

MODULE 11: GRAPHICS

On completion of this module you will be able to identify graphic types and use of graphics within your program to make it more presentable or graphically interactive.

MODULE 11.1: FONTS

Subject Outcome 1: Introduction: QFONT & QFONTDIALOG

Subject Outcome 2: Installing new fonts

Subject Outcome 3: QFont

Subject Outcome 4: QFontDialog

MODULE 11.2: GRAPHICS

Subject Outcome 1: Introduction

Subject Outcome 2: Resource Files

Subject Outcome 3: Color Dialog

Subject Outcome 4: Graphic Screens

Subject Outcome 4.1 : QImageEx

Subject Outcome 4.2 : QPixmapEx

Subject Outcome 4.3: QCanvasEx

Subject Outcome 5: QDrawFocus

Subject Outcome 6: QImageList

Subject Outcome 7: QAnim

Subject Outcome 8: QLine

Subject Outcome 9: QImageDialog

Subject Outcome 10: QSkin

Subject Outcome 11: QSkinBtn

Subject Outcome 12: Capture Screen

Subject Outcome 13: RGB Colors

MODULE 11.3: ICONS & Cursors

Subject Outcome 1: Cursors

Subject Outcome 2: Icons

MODULE 11.4: CHARTS

Subject Outcome 1: Introduction

Subject Outcome 2: QChart

