Lesson 0. Create Project with Qt Creator

In this lesson, we demonstrate how to create a new Qt project.

Start Qt Creator (v.3.4.1 used in this tutorial) and choose to start a **New Project**. From *Application*, select *Qt Console Application*, and click **Choose...** to proceed.

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Figure 1. Create new project - step 1

Enter the project name, project directory location, and click **Next**.

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之 Location	Introduction and Project Location
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	Name: LambdaSDKTutorial
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Figure 2. Create new project - step 2

Click **Next** to use the default *Kits* setting.

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Figure 3. Create new project - step 3

Complete project creation by clicking **Finish**.

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Figure 4. Create new project - step 4

This creates a new project containing a Qt configuration file (.pro file) and a main.cpp file with the following code.



Figure 5. Create new project - step 5

Now we test to see if everything is in working condition by adding a greeting message to the program.

```
#include <QCoreApplication>
#include <iostream>
using namespace std;
int main(int argc, char *argv[])
{
   QCoreApplication a(argc, argv);
   cout << "Hello World !" << endl;
   return a.exec();
}</pre>
```

Go to *Build, Build Project* (Ctrl-B) and build the current project.

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Figure 6. Building Qt project

Now run it via *Build*, *Run* (Ctrl-R)

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Figure 7. Running Qt project

A new console window will appear and displays the welcome message indicating everything is in order. Click **X** to close the program.



Figure 8. Hello World program output

If your console window does not contain the welcome message, you will need to copy the following 5 .dll files from Qt installation direction to project workspace.

- icudt53.dll
- NOTE
- icuuc53.dll

• icuin53.dll

- *libstdc++-6.dll*
- Qt5Core.dll

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Figure 9. Copy the missing dll files so output will show up in console window