Archived:Using QRubberband in Qt

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Qt Quick should be used for all UI development on mobile devices. The approach described in this article (based on QWidget) is deprecated.

Overview

The QRubberBand class provides a rectangle or line that can indicate a selection or a boundary.A rubber band is often used to show a new bounding area.

QRubberBand is generally used when we want to select multiple items at a time.

This example makes the use of following classes:

QRubberBand-Provides a rectangle or line that can indicate a selection or a boundary

Code Snippet

Header file

```
#ifndef WIDGET_H
#define WIDGET_H

#include <QtGui/QWidget>
#include <QDesktopWidget>
#include <QApplication>
#include <QPixmap>
#include <QRubberBand>
#include <QMouseEvent>
#include <QPoint>
#include <QRect>
#include <QSize>
class Widget : public QWidget
{
    Q_OBJECT

public:
    Widget(QWidget *parent = 0);
    ~Widget();
private:
    void mousePressEvent(QMouseEvent *);
    void mouseMoveEvent(QMouseEvent *);
    void mouseReleaseEvent(QMouseEvent *);
private:
    QRubberBand *rubberBand;
    QPoint mypoint;
};

#endif // WIDGET_H
```

cpp File

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```
#ifndef WIDGET_H
#define WIDGET_H

#include "widget.h"

Widget::Widget(QWidget *parent)
    : QWidget(parent)
{


}

Widget::~Widget()
{

}
void Widget::mousePressEvent(QMouseEvent *event)
 {

    mypoint = event->pos();
     rubberBand = new QRubberBand(QRubberBand::Rectangle, this);//new rectangle band
     rubberBand->setGeometry(QRect(mypoint, QSize()));
     rubberBand->show();
 }

 void Widget::mouseMoveEvent(QMouseEvent *event)
 {
     rubberBand->setGeometry(QRect(mypoint, event->pos()).normalized());//Area Bounding
 }

 void Widget::mouseReleaseEvent(QMouseEvent *event)
 {
     rubberBand->hide();// hide on mouse Release

 }
```

Screenshot

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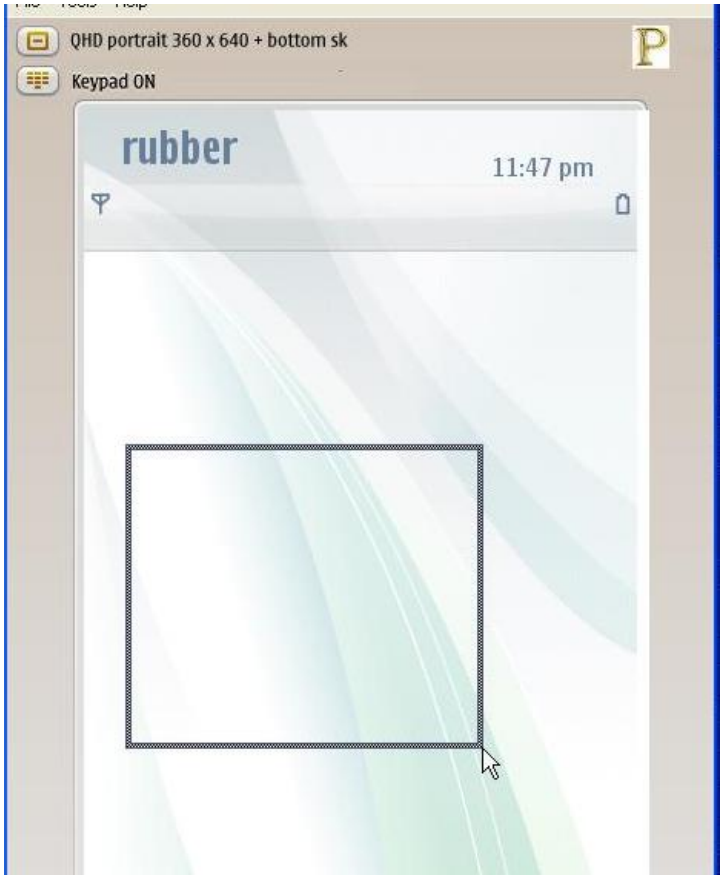

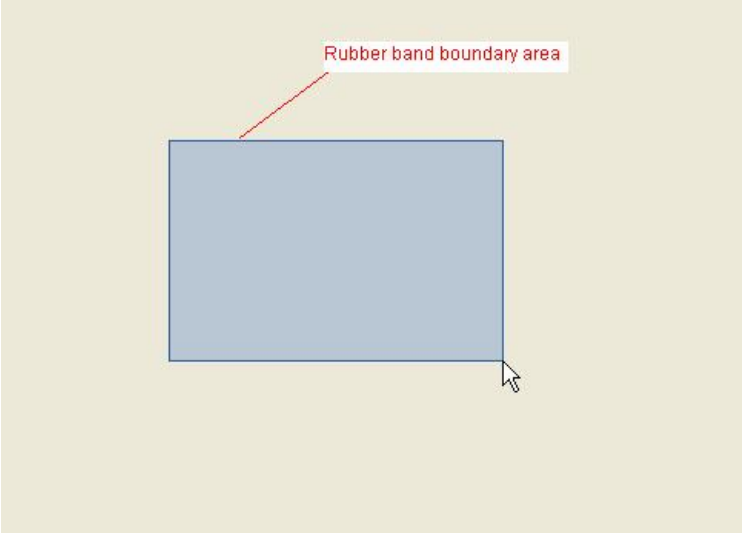

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