

Seminar

This Seminar is Free of Charge!

EBV Elektronik, Freescale and Essensium present :

QT embedded hands-on workshop

GET A KICK-START ON QT FOR EMBEDDED PLATFORMS

This workshop will show how a Qt application is developed and deployed on an embedded platform. Although this workshop is not sufficient to immediately start programming Qt applications, it gives enough pointers to documentation, tutorials and examples to allow you to learn Qt on your own. The presentations will cover the full design flow starting from Yocto installation up to the hardware connection to the board enabling software deployment.

This seminar is hosted by EBV in collaboration with Essensium Mind as experienced service provider for Qt development and board bring-up. The i.MX6 Sabre SD (Smart Device Cortex A9) development board will be used as hardware platform during the workshop.

Prerequisites: Own laptop with VirtualBox installed. A download for the image will be provided after registration.

DATE & LOCATION

24 September, 2015
AUBERGE DU PECHEUR
Pontstraat 41
9831 Deurle (Sint-Martens-Latem)

AGENDA

- 9:30** Registration
- 10:00** Introduction to
 - Qt, QML and Qt Creator
 - the hands-on sessions
- 11:15** Break
- 11:30** Hands-on 1: Using Qt Creator and QML on an embedded system
 - Create a hello world QML application from scratch using Qt Creator
 - Deploy the application to the Sabre SD board
 - Using a larger example, discover some QML features
- 12:30** Lunch
- 13:30** Creating a Qt development platform with Yocto
 - Introduction to the Freescale i.MX6 platforms
 - Introduction to Yocto
 - Creating an SDK with Qt Creator
 - Linking the SDK with the target platform
- 14:00** Hands-on 2: Using Qt C++ code
 - Building and deploying C++/QML code for the target
 - Debugging the code on the target using Qt Creator
 - Example with a data model implemented in C++
 - Example with a data model retrieved from the cloud
 - Example using the board's accelerometer
 - Example with video and audio
- 14:45** Break
- 15:15** Hands-on 3: Continue examples of hands-on 2
- 16:30** Other things not covered today
 - Android & iOS
 - OpenGL
 - Widgets
 - Threads and processes
 - Headless operation
- 17:00** End