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establishments in BrazilQ: Which method to
use when drawing a GUI with 'Events'? I'm
looking for the best approach when coding a
GUI using C++ and Qt. What I am mostly
looking at are the following approaches: The
Application doesn't know the events, just

the consequences of the event. When the Application receives the button press event, it sends a signal to the thread that listens on the message. The thread processes the event and calls the `Application::fireEvent(event)`. The Application provides this method in a public API to "register" its own events. The Application "calls" its own events, lets say by issuing a method from the application with the name of the event and the parameter that represents the event. This method is then accessible to the classes that listen on the Application object. The application knows about the events and also makes use of them for the user interface. The application relies on `QSignalMapper` to map from one event to another. The Application broadcasts the signals and the GUI event lists make use of them. Is there

any differences between the approaches, and does one of them make sense or is there an better approach? Also, is it better to have the Application's own events or the GUI's own events? A: I would define events as generic messages from the core of the application (the signal-slot-block should be there as well in the case of Qt). If there are application messages that the GUI needs to acknowledge - let the GUI react to these messages. So, in case of "Application doesn't know the events, just the consequences of the event": It isn't really an event, as it is not initiated by the user (a button press). You should design GUI in

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