Archived:How to make a customized widget in Qt

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Qt Quick should be used for all UI development on mobile devices. The approach described in this article (based on QWidget) is deprecated.

This (archived) article shows the procedure for customising aQWidget.

Introduction

Create a new Qt project of type GUI widget following the procedure given Getting started with Qt.

Then replace the three files named `main.cpp`, `customwidget.h` and `customwidget.cpp` with the code given below.

Main.cpp

```
#include <QApplication>

#include "customwidget.h"

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    CustomWidget w;
    w.show();
    return a.exec();
}
```

customwidget.h

```
#ifndef CUSTOMWIDGET_H
#define CUSTOMWIDGET_H

#include <QWidget>

class CustomWidget : public QWidget
{
    Q_OBJECT

public:
    CustomWidget(QWidget *parent = 0);
};

#endif // CUSTOMWIDGET_H
```

customwidget.cpp

```
#include <QPushButton>
#include <QVBoxLayout>
#include <QCoreApplication>

#include "customwidget.h"

CustomWidget::CustomWidget(QWidget *parent) :
    QWidget(parent)
{
    QVBoxLayout* layout = new QVBoxLayout(this);

    // This button show the top level widget in a normal size
    QPushButton* normalSizeButton = new QPushButton("Normal size");
    QObject::connect(normalSizeButton, SIGNAL(clicked()), this, SLOT(showNormal()));
    layout->addWidget(normalSizeButton);

    // This button maximize the widget size
    QPushButton* maximzeButton = new QPushButton("Maximize");
    QObject::connect(maximzeButton, SIGNAL(clicked()), this, SLOT(showMaximized()));
    layout->addWidget(maximzeButton);

    // This button exit the application
    QPushButton* exitButton = new QPushButton("Exit");
    QObject::connect(exitButton, SIGNAL(clicked()), qApp, SLOT(quit()));
    layout->addWidget(exitButton);
}
```

Output Image

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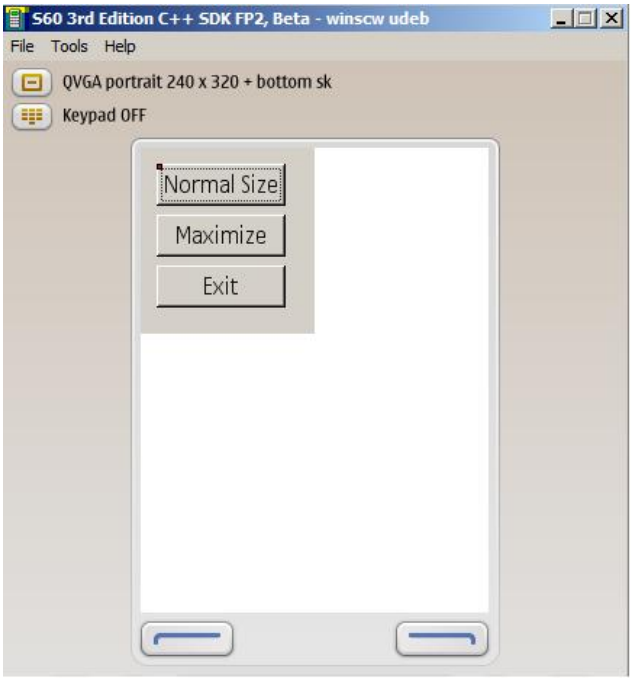

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