Programming: Vim, Qt Shader and Python

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- **Vim Text Editor for Beginners Part 1 - Introduction** [2]

    In my newly refreshed Vim series, you'll learn all the things you'll need to know in order to use this text editor in your daily workflow. In this first video, we'll get Vim installed take an initial look.

- **Vim Text Editor for Beginners Part 2 - Combining Files** [3]

    In my newly refreshed Vim series, you'll learn all the things you'll need to know in order to use this text editor in your daily workflow.

- **Qt Shader Tools Looks To Become Official Qt6 Module** [4]

    The currently-experimental Qt Shader Tools allows for graphics/compute shader conditioning and used by the in-development Qt graphics abstraction layer for supporting Vulkan / Metal / Direct3D / OpenGL APIs.

    Qt Shader Tools offers various shader features in preparing them for consumption by different graphics APIs. Qt Shader Tools is currently used ahead of time for QtGUI with Qt 5.14+. But for Qt 6.0, Qt Shader Tools is going through the appropriate steps for becoming a formal Qt 6 module for compiling and translating shaders between interfaces.

- **Python Positional-only parameters** [5]

I have downloaded Python 3.8 and start to play around with those latest python functions. In this article, we will look at the Positional-only parameter syntax which is a function parameter syntax / to indicate that some function parameters must be specified positionally and cannot be used as keyword arguments which means after the / syntax we may specify a value for each parameter within that function.

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For Loop in Python Explained With Practical Examples [6]

If you are just getting started to learn Python, you must be in search of something to explore for loop in Python.

Of course, our list of free python resources should help you learn about it quickly.

In either case, we shall help you learn more about the ?for? loop in python using a couple of important examples.

Development

Source URL: http://www.tuxmachines.org/node/131579

Links:
[1] http://www.tuxmachines.org/taxonomy/term/145
[2] https://www.youtube.com/watch?v=ohk3cpBqY60
[3] https://www.youtube.com/watch?v=ul4AM5MWu-4
[4] https://www.phoronix.com/scan.php?page=news_item&px=Qt-Shader-Tools-Promote-Qt6
[5] https://kibiwebgeek.com/python-positional-only-parameters/
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