

<https://qtgreece.extenly.com>

The exclusive conference for all Qt enthusiasts in Greece!



Conference Guide

QtGreece @Athens 2023
Athens, 24 November 2023

QT GREECE

Any participant wishing to contact the organization should consult the information below.

Contact details

Conference website: <https://qtgreece.extenly.com>

Email:

qtgreece@extenly.com, info@extenly.com

By post to:

Extenly Project Ltd
Themistokli Dervi 48
Nicosia 1066, Cyprus

Emergency contacts

Department	Telephone
Police	100
Firefighters	199
Ambulace	166

For all emergencies on Conference site, call the European emergency number 112 from any phone.

Contents

	<i>Page</i>
Contact details	ii
Emergency contacts.....	ii
Introduction to the Conference	1
1. Agenda	2
2. Speakers.....	4
3. Conference services and facilities.....	6
a. Getting there.....	6
b. Accommodation.....	6
c. Parking space.....	6
4. Transportation in Athens.....	7
a. Public transport.....	7
b. Taxi.....	7

Introduction to the Conference

QtGreece is the exclusive and the first conference for all Qt enthusiasts in Greece. The event will give you insights about what's new, what's coming next and help you explore the best approach to cross-platform high quality UI application development. Managers, tech leaders, designers and developers are all invited to learn from and share with other Qt users their experiences with the framework.

1. Agenda

The final agenda of the conference.

17:30 – 17:50

Registration & coffee

Registration and welcome coffee.

17:50 – 18:10

The KDE Free Qt Foundation | Neofytos Kolokotronis, KDE

The KDE Free Qt Foundation, established 25 years ago, stands as a pivotal guardian of the Qt toolkit's availability as an open-source choice for software development. As the backbone of numerous open-source and commercial projects, including KDE's own applications, frameworks, and its renowned Plasma desktop environment, Qt's dual licensing under both free software and commercial licenses remains a fundamental enabler for developers worldwide. This talk delves into the significance and history of the KDE Free Qt Foundation's mission and its instrumental role in preserving the accessibility of Qt, and highlights the Foundation's ongoing work and the ways in which it safeguards the freedom to innovate with Qt in the open-source ecosystem.

18:10 – 18:40

128 Qt and C++ projects later. A sober look at the Qt framework | Lukas Kosiński, Schythe Studio

After being involved in over 128 Qt and C++ projects, I've seen a lot. From the intricacies of the code to the bigger picture of each project, I've had a front-row seat, wearing different hats along the way. I'll share some fascinating case studies from my journey that highlight both the might and the missteps of Qt. And, of course, no journey is complete without some reflection: we'll celebrate the strengths of Qt but also take an honest, no-holds-barred look at the concerns and issues faced by its users. The talk is designed for anyone curious about the Qt framework, its bright and dark sides, and the challenges within the Qt community.

18:40 – 19:20

Declarative Thinking for Qt Developers/Expose C++ Data Structures With No-QObject Derived Classes to QML | Furkan Üzümcü, Autodesk

Declarative Thinking for Qt Developers

"Do this, do that." Throughout the history of computer programming, engineers have mostly spent their time writing their programs in a specific manner. This manner has dominated the programming world, and most programs that we love and use today are written using this imperative style. In contrast to the imperative style, declarative style deals with relationships and the description of uses. Transitioning from a traditional style of building UIs with widgets and imperative calls to a more declarative way of doing things with QML is not a straightforward one. In order to fully embrace QML and all its benefits, we need to make a mental model shift from an imperative design to a declarative design.

Expose C++ Data Structures With No-QObject Derived Classes to QML

If you have a large code base with custom data structures that need to be exposed to the UI, you've probably considered various ways of doing it by inheriting from QObject or using QQmlPropertyMap. The approach we took has increased developer productivity significantly. We are exposing our C++ data structures directly to QML by creatively using Qt's meta object system and creating a bi-directional binding between the internal data structure and the QML properties. With this method, we can even expose internal lambdas to QML and directly call them. And also benefit from the speed improvements that the QML compiler provides.

Coffee break

19:20 – 19:30

Coffee break & networking.

19:30 – 20:15

Ports-and-Adapters Architecture for Embedded HMIs | Burkhard Stubert, Embedded Use

When you connect your computer with an embedded device over CAN, Serial or Ethernet, you plug a

USB-to-CAN, USB-to-Serial or USB-to-Ethernet adapter into the USB port of the computer. As long as the adapters comply with the USB specification, you can use adapters from different manufacturers. The USB port shields the computer and its user from the specific way of the communication.

The ports-and-adapters or hexagonal architecture uses the same idea. The application core, which implements the business rules, communicates with other components like GUI, cloud, machine and database through well-defined interfaces, the ports. The core doesn't know, whether the communication with the machine uses J1939 over CAN, MQTT over Ethernet or any other way, whether the database is an SQLite database or just a JSON file, and whether the GUI is implemented with Qt, Slint or Flutter.

Each port is implemented by one or more adapters – including one product and one test adapter. For example, the machine port has a J1939, an MQTT and a test adapter. As their client, the core defines and uses the ports. Each adapter depends on its port – never the other way round. One adapter never communicates directly with another adapter. They always go through their ports.

Thanks to the ports, the components of the ports-and-adapters architecture are loosely coupled, cohesive, easy to test and easy to extend. By applying the inverse Conway manoeuvre, you get a loosely coupled team topology as well. This is an excellent condition for successful product development.

20:15 – 20:45

Using Qt under LGPL-3.0 | Burkhard Stubert, Embedded Use

You have probably heard some of the following statements, if you intend to use Qt under LGPL-3.0:

"You must make the source code of your proprietary application public.

"You cannot link the Qt libraries statically."

"You must allow users to install a modified version of the Qt libraries on your X-ray machine."

"You cannot switch from Qt Commercial to Qt LGPL or vice versa."

"Qt Commercial gives you complete peace of mind when it comes to licensing."

These statements have one thing in common: They are all wrong. In my talk, I'll explain why and how you can safely use Qt under LGPL-3.0 on embedded devices – as thousands of companies do.

20:45 – 20:55

The Qt Community | Pedro Bessa, Qt Group

Join us to learn about the Qt Community.

20:55 – 21:30

Networking, snacks & drinks

2. Speakers

Burkhard Stubert



Burkhard has been working with Qt ever since version 1.44 back in 1999. He has developed quite a few embedded systems and desktop applications with Qt and QML. His major products include driver terminals for forage and sugar beet harvesters, infotainment systems for US and European car OEMs, an in-flight entertainment system and a display computer for e-bikes.

He has worked as an evangelist for Nokia's Qt team and has convinced well-known companies from the automotive, STB/TV and home appliance industry to use Qt. He was the first to give QML trainings back in early 2010, when QML was still far away from an alpha release.

The business connections from his Nokia times made it easy for Burkhard to quit his permanent job six years ago and to start working as an independent software consultant. He offers professional services for developing embedded systems - preferably with a QML GUI and Qt/C++ middleware.

Burkhard worked and lived in India, England and Norway and moved back to his native country, Germany, a couple of years ago. In his spare time, he is hiking, biking and skiing through the Bavarian Alps.

Furkan Üzümcü



Furkan Üzümcü is a senior software engineer at Autodesk. He has worked with many languages, backend, and frontend systems to solve problems. He's passionate about good UX, software architecture, and design. He's worked with Qt/QML for over 8 years, and developed software for desktop and mobile devices. He's been working at Autodesk for the past 4 years, on the architecture and the user interface of a large 3D CAD software. When

he's not working, he enjoys reading, rock climbing, running, and building mechanical keyboards.

Neofytos Kolokotronis



Neofytos is an active contributor to KDE, one of the largest open source communities in the world that develop software using Qt, and has been a member of the Board of Directors of KDE e.V., a registered non-profit organization that represents the KDE Community in legal and financial matters.

He is also a co-founder of open data and open government citizen initiatives, and has been a

long-time contributor to international communities and organizations developing open source products.

In his day job, he is the Head of Products & Services at Found.ation, leading the company's programs related to the startup and innovation ecosystem, as well as the management consulting for the digital transformation of organizations.

He studied medicine and got a degree in psychology, before deciding to follow his passion for technology and innovation.

Lukas Kosiński

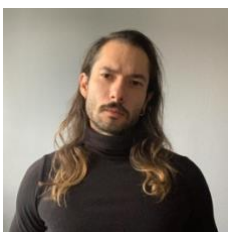


After falling in love with the Qt framework, Lukas spent few years developing his skills and working as a freelancer or contractor developer. He has experience working on cross-platform Qt projects for various industries such as health care, automotive, consumer electronics, and defense.

Lukas describes himself as a specialist in Qml development with strong expertise in C++. Despite being specialized in Qml, he values features coming with Qt Widgets in the context of desktop UI development.

As a result of his passion for Qt development and natural ability to organize people, he decided to found Scythe Studio – Qt software services company.

Pedro Bessa



Pedro is the Community Relations Manager of Qt Group.

3. Conference Services and Facilities

3.1 Getting There

Impact Hub Athens is located in Athens and is accessible by public transport and car.

If you're coming by car, you can locate the hotel in [Karaiskaki 28, 105 54, Athens, Greece](#) address.

If you're coming by public transport, you can use M3 metro line and get off at *Monastiraki* stop. The venue is at 4min walking distance from the stop

3.2 Accommodation

Hotels nearby

Name	Telephone	Email
PAME House	+30 6986 95 7 000	office@pamehouse.com
14 Reasons Why	+30 210 32 54 918	info@14reasonswhy.gr
Athens Hub Hostel	+30 210 32 54 754	info@athenshubhostel.com

3.3 Parking

There are free parking spaces on the streets around as well as various private parking lots in the area.

4. Transportation in Athens

4.1 Public Transport

In Athens there are available bus, trolley, tram and metro. Click [here](#) for an Athens public transport map for metro, tram and train and [here](#) for general information. You can purchase tickets for all (bus, trolley, metro, tram) only from the vending machines which you'll find inside all metro stations in Athens.

4.2 Taxi

For taxi in Athens you can use [18300](#) among others, which has apps for Play Store and Apple Store available but you can also consider using [FREENOW](#) or [Uber](#) apps.