

Re: GUI Programming for Beginners. Re: C going to C++

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-04/0657.html

From: Steven T. Hatton (susudata_at_setidava.kushan.aa)

Date: 04/04/04

Date: Sun, 04 Apr 2004 10:43:54 -0400

Pete wrote:

> *Steven T. Hatton wrote:*

> <snip>

>>

>> *I will *highly* recommend the learning materials found in the Qt*

>> *documentation. You can get Qt free for Win32, or better.*

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>> <http://www.trolltech.com>

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>> <http://doc.trolltech.com/3.3/index.html>

>

> *I will *highly* recommend you stay away from Qt and use the real Windows*

> *API instead.*

> *Qt's licensing is horrible. Yes, you can get it free, but once you want to*

> *do something useful with your program it costs around several thousand*

> *dollars.*

That's interesting. I'm using a Qt based application as my usenet client, and the license is free. AAMOF, my entire desktop is Qt based, and free. Oh, you want to /sell/ your product, and not /pay/ TrollTech! Well....

> *It also includes a bunch of non-standard C++ language features.*

There is nothing in Qt that isn't standard C++. That is, there is no language feature used in Qt that is not specified in the Standard. Perhaps you mean moc? It's standard preprocessor metaprogramming.

But the really nice thing is, you don't even need to use Windows.

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p->m == (*p).m == p[0].m

<http://www.kdevelop.org>

<http://www.suse.com>

<http://www.mozilla.org>