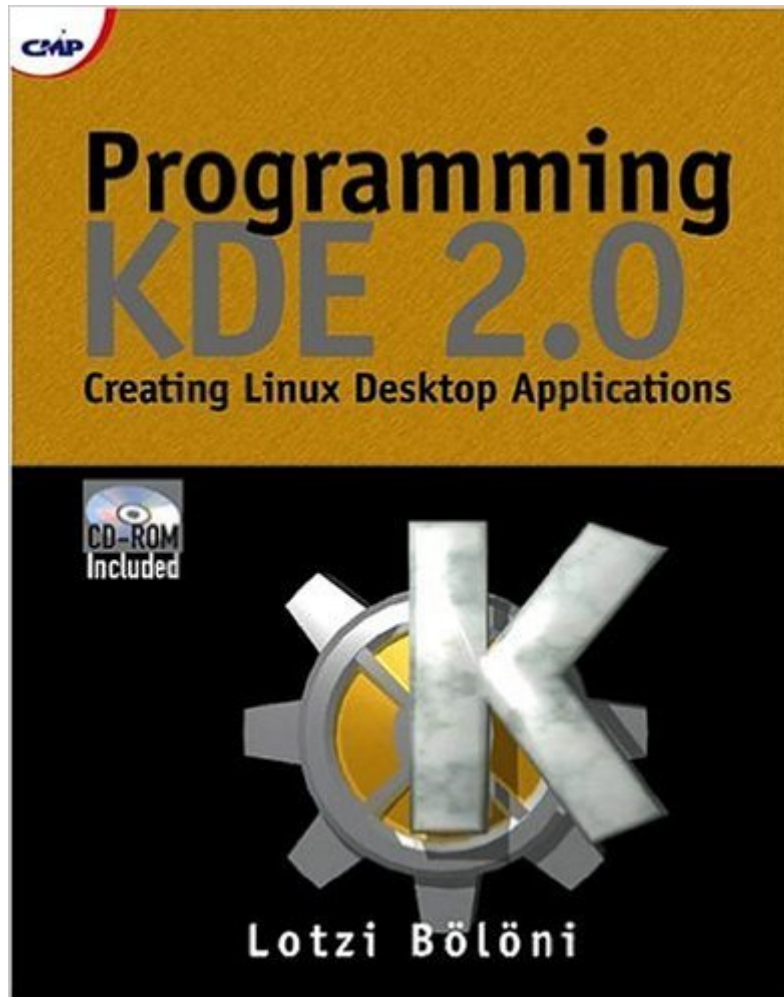# Programming KDE 2.0: Creating Linux Desktop Applications (with CD-ROM) With CDROM

Synopsis

Version 2.0 of KDE features innovations in the API and the use of KOM techniques. This book introduces C++ programmers to the K Desktop Environment with a comprehensive tutorial ranging from general principles and libraries to component programming and interprogram communications. Two of the authors have served as active contributors to this KDE release. This experience uniquely qualifies them to deliver an up-to-date perspective of the system, as well as demonstration projects and significant portions of reusable code.

Book Information

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Customer Reviews

Programming KDE 2.0 is largely a re-hash of other publicly available material, interspersed with the author's amateurish pontification on user interface and application design.In particular, the sections that purport to emphasize good user interface design are, unfortunately, academic and superficial -- almost as if the author once read a book on user interface design and regurgitates what he remembers. The history of the graphical interface presented in the first chapter is a wasted opportunity because it is simply a chronology. It completely fails to highlight the important lessons that were learned, extract the key points and teach the reader something. Anyone who spent an afternoon searching the web could have written the same thing -- not what I want to pay for in a book.This book is strongest in providing details of the available GUI elements (i.e. describing the API). But then the KDE API is well documented anyway -- and the book simply re-hashes that (public) material. There is very little added value here.The author clearly considers his personal

development techniques to be that added value. Unfortunately, these are poorly conceived and not pragmatic for anything other than small amateur applications. A good example is the use of XML to define a user interface. While XML is all the rage right now, this approach means that building a GUI becomes a laborious trial-and-error process with much manual editing of XML before you get the right result. The XML then becomes a bear to maintain. Worse, it make it very hard for the application to dynamically adapt the GUI based on calculations or data entered by the user. This is critical for anything other than the simplest application.

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