

slots para banca baixa

A signal is emitted when a particular event occurs. Qt's widgets have many pre-defined signals, but we can always subclass to add our own. A slot is a function that is called in response to a particular signal.

The following table lists the signals emitted by the Qt widgets and the slots they connect to. The signals are listed in the first column, and the slots in the second column. The slots are listed in the third column.

The following code shows how to connect a signal to a slot.

```
connect(sender, SIGNAL(signal_name), receiver, SLOT(slot_name));
```

The following code shows how to connect a signal to a slot using the lambda syntax.

```
connect(sender, SIGNAL(signal_name), receiver, [&receiver]{slot_name();});
```

The following code shows how to connect a signal to a slot using the lambda syntax and a delay.

```
connect(sender, SIGNAL(signal_name), receiver, [&receiver]{slot_name();}, Qt::Delayed);
```

The following code shows how to connect a signal to a slot using the lambda syntax and a delay.

```
connect(sender, SIGNAL(signal_name), receiver, [&receiver]{slot_name();}, Qt::Queued);
```

The following code shows how to connect a signal to a slot using the lambda syntax and a delay.

```
connect(sender, SIGNAL(signal_name), receiver, [&receiver]{slot_name();}, Qt::QueuedConnection);
```

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Assunto: slots para banca baixa
Palavras-chave: slots para banca baixa
Tempo: 2024/12/14 21:24:25