

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.

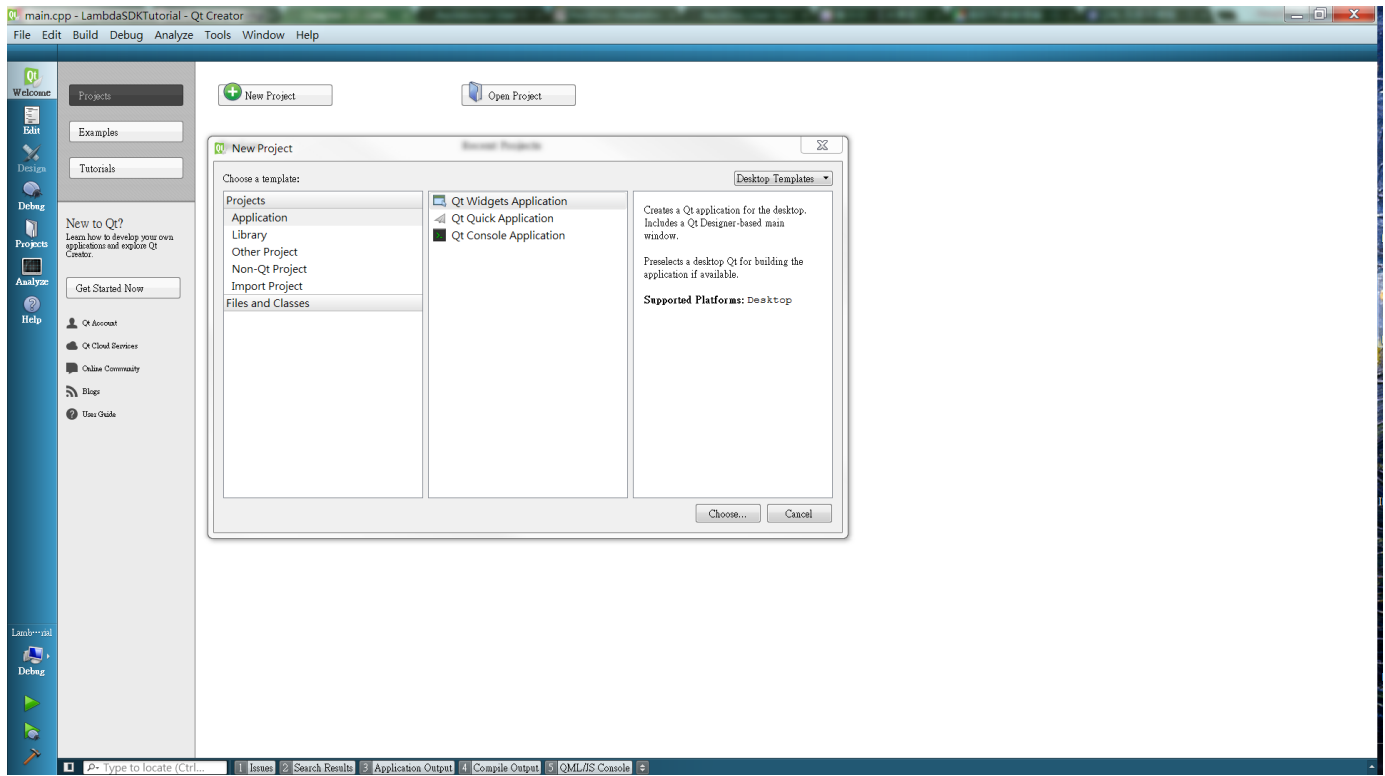


Figure 1. Create new project - step 1

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

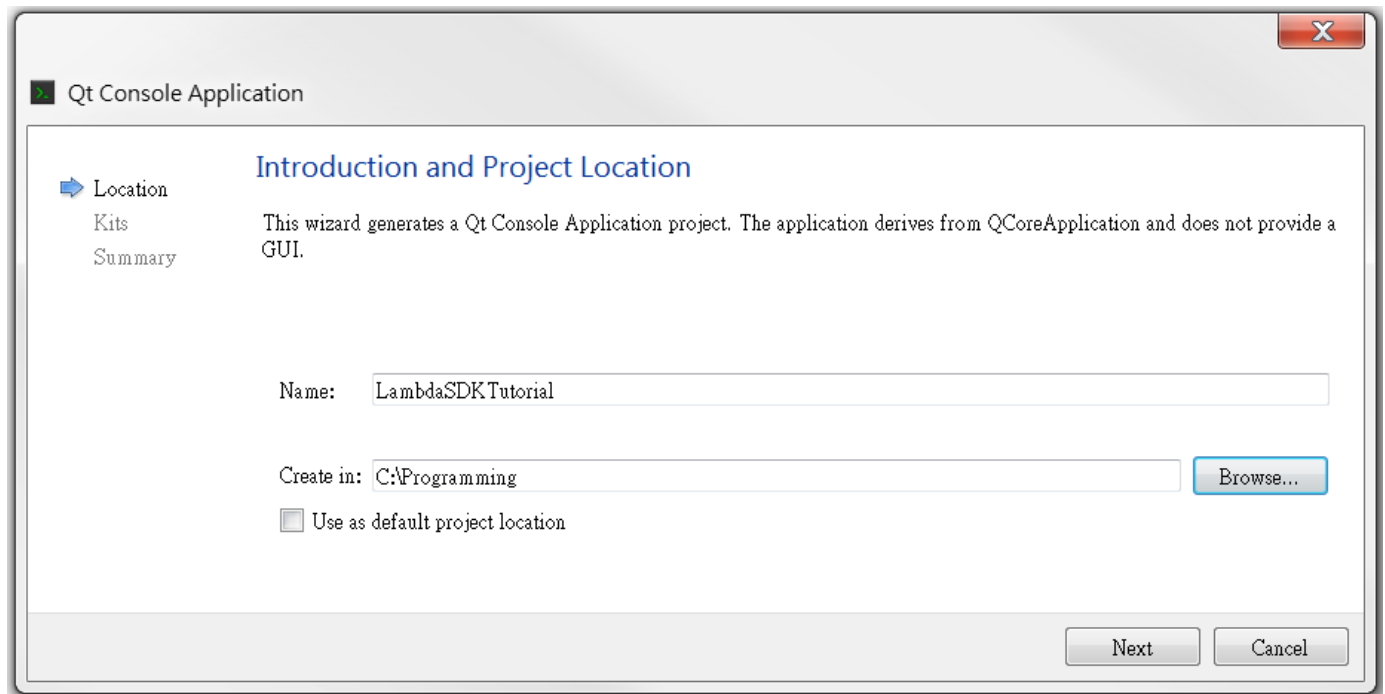


Figure 2. Create new project - step 2

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

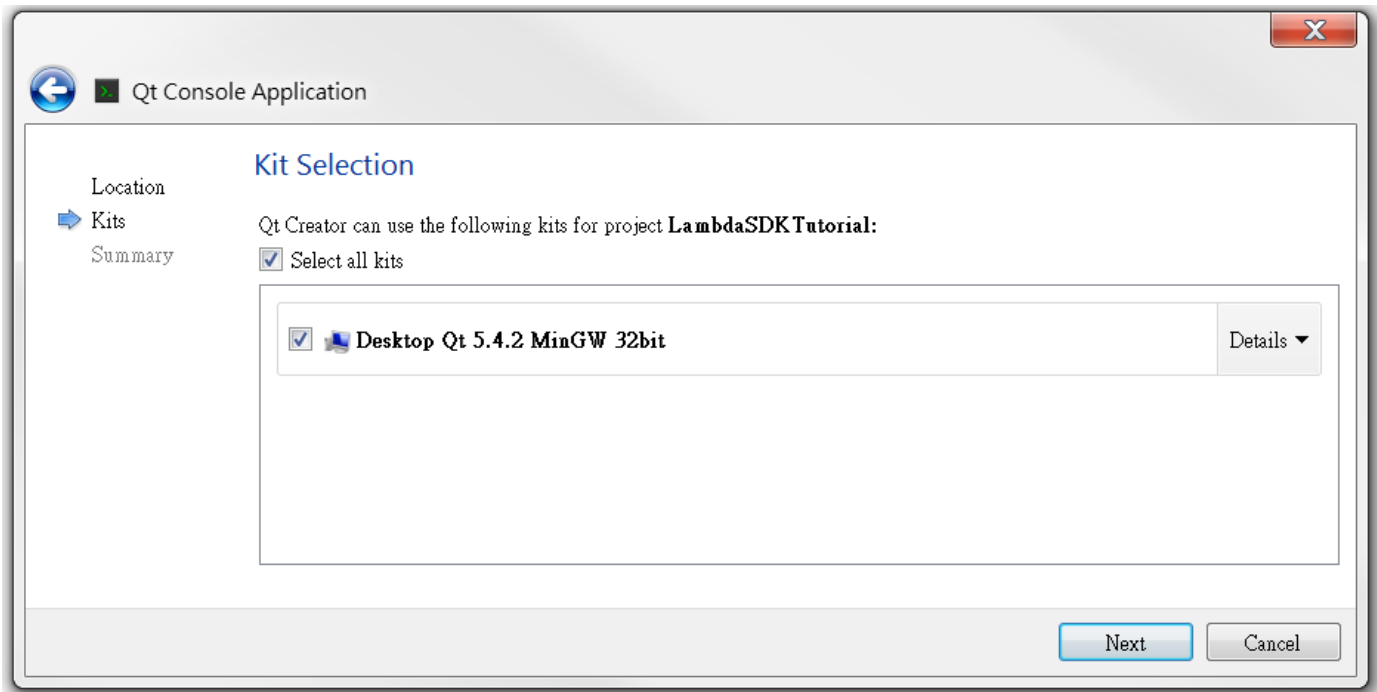


Figure 3. Create new project - step 3

Complete project creation by clicking **Finish**.

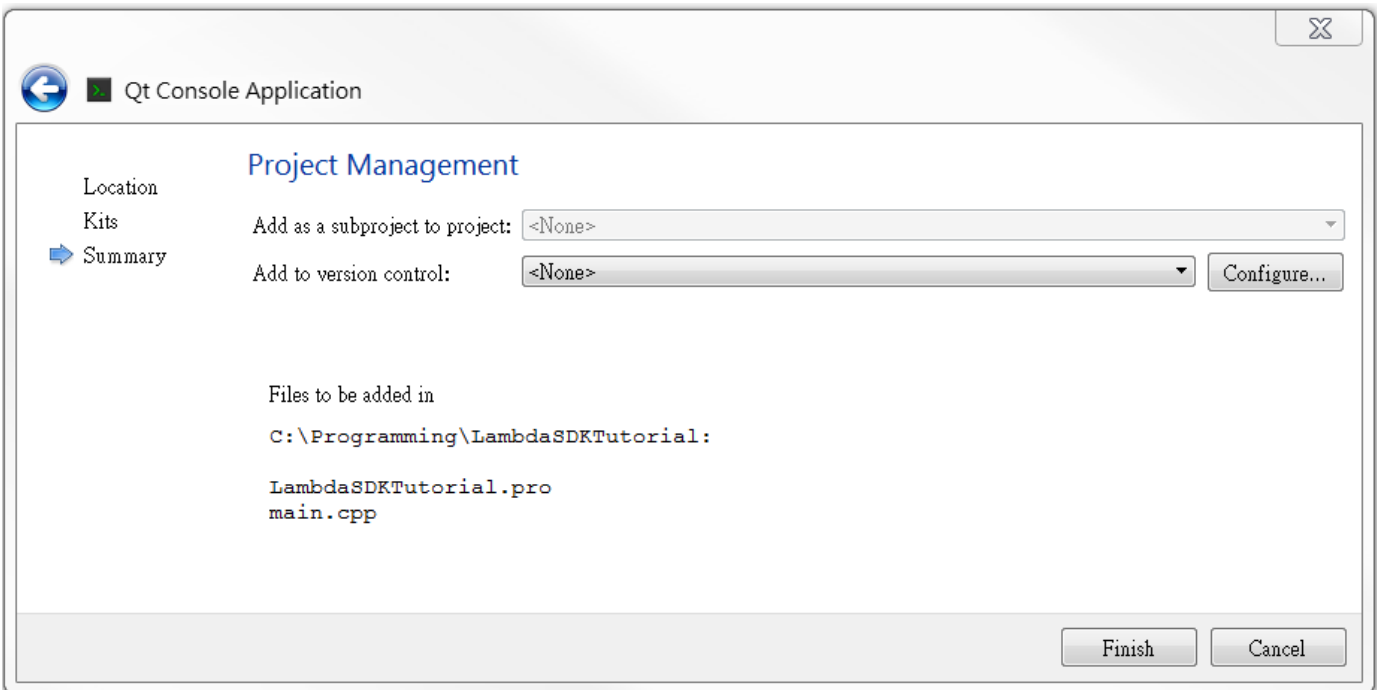


Figure 4. Create new project - step 4

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

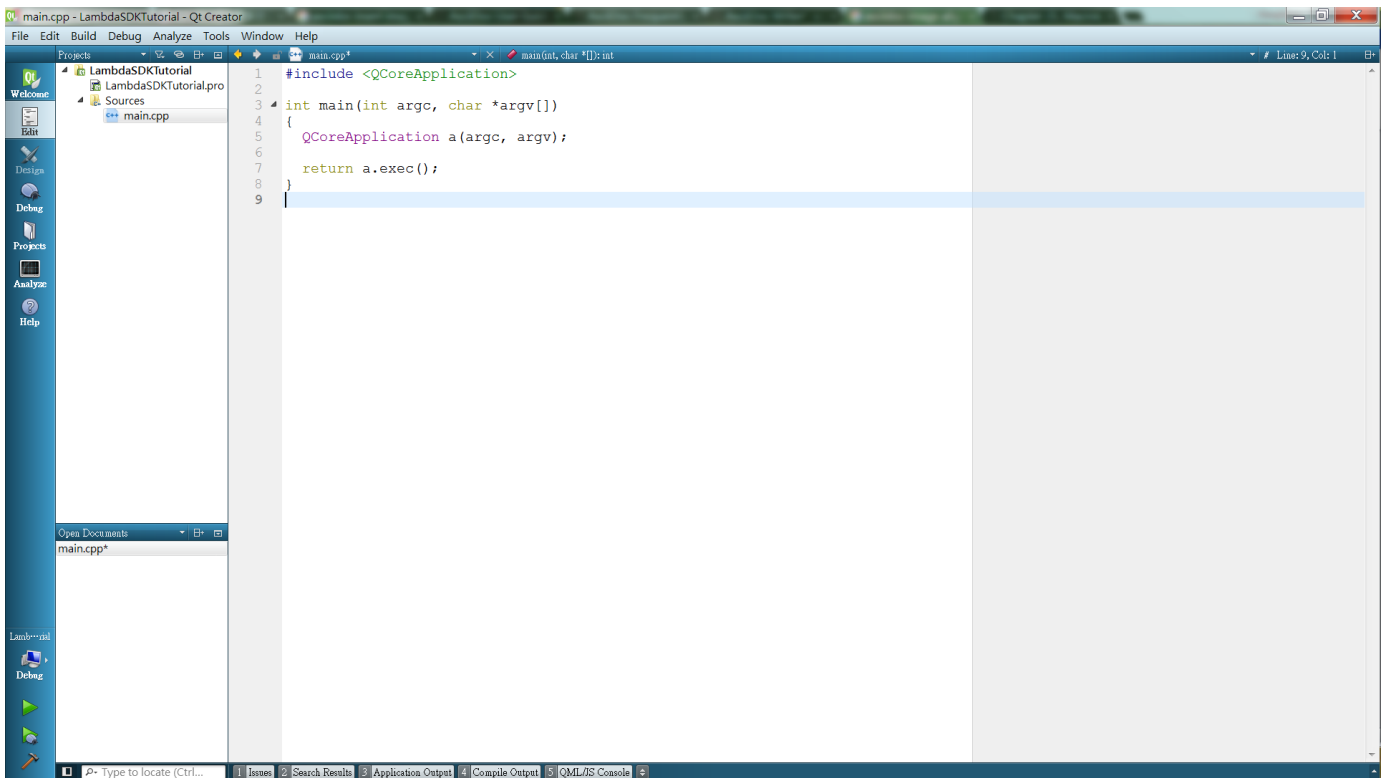


Figure 5. Create new project - step 5

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();
}
```

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

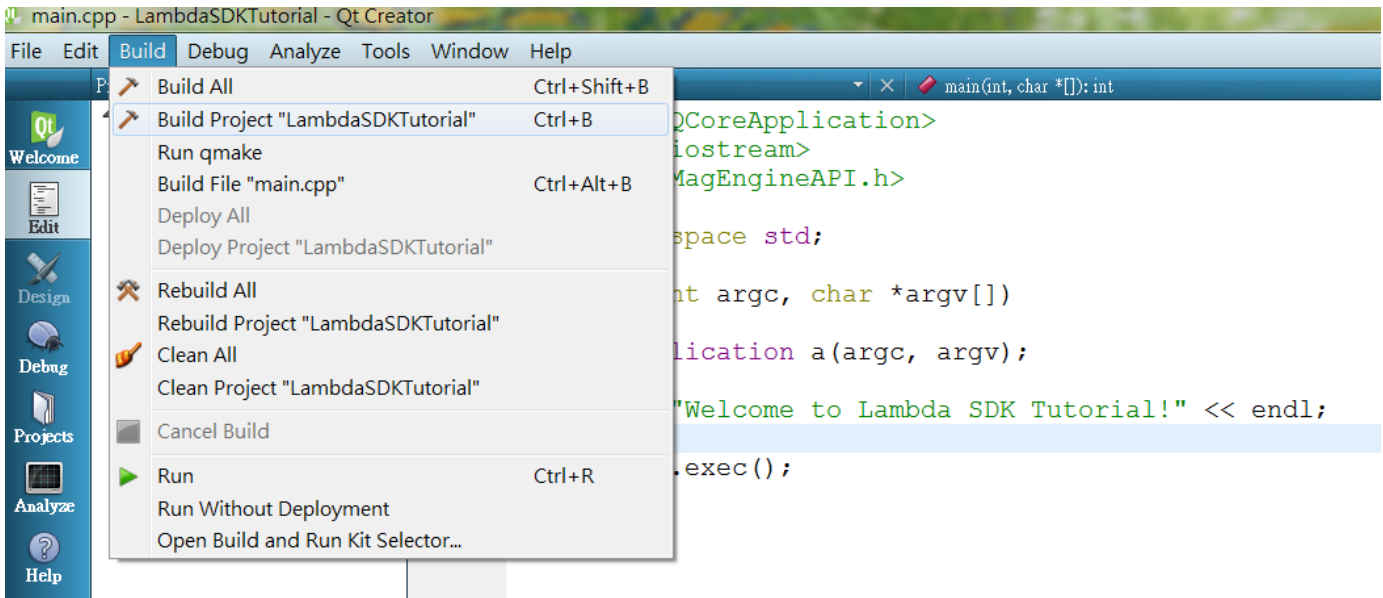


Figure 6. Building Qt project

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

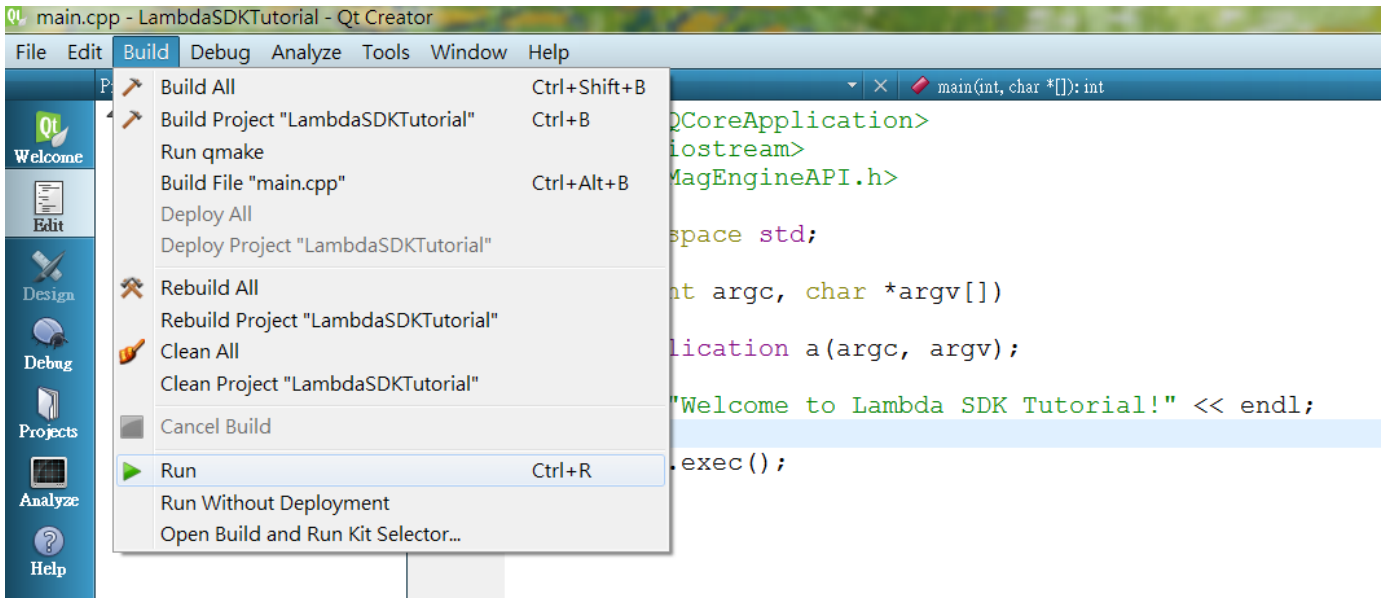


Figure 7. Running Qt project

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

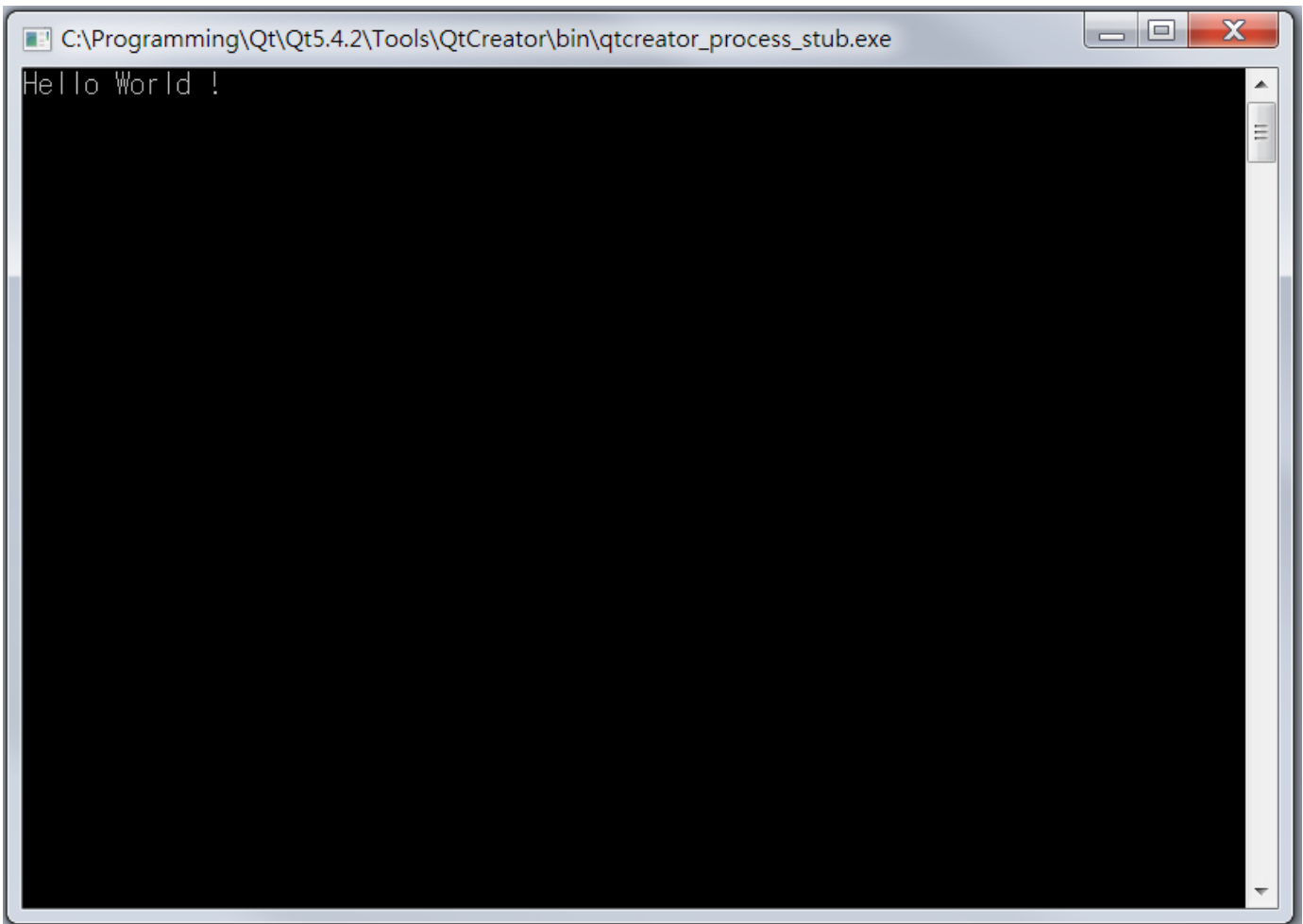


Figure 8. Hello World program output

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.

NOTE

- *icudt53.dll*
- *icuin53.dll*
- *icuuc53.dll*
- *libstdc++-6.dll*
- *Qt5Core.dll*

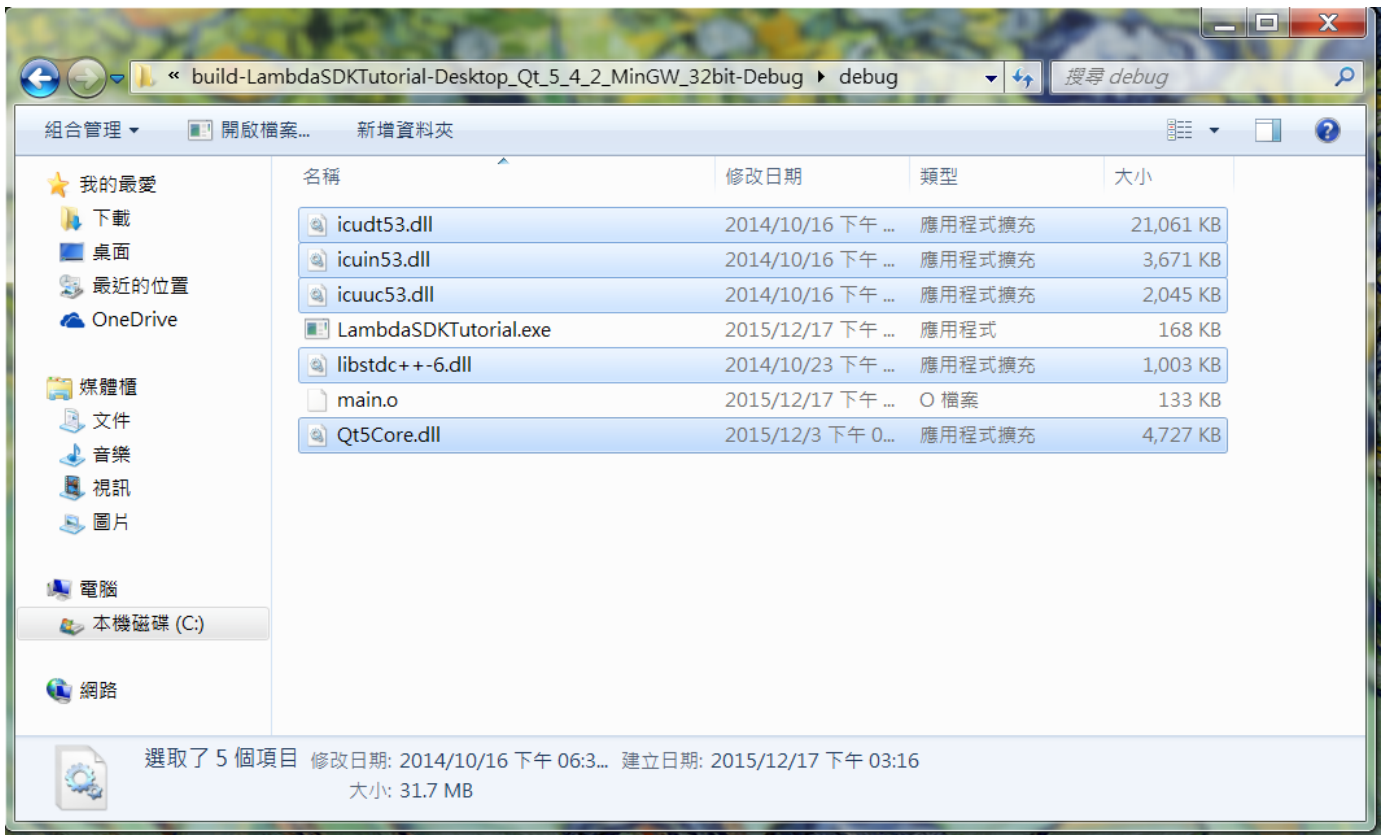


Figure 9. Copy the missing dll files so output will show up in console window