



Community Experience Distilled

PySide GUI Application Development

Develop more dynamic and robust GUI applications using an open source cross-platform UI framework

Venkateshwaran Loganathan

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BIRMINGHAM - MUMBAI

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I want to thank my wife Lydia for encouraging me to do this technical review

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Preface

The aim of this book is to introduce you to developing GUI applications in an easy way. Python is easy to learn and use and its programs are relatively shorter than those written in any other programming languages like C++, Java. It is supported by a large set of dynamic libraries and bindings that make it efficient to develop very complex applications in an efficient manner. This book will introduce you to user interface programming and its components. You will be able to develop real time applications in a shorter time after reading this book.

What this book covers

Chapter 1, Getting Started with PySide, introduces you to GUI programming in general. This chapter takes you through the introduction of PySide and its installation in various major operating systems followed by a short introduction to exception handling in programming. By the end of this chapter, users will know how to install and use PySide to create GUI applications in Python.

Chapter 2, Entering through Windows, introduces you with all the GUI programming that revolves around Windows. This chapter explains the basic methods of creating Windows and adding some functions to it. By the end of this chapter, users familiar in creating Windows and modify it accordingly.

Chapter 3, Main Windows and Layout Management, extends the previous chapter by explaining how to create menus and tool bars for a windowed application. This also explains the layout management policies. A simple text editor is given as an example at the end of the chapter. By the end of this chapter, readers have an experience of creating a real time application in PySide.

Chapter 4, Events and Signals, this chapter goes on explaining the signals, various text and graphic effects, drag-and-drop, and few geometrical diagram shapes. By the end of this chapter, readers will learn about managing events and various other text and graphical effects.