

# The Quick Competition 2011Q1

## Results now available!

### The Quick Competition 2011Q1 Results

The first Quick Competition of 2011 was a great success, with many high quality submissions in both Wiki and Projects. Originally we planned award at least the three best submissions: but with so many good entries we've decided to more than double the number of prizes (to 6 Nokia E7's and 2 Nokia N8's).



### The top Wiki articles

1. **How to build a tabbed UI with QML** by **Alessandro La Rosa** (jappit). Alessandro created an (unprecedented) **10 great articles!** We chose this as one example, but all of them are worth reading (and watching the demo videos). Check all [articles by jappit >>](#)
2. **QML OAuth** by **njzk2**. OAuth is used by many web sites such as Twitter and Facebook for authentication; this article by njzk2 explains how to implement OAuth procedure in QML apps. We think this article will be useful to many of us.
3. **Simple Qt timer application in QML** by **ianbrfid**. This is a very good article for developers that want to get started with QML. It has come great examples on how to use state transition animations and what QML can do with simple commands.

Jappit, njzk2 and ianbrfid will each receive a Nokia E7. **justin.armstrong** gets a well deserved "honourable mention" for his excellent [QML Tag Cloud](#) article, and will receive a Nokia N8.

Making a selection among so many good submissions was challenging but rewarding (check out all the [final entries!](#)) We are proud to work with such a fantastic community and we invite you to join us in sending your congratulations to all the winners and competitors in the [Discussion Boards](#).

Please continue to share your knowledge with more great articles and projects. We nominate the best contributors in each section of the site every month and we are always on the hunt for new Nokia Developer Champions.

## Background

The [Qt SDK 1.1](#) is now available, and comes with cool new features like *Design* for visually creating QML UIs, and seamless deployment support for both Symbian and Maemo. To encourage you to play with it, we're having a "Quick Competition" - you have roughly 6 weeks to either:

### The top Projects submissions

1. **TwimGo** ([Github link](#)) by **Tommi Laukkanen** (eetomla). Tommi submitted 3 Qt apps, all polished and fully functional. Try out [TwimGo](#), [NewsFlow](#) and [DoodleDrive](#) on your device, but make sure you also check out the code, because it's all very well written.
2. **Flake** by **claudiu.chetan**, **dbaila** and **iza**. The guys created 2 Qt apps that look great. Flake, a weather forecast application, was in our opinion the best, but [ShoppingList](#) is also very useful.
3. **Whatser** by **alichino**. Whatser really ticks all the boxes of a modern application, it works on your mobile and your PC, is about location and social network and especially about going out and have fun with your friends.

Eetomla, the Flake team and alichino will each receive a Nokia E7. **Funkybro** gets a Nokia N8 for his "funky" [WordMaster](#) game developed in QML and using JavaScript for the logic.

- create an amazing app in Nokia Developer Projects that will catch the eye and please the "inner nerd", or
- write a great Qt Quick article, tutorial or guide (with code) on the Wiki

## How to participate

---

### These are the rules if you want to create a project:

- download and install the [Qt SDK 1.1](#)
- launch the *Qt Creator* and fire up *Design* to create a nice UI, views and transitions.
- take a look at [Getting Started with Qt Quick and the Qt SDK v1.1](#) to get up to speed
- implement the logic in JavaScript or C++
- use [Nokia Developer Projects](#) to host your source code
  - the source code must be visible to anyone and with a community-friendly licence (such as BSD, LGPL, MIT, MPL, etc)
- describe how and why you created your application, library, tool, etc. using your project space's wiki engine
- your app MUST work on a Symbian^3 device
  - working on Symbian S60 5th Edition and Maemo are bonus
- associate at least the "**Qt Quick**" category to the project
- finish by March 6th, 2011 23:59 GMT

### These are the rules to create wiki articles:

- download and install the [Qt SDK 1.1](#)
- take a look at [Getting Started with Qt Quick and the Qt SDK v1.1](#) to get up to speed
- check out what's new or changed
- write some great tutorial, guide or an article with code, in order to
  - help fellow developers get started with the new SDK
  - highlight useful features of the new Design tool
  - guide new comers to the wonders of QML, JavaScript and Qt hooks
  - provide tips & best practices
  - use your imagination to think of more
- create one or many articles in the Nokia Developer Wiki
- add the "**Qt Quick**" category to your Wiki article (check that it appears [here](#))
- finish by March 6, 2011 23:59 GMT

All content made public and tagged with "**Qt Quick**" category (either in projects or in wiki Jan 20 - Mar 6) will be considered valid entries for the competition. All submissions should be original work, should be publicly visible and licensed so that the community can reuse it. See the [fine print](#) for more information.

## Why would you do this?

---

Well there are many reasons, for example because you like playing with new technologies, because you like to help other developers with guides and sample applications, because you realise Qt is an interesting technology, or maybe because you want to get your hands on a [Nokia E7](#) with Symbian^3. At least three [Nokia E7](#) devices have been reserved as prizes but the final number will be decided based on the results. If there are lots of great submissions we might give away more!

**Note!** Team work is allowed and even endorsed, but only one Nokia E7 will be granted to a winning team. Teams may also receive additional complementary Nokia products.

## Evaluation of entries

---

Entries are judged first and foremost by the quality, value and appearance. Though multiple entries may increase your change to win, a single very good project or article can very well win! The entries will be judged by selected Nokia experts together with active developer community admins/members after the competition period. The results are expected to be announced around

mid-March.

## Feedback

---

In order to improve our products and technologies we wish to receive your valuable feedback and improvement ideas. Share your thoughts about the [Qt SDK 1.1](#) on the [Qt SDKs board](#), and about Qt Quick technologies on the newly opened [Qt Quick board](#). Particularly good feedback will also be considered in the evaluation of the quality of the submissions.

Generic questions or comments concerning this competition can be addressed as [comments](#) to this wiki page.

## The fine print

---

The main sponsor of the Wiki Contribution competition is Nokia Corporation, Finland ("main sponsor"). The competition is a competition of skill. No purchase or admission fee is necessary to participate. By participating in the Wiki Contribution competition the participant indicates his/her/its acceptance to these rules and agrees to be bound by them as well as any rules and regulations of Nokia Developer and the Developer's Wiki. You acknowledge and agree that no form of cheating will be tolerated. Any persons found cheating, as determined in the sole and absolute discretion of the main sponsor, will immediately be disqualified from the contest. To the maximum extent permitted by applicable law, the main sponsor reserves the right at its sole discretion to amend, withdraw or revise these rules and the prizes at any time without notice and in such event the main sponsor shall not have any liability whatsoever.

This Wiki Contribution competition shall not constitute a commitment or create a joint venture, partnership, agency or other business relationship between the participants and the main sponsor of this competition. This Wiki Contribution competition shall not either be understood to grant to any participant whether expressly or by implication any ownership, rights or license to any intellectual property rights of the main sponsor and vice versa. To the maximum extent permitted by law, Nokia shall not be liable for any damages arising out of the participant's participation to the Wiki Contribution competition. The laws of Finland shall be applicable to any disputes arising out of the Wiki Contribution competition. Unless otherwise provided for in applicable mandatory legislation, such disputes will be finally settled in the public court of Helsinki.

Nokia Developer employees and contractors are not eligible for this contest. See the clarification note under [comments](#) concerning eligibility of other Nokia employees.

Copyright ©2011 Nokia. All rights reserved. Nokia and Nokia Developer are registered trademarks of Nokia Corporation.

---

## Final Entries

---

### Wiki

Below is the list of candidate articles:

- [Porting WRT widgets to QML](#) (jappit)
- [Implementing a Rotary Dialer with QML](#) (jappit)
- [How to create a Collapsible Panel with QML](#) (croozeus)
- [Can QtQuick create a Windows Phone Hub](#) (bluechris)
- [Google Map Markers and QML](#) (njzk2)
- [QmlWebMapsLocation](#) (VEIKKO99)
- [QML paging using ListView](#) (bluechris)
- [Using Notification API in GPS based application](#) (aj4mobile)
- [About Encoding of Qt Creator](#) (r60600)
- [Implementing an Autocomplete Line Edit component for Qt Quick](#) (croozeus)
- [Introduction to QML for Web developers](#) (jappit)
- [Pull2Reload](#) (alichino)
- [How to create a Page Control component in QML](#) (iannit)

### Projects

Below is the list of candidate projects:

- [CuteUp](#)
- [NewsFlow](#)
- [TwimGo](#) ( [Github link](#) )
- [Whatser](#)
- [QML Planning Poker](#)
- [Tic-tac-toe](#)
- [DialPad](#)
- [Anonymous Browser](#)
- [QckWeb](#)

- [Reflex game with QML \(vasant21 \)](#)
  - [Using the RESTful Map API in QML \(jappit \)](#)
  - [QckWeb \(Qt Quick Project\) \(croozeus \)](#)
  - [Non-ASCII characters displaying in Qt Quick \(r60600 \)](#)
  - [Implementing a simple View Manager with QML \(jappit \)](#)
  - [QtQuick – How to develop on the N900 \(bluechiasm \)](#)
  - [How to create a Context Menu with QML \(jappit \)](#)
  - [QML OAuth \(njzk2 \)](#)
  - [QML Map extension \(njzk2 \)](#)
  - [Building a CoverFlow component with QML \(jappit \)](#)
  - [Simple Qt timer application in QML \(ianbrfid \)](#)
  - [How to build a tabbed UI with QML \(jappit \)](#)
  - [Creating a QML Marquee Component \(jappit \)](#)
  - [QML Tag Cloud \(justin.armstrong \)](#)
  - [Jigsaw Puzzle for QML Beginners \(vasant21 \)](#)
  - [PathView QML Element \(chintandave\\_er \)](#)
  - [How to enable QML Import Traces \(vasant21 \)](#)
  - [Simple Animation using QML \(chintandave\\_er \)](#)
  - [Display portrait qml application in landscape \(paazmaya \)](#)
  - [How-to create a persistent settings database in Qt Quick \(QML\) \(Slocan \)](#)
  - [Lukija Read-It-Later client](#)
  - [Hit The Monkey 2](#)
  - [DoodleDrive](#)
  - [EB Media Gallery Demo](#)
  - [ShoppingList](#)
  - [RC Hobby Stream \(Removed - project not migrated\)](#)
  - [Qml Web Map](#)
  - [WordMaster](#)
  - [Flake](#)
  - [HSL Reittiopas](#)
  - [Miss Beans 🍲](#)
  - [Nu, Pagadi!](#)
  - [arQaToid](#)
  - [DiceRoller](#)
  - [MoneyManager](#)
  - [Common QML snippets](#)
-