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Cross-Platform Development in

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C++ is the definitive guide to developing portable C/C++ application code that will run natively on Windows, Macintosh, and Linux/Unix platforms without compromising functionality, usability, or quality. Long-time Mozilla and Netscape developer

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this book concentrates on techniques that offer the most power and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading, and applications

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incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt

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with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phonon framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models,

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on, you will learn about the new Qt Gamepad module and how to add it in your game and then delve into OpenGL and Vulkan, and how it can be used in Qt applications to implement hardware-accelerated 2D and 3D graphics. You will then explore various facets of Qt Quick:

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