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Subject: complex applications GUI best practices?

Posted by [skan](#) on Sat, 24 Nov 2012 13:34:33 GMT

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Hello

What's the best way to create a complex application?

Is it advised to create the GUI as the main part of the application, and that GUI calls other modules to perform calculations?

Or is it better to have a main executable module as simple as possible that call other modules, one of them being the GUI?

Or mix it alltogether?

regards

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Subject: Re: complex applications GUI best practices?

Posted by [sergeynikitin](#) on Sat, 24 Nov 2012 13:57:29 GMT

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My practice:

MyApps

- +ProjectDir - (mainprojectheader.h config.h config.cpp main.iml \*.t ... some common files)
  - +Componet1Dir - (dependent files, includes common files like "../config.h")
  - +Componet2Dir - (dependent files, includes common files like "../config.h")
  - +Componet3Dir - (dependent files, includes common files like "../config.h")
  - +Some other dirs (docs, images sources, setup scripts)
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