，啃完了再回来啃这本。

总结：此书为c++/qt/设计模式提供了极好的一个入口，从此书开始不断学习c++/qt/设计模式，反复迭代阅读，必有所成。

讲的挺详细的，应该算初级教程吧。

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书评

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