GUI

Alejandro Rodas de Paz

The Essential Guide to User Interface Design Wilbert O. Galitz,2007-04-10 Bringing together the results of more than 300 new design studies, an understanding of people, knowledge of hardware and software capabilities, and the author's practical experience gained from 45 years of work with display-based systems, this book addresses interface and screen design from the user's perspective. You will learn how to create an effective design methodology, design and organize screens and Web pages that encourage efficient comprehension and execution, and create screen icons and graphics that make displays easier and more comfortable to use.

GUI Design Shan ben tu shu,2015 As technology has rapidly advanced, so too has the way we use and interact with it. Gone are the days of flat black backgrounds dotted with blocky green text; now, users expect a massive range of colors, layouts, and fonts to be used to entertain and assist them in their daily lives. GUI Design assembles the best of recent graphic user interface for a collection that provides practical encouragement for those new to the world as well as inspiration for experienced designers. The book gathers Twitters Vine video creation app for Windows phones, the vulgar-yetamusing Authentic Weather app, an application designed to help tourists follow the physical and ideological path of the Iron Curtain, and more to showcase programs that balance information flow with user experiences and highlight the creativity, inspiration, and expressive techniques used in their design. The projects within demonstrate the increasingly significant role of user interfaces in both design and our everyday lives in the modern world.

Hands-On GUI Application Development in Go Andrew Williams,2019-02-25 Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications Key FeaturesConceptualize and build state-of-art GUI applications with Golang (Go)Tackle the complexity of varying GUI application sizes with a structured and scalable approachGet hands-on experience of GUI development with Shiny, and labs/ui, Fyne, and WalkBook Description Go is often compared to C++ when it comes to low-level programming and implementations that require faster processing, such as Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though, are still written using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the various toolkits available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each project to help you pick the right approach for your project. Each framework is described in detail, outlining how you can build performant applications that users will love. To aid you further in creating applications using these emerging technologies, you'll be able to easily refer to code samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical applications, and how cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for organizing and scaling Go-based graphical applications, you'll also glimpse Go's impressive concurrency system. In the concluding chapters, you'll discover how to distribute to the main desktop marketplaces and distribution channels. By the end of this book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What you will learnUnderstand the benefits and complexities of building native graphical applications Gain insights into how Go makes cross-platform graphical application development simple Build platform-native GUI applications using andlabs/ui Develop graphical Windows applications using Walk Create multiplatform GUI applications using Shiny, Nuklear, and Fyne Use Go wrappers for GTK and Qt for GUI application development Streamline your requirements to pick the correct toolkit strategyWho this book is for This book is designed for Go developers who are interested in building native graphical applications for desktop computers and beyond. Some knowledge of building applications using Go is useful, but not essential. Experience in developing GUIs is not required as the book explores the benefits and challenges they

pose. This book will also be beneficial for GUI application developers who are interested in trying Go.

Create GUI Applications with Python & Qt5 (PyQt5 Edition) Martin Fitzpatrick,2020-06-25 Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 4th Edition of Create GUI Applications, updated for 2020 & PyQt5 Starting from the very basics, this book takes you on a tour of the key features of PyQt you can use to build real-life applications. Learn the fundamental building blocks of Qt applications — Widgets, Layouts & Signals and learn how PyQt uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use PyQt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PyQt applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PyQt5 exercises - 211 code examples to experiment with - Support forum for all readers - Includes 4 example apps - Compatible with Python 3.4+ - Code free to reuse in your own projects

Tkinter GUI Application Development Cookbook Alejandro Rodas de Paz,2018-03-30 As one of the more versatile programming languages, Python is well-known for its batteries-included philosophy, which includes a rich set of modules in its standard library; Tkinter is the library included for building desktop applications. Due to this, Tkinter is a common choice for rapid GUI development, and more complex applications can ...

Python GUI Programming - A Complete Reference Guide Alan D. Moore,B. M. Harwani,2019-06-24 Explore Python's GUI frameworks and create visually stunning and feature-rich applications Key FeaturesIntegrate stunning data visualizations using Tkinter Canvas and MatplotlibUnderstand the basics of 2D and 3D animation in GUI applicationsExplore PyQt's powerful features to easily design and customize your GUI applicationsBook Description A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. MooreQt5 Python GUI Programming Cookbook by B. M. HarwaniWhat you will learnVisualize graphs in real time with Tkinter's animation capabilitiesUse PostgreSQL authentication to ensure data security for your applicationWrite unit tests to avoid regression when updating codeHandle different signals generated on mouse clicks using QSpinBox and slidersEmploy network concepts, internet browsing, and Google Maps in UIUse graphics rendering to implement animations in your GUIWho this book is for If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQT and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book.

Programming with Qt Matthias Dalheimer,2002 The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces. Platform independence is not the only benefit. Qt is flexible and highly optimized. You'll find that you need to write very little, if any, platform-dependent code because Qt already has what you need. And Qt is free for open source and Linux development. Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That's where Programming with Qt 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.

Tkinter GUI Programming by Example David Love,2018-04-25 Leverage the power of Python and its de facto GUI framework to build highly interactive interfaces Key Features The fundamentals of Python and GUI programming with Tkinter. Create multiple cross-platform projects by integrating a host of third-party libraries and tools. Build beautiful and highly-interactive user interfaces that target multiple devices. Book Description Tkinter is a modular, cross-platform application development toolkit for Python. When developing GUI-rich applications, the most important choices are which programming language(s) and which GUI framework to use. Python and Tkinter prove to be a great combination. This book will get you familiar with Tkinter by having you create fun and interactive projects. These projects have varying degrees of complexity. We'll start with a simple project, where you'll learn the fundamentals of GUI programming and the basics of working with a Tkinter application. After getting the basics right, we'll move on to creating a project of slightly increased complexity, such as a highly customizable Python editor. In the next project, we'll crank up the complexity level to create an instant messaging app. Toward the end, we'll discuss various ways of packaging our applications so that they can be shared and installed on other machines without the user having to learn how to install and run Python programs. What you will learn Create a scrollable frame via theCanvas widget Use the pack geometry manager andFrame widget to control layout Learn to choose a data structurefor a game Group Tkinter widgets, such asbuttons, canvases, and labels Create a highly customizablePython editor Design and lay out a chat window Who this book is for This book is for beginners to GUI programming who haven't used Tkinter yet and are eager to start building great-looking and user-friendly GUIs. Prior knowledge of Python programming is expected.

Hands-On GUI Programming with C++ and Qt5 Lee Zhi Eng,2018-04-27 Create visually appealing and feature-rich applications by using Qt 5 and the C++ language Key Features Explore Qt 5's powerful features to easily design your GUI application Leverage Qt 5 to build attractive cross-platform applications Work with Qt modules for multimedia, networking, and location, to customize your Qt applications Book Description Qt 5, the latest version of Qt, enables you to develop applications with complex user interfaces for multiple targets. It provides you with faster and smarter ways to create modern UIs and applications for multiple platforms. This book will teach you to design and build graphical user interfaces that are functional, appealing, and user-friendly. In the initial part of the book, you will learn what Qt 5 is and what you can do with it. You will explore the Qt

Designer, discover the different types of widgets generally used in Qt 5, and then connect your application to the database to perform dynamic operations. Next, you will be introduced to Qt 5 chart which allows you to easily render different types of graphs and charts and incorporate List View Widgets in your application. You will also work with various Qt modules, like QtLocation, QtWebEngine, and the networking module through the course of the book. Finally, we will focus on cross-platform development with QT 5 that enables you to code once and run it everywhere, including mobile platforms. By the end of this book, you will have successfully learned about high-end GUI applications and will be capable of building many more powerful, cross-platform applications. What you will learn Implement tools provided by Qt 5 to design a beautiful GUI Understand different types of graphs and charts supported by Qt 5 Create a web browser using the Qt 5 WebEngine module and web view widget Connect to the MySQL database and display data obtained from it onto the Qt 5 GUI Incorporate the Qt 5 multimedia and networking module in your application Develop Google Map-like applications using Qt 5's location module Discover cross-platform development by exporting the Qt 5 application to different platforms Uncover the secrets behind debugging Qt 5 and C++ applications Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Basic knowledge of C++ is necessary and the basics of Qt would be helpful.

GUI Design for Dummies Laura Arlov,1997 Users can create successful interfaces with the help of proven design techniques from this guide. Many skill areas are covered to help readers reduce development time and find out how to conduct effective usability tests. The disk contains useful Word documents containing 85% of a finished draft for use as a style guide for a project.

Python GUI Programming Cookbook Burkhard Meier,2019-10-11 Over 90 recipes to help you develop widgets, forms, layouts, charts, and much more using the latest features of Python 3 Key FeaturesUse object-oriented programming to develop impressive GUIs in PythonCreate interesting charts to visually represent data using MatplotlibDevelop GUIs with the latest versions of tkinter, PyQt5, and wxPython frameworksBook Description Python is a multi-domain, interpreted programming language that is easy to learn and implement. With its wide support for frameworks to develop GUIs, you can build interactive and beautiful GUI-based applications easily using Python. This third edition of Python GUI Programming Cookbook follows a task-based approach to help you create effective GUIs with the smallest amount of code. Every recipe in this book builds upon the last to create an entire, real-life GUI application. These recipes also help you solve problems that you might encounter while developing GUIs. This book mainly focuses on using Python's built-in tkinter GUI framework. You'll learn how to create GUIs in Python using simple programming styles and object-oriented programming (OOP). As you add more widgets and expand your GUI, you will learn how to connect to networks, databases, and graphical libraries that greatly enhance the functionality of your GUI. You'll also learn how to use threading to ensure that your GUI doesn't become unresponsive. Toward the end, you'll learn about the versatile PyQt GUI framework, which comes along with its own visual editor that allows you to design GUIs using drag and drop features. By the end of the book, you'll be an expert in designing Python GUIs and be able to develop a variety of GUI applications with ease. What you will learnCreate amazing GUIs with Python's built-in tkinter moduleCustomize GUIs using layout managers to arrange GUI widgetsAdvance from the typical waterfall coding style to an OOP style using PythonDevelop beautiful charts using the free Matplotlib Python moduleUse threading in a networked environment to make GUIs responsiveDiscover ways to connect GUIs to a MySQL databaseUnderstand how unit tests can be created and internationalize GUIDelve into the world of GUI creation using PyQt5Who this book is for If you're a programmer or developer looking to enhance your Python skills by writing powerful GUI applications, this book is for you. Familiarity with the Python programming language is necessary to get the most out of the book.

Tkinter GUI Application Development Blueprints, Second Edition Bhaskar Chaudhary,2018-03-20 Geometry Management, Event Handling, and more Key Features A Practical, guide to learn the application of Python and GUI programming with tkinter Create multiple cross-platform real-world

projects by integrating host of third party libraries and tools Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Book Description Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, audio player, drawing application, piano tutor, chat application, screen saver, port scanner, and much more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database-driven programs, asyncio based programming and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. What you will learn -A Practical, guide to help you learn the application of Python and GUI programming with Tkinter - Create multiple, cross-platform, real-world projects by integrating a host of third-party libraries and tools - Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Who this book is for This book is for a beginner to intermediate-level Pythonists who want to build modern, cross-platform GUI applications with the amazingly powerful Tkinter. Prior knowledge of Tkinter is required.

Python GUI Programming with Tkinter Alan D. Moore,2021-10-28 Transform your evolving user requirements into feature-rich Tkinter applications Key FeaturesExtensively revised with new content on RESTful networking, classes in Tkinter, and the Notebook widgetTake advantage of Tkinter's lightweight, portable, and easy-to-use featuresBuild better-organized code and learn to manage an evolving codebaseBook Description Tkinter is widely used to build GUIs in Python due to its simplicity. In this book, you'll discover Tkinter's strengths and overcome its challenges as you learn to develop fully featured GUI applications. Python GUI Programming with Tkinter, Second Edition, will not only provide you with a working knowledge of the Tkinter GUI library, but also a valuable set of skills that will enable you to plan, implement, and maintain larger applications. You'll build a full-blown data entry application from scratch, learning how to grow and improve your code in response to continually changing user and business needs. You'll develop a practical understanding of tools and techniques used to manage this evolving codebase and go beyond the default Tkinter widget capabilities. You'll implement version control and unit testing, separation of concerns through the MVC design pattern, and object-oriented programming to organize your code more cleanly. You'll also gain experience with technologies often used in workplace applications, such as SQL databases, network services, and data visualization libraries. Finally, you'll package your application for wider distribution and tackle the challenge of maintaining cross-platform compatibility. What you will learnProduce well-organized, functional, and responsive GUI applicationsExtend the functionality of existing widgets using classes and OOPPlan wisely for the expansion of your app using MVC and version controlMake sure your app works as intended through widget validation and unit testingUse tools and processes to analyze and respond to user requestsBecome familiar with technologies used in workplace applications, including SQL, HTTP, Matplotlib, threading, and CSVUse PostgreSQL authentication to ensure data security for your applicationWho this book is for This book is for programmers who understand the syntax of Python, but do not yet have the skills, techniques, and knowledge to design and implement a complete software application. A fair grasp of basic Python syntax is required.

Tkinter GUI Application Development Blueprints Bhaskar Chaudhary,2015-11-30 Master GUI programming in Tkinter as you design, implement, and deliver ten real-world applications from start to finish About This Book Conceptualize and build state-of-art GUI applications with Tkinter Tackle the complexity of just about any size GUI application with a structured and scalable approach A project-based, practical guide to get hands-on into Tkinter GUI development Who This Book Is For Software developers, scientists, researchers, engineers, students, or programming

hobbyists with basic familiarity in Python will find this book interesting and informative. People familiar with basic programming constructs in other programming language can also catch up with some brief reading on Python. No GUI programming experience is expected. What You Will Learn Get to know the basic concepts of GUI programming, such as Tkinter top-level widgets, geometry management, event handling, using callbacks, custom styling, and dialogs Create apps that can be scaled in size or complexity without breaking down the core Write your own GUI framework for maximum code reuse Build apps using both procedural and OOP styles, understanding the strengths and limitations of both styles Learn to structure and build large GUI applications based on Model-View-Controller (MVC) architecture Build multithreaded and database-driven apps Create apps that leverage resources from the network Learn basics of 2D and 3D animation in GUI applications Develop apps that can persist application data with object serialization and tools such as configparser In Detail Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, media player, drawing application, chat application, screen saver, port scanner, and many more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database driven programs and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. Style and approach An easy-to-follow guide, full of hands-on examples of real-world GUI programs. The first chapter is a must read as it explains most of the things you need to get started with writing GUI programs with Tkinter. Each subsequent chapter is a stand-alone project that discusses some aspects of GUI programming in detail. These chapters can be read sequentially or randomly depending upon the readers experience with Python.

PRO GUI PRGRM, CHOUDHURY,2002-08-23 Although web programming has been the hot topic in recent years, Windows programming is undergoing something of a rejuvenation under .NET. This is partly because web services allow us to take advantage of the Internet even in Windows applications, but it's also a belated recognition that Windows programs offer a much richer experience to the user than browser-based applications. This book provides a concise but in-depth guide to writing programs in the Windows environment using C#. The emphasis is firmly on GUI programming, but important related areas are also covered.

C++ GUI Programming with Qt 4 Jasmin Blanchette,Mark Summerfield,2006 Learn GUI programming using Qt4, the powerful crossplatform framework, with the only official Qt book approved by Trolltech.

The GUI Style Guide Susan L. Fowler,Victor R. Stanwick,1995 The GUI Style Guide provides the tools necessary for programmers to write interfaces for a variety of windowing environments. All of the guidelines are useful to programmers either creating IBM mainframe applications or writing Windows applications. It also explains how to take advantage of object-oriented programming and fourth-generation languages. * * Contains all of the information for designing an effective GUI, such as human factors, color, menu levels, and prototyping * Explains how to create an interface that makes sense to others * Demonstrates similarities between various manufacturers' underlying windowing environments * Covers examples from all sorts of software on as many hardware platforms as possible * Provdies programmers with the necessary tools to write interfaces for a variety of windowing environments. * Includes all of the guidelines necessary for programmers to create any type of windowed application, from IBM CUA mainframe to pen to Macintosh, Motif, NeXt, and Windows systems.

The Cross-GUI Handbook Aaron Marcus,Nick Smilonich,Lynne Thompson,1995 A source for programmers of comparative information about

the principle graphical interfaces (GUIs) currently available. Compares features, capabilities, appearance, behavior, and strengths of various GUIs. Includes design guidelines for portability and migration, and recommendations for handling conflicting or incomplete style guides. Covers GUI environments such as Microsoft Windows and Windows NT, OSF/Motif, NeXTSTEP, IBM OS/2, and Apple Macintosh. Contains numerous diagrams. Annotation copyright by Book News, Inc., Portland, OR

Create GUI Applications with Python & Qt6 (PyQt6 Edition) Martin Fitzpatrick,2021-03-01 Building desktop applications doesn't have to be difficult. Using Python & Qt5 you can create fully functional desktop apps in minutes. This is the 5th Edition of Create GUI Applications, updated for 2021 & PyQt6 Starting from the very basics, this book takes you on a tour of the key features of PyQt6 you can use to build real-life applications. Learn the fundamental building blocks of PyQt6 applications — Widgets, Layouts & Signals and learn how PyQt6 uses the event loop to handle and respond to user input. Design beautiful UIs with Qt Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PyQt6 applications from the start. Finally, once your application is ready to be released, discover how to package it up into professional-quality installers, ready to ship. The book includes - 665 pages of hands-on PyQt6 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.6+ - Code free to reuse in your own projects

Qt5 C++ GUI Programming Cookbook Lee Zhi Eng,2019-03-27 Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key FeaturesLearn to use Qt 5 to design and customize the look and feel of your applicationImprove the visual quality of an application by using graphics rendering and animationUnderstand the balance of presentation and web content that will make an application appealing yet functionalBook Description With the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly user interfaces for your applications. Qt5 C++ GUI Programming Cookbook, Second Edition teaches you how to develop functional and appealing user interfaces using the latest version of QT5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots, network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learnAnimate GUI elements using Qt5's built-in animation systemDraw shapes and 2D images using Qt5's powerful rendering systemImplement an industry-standard OpenGL library in your projectBuild a mobile app that supports touch events and exports it onto devicesParse and extract data from an XML file and present it on your GUIInteract with web content by calling JavaScript functions from C++Access MySQL and SQLite databases to retrieve data and display it on your GUIWho this book is for This intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

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GUI Introduction

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