Qt6 C++ Course

Window Type Classes

Every GUI application has a top-level widget and the rest of the widgets are called its children. The top- level widget can be QDialog, QWidget, or QMainWindow, depending on the template you require.

QMainWindw: The QMainWindow class provides a main application window, a main window provides a framework for building an application's user interface. Qt has QMainWindow and its related classes for main window management. QMainWindow has its own layout to which you can add QToolBars, QDockWidgets, a QMenuBar, and a QStatusBar.

QDialog: The QDialog class is the base class of dialog window and a dialog window is a top- level window mostly used for short-term tasks and brief communications with the user. QDialogs may be modal or modeless.

QWidget: The QWidget class is the base class of all user interface objects, the widget is the important point of the user interface, it receives mouse, keyboard and other events from the window system, and paints a representation of itself on the screen.

What is QAction

In applications many common commands can be invoked via menus, toolbar buttons, and keyboard shortcuts. Since the user expects each command to be performed in the same way, regardless of the user interface used, it is useful to represent each command as an action. Actions can be added to menus and toolbars, and will automatically keep them in sync. For example, in a word processor, if the user presses a Bold toolbar button, the Bold menu item will automatically be checked.