

Contents

Foreword	xiii
Introduction	1
Part I: Python Programming	
Chapter 1. Data Types and Data Structures	9
Executing Python Code	10
Variables and Objects	12
Numbers and Strings	15
Integers and Long Integers	16
Floats and Decimals	17
Bytestrings, Unicode Strings, and QStrings	20
Collections	29
Tuples	29
Lists	31
Dictionaries	35
Sets	37
Built-in Functions	37
Summary	41
Exercises	42
Chapter 2. Control Structures	45
Conditional Branching	46
Looping	49
List Comprehensions and Generators	53
Functions	55
Generator Functions	58
Using Keyword Arguments	59
Lambda Functions	61
Dynamic Function Creation	62
Partial Function Application	63
Exception Handling	66

Summary	72
Exercises	72
Chapter 3. Classes and Modules	75
Creating Instances	77
Methods and Special Methods	79
Static Data, and Static Methods and Decorators	85
Example: The Length Class	86
Collection Classes	92
Example: The OrderedDict Class	92
Inheritance and Polymorphism	99
Modules and Multifile Applications	104
Using the doctest Module	105
Summary	107
Exercises	108
Part II: Basic GUI Programming	
Chapter 4. Introduction to GUI Programming	111
A Pop-Up Alert in 25 Lines	112
An Expression Evaluator in 30 Lines	116
A Currency Converter in 70 Lines	121
Signals and Slots	127
Summary	136
Exercise	137
Chapter 5. Dialogs	139
Dumb Dialogs	141
Standard Dialogs	147
Modal OK/Cancel-Style Dialogs	148
Smart Dialogs	154
Modeless Apply/Close-Style Dialogs	155
Modeless “Live” Dialogs	159
Summary	162
Exercise	163
Chapter 6. Main Windows	165
Creating a Main Window	166
Actions and Key Sequences	171
Resource Files	172

Creating and Using Actions	174
Restoring and Saving the Main Window’s State	181
Handling User Actions	190
Handling File Actions	191
Handling Edit Actions	197
Handling Help Actions	200
Summary	201
Exercise	202

Chapter 7. Using Qt Designer	205
Designing User Interfaces	208
Implementing Dialogs	216
Testing Dialogs	221
Summary	223
Exercise	224

Chapter 8. Data Handling and Custom File Formats	227
Main Window Responsibilities	229
Data Container Responsibilities	235
Saving and Loading Binary Files	240
Writing and Reading Using QDataStream	240
Writing and Reading Using the pickle Module	246
Saving and Loading Text Files	249
Writing and Reading Using QTextStream	250
Writing and Reading Using the codecs Module	255
Saving and Loading XML Files	256
Writing XML	256
Reading and Parsing XML with PyQt’s DOM Classes	259
Reading and Parsing XML with PyQt’s SAX Classes	262
Summary	265
Exercise	266

Part III: Intermediate GUI Programming

Chapter 9. Layouts and Multiple Documents	269
Layout Policies	270
Tab Widgets and Stacked Widgets	272
Extension Dialogs	276
Splitters	280
Single Document Interface (SDI)	283

Multiple Document Interface (MDI)	290	Chapter 14. Model/View Programming	413
Summary	300	Using the Convenience Item Widgets	415
Exercise	301	Creating Custom Models	423
Chapter 10. Events, the Clipboard, and Drag and Drop	303	Implementing the View Logic	424
The Event-Handling Mechanism	303	Implementing the Custom Model	427
Reimplementing Event Handlers	305	Creating Custom Delegates	436
Using the Clipboard	310	Summary	442
Drag and Drop	312	Exercise	443
Handling Custom Data	313	Chapter 15. Databases	445
Summary	317	Connecting to the Database	446
Exercise	318	Executing SQL Queries	446
Chapter 11. Custom Widgets	321	Using Database Form Views	451
Using Widget Style Sheets	322	Using Database Table Views	457
Creating Composite Widgets	325	Summary	470
Subclassing Built-in Widgets	326	Exercise	471
Subclassing QWidget	328		
Example: A Fraction Slider	331	Part IV: Advanced GUI Programming	
Example: A Flow-Mixing Widget	339	Chapter 16. Advanced Model/View Programming	475
Summary	345	Custom Views	476
Exercise	346	Generic Delegates	483
Chapter 12. Item-Based Graphics	349	Representing Tabular Data in Trees	492
Custom and Interactive Graphics Items	351	Summary	505
Animation and Complex Shapes	368	Exercise	505
Summary	378	Chapter 17. Online Help and Internationalization	509
Exercise	379	Online Help	510
Chapter 13. Rich Text and Printing	381	Internationalization	512
Rich Text Editing	382	Summary	519
Using QSyntaxHighlighter	382	Exercise	520
A Rich Text Line Edit	389	Chapter 18. Networking	521
Printing Documents	398	Creating a TCP Client	523
Printing Images	400	Creating a TCP Server	529
Printing Documents Using HTML and QTextDocument	401	Summary	534
Printing Documents Using QTextCursor and QTextDocument	403	Exercise	534
Printing Documents Using QPainter	407		
Summary	411		
Exercise	412		

Chapter 19. Multithreading	537
Creating a Threaded Server	539
Creating and Managing Secondary Threads	544
Implementing a Secondary Thread	552
Summary	557
Exercise	558
This Is Not Quite the End	559
Appendix A. Installing	561
Installing on Windows	561
Installing on Mac OS X	566
Installing on Linux and Unix	570
Appendix B. Selected PyQt Widgets	575
Appendix C. Selected PyQt Class Hierarchies	581
Index	585