

Exercise 8: Using Timer Objects

Winter Term 2018/19

Generally, a graphical user interface responds to user actions, such as a mouse click on a button. This scheme does not work, if the programmer would like to run a periodic background process, such as a simulation, that might be modified or quit by the user. In such cases, timer objects can help.

Unit 1: Reuse the traffic light application from Exercise 4. Change the program such that it displays its current state within a widget. Then, use a timer object that let the traffic light advance to the next state every two seconds.

Hint: In order to see something useful on the screen, you should take a look at the following method: `QWidget::setFixedSize()`.

Unit 2: Implement a stopwatch that should contain a `stop`-button, a `start`-button, and a display (`QLCDNumber`) that displays the elapsed time in seconds.

Have fun, Theo and Ralf