

# slothunters

Back in the olden days, you had no choice but to use slots if you want to connect to signals. This is no longer the case in Qt 5, where connections can be made to regular member functions or even free functions or lambdas. Declaring a slot registers that function into that particular object's meta data, making it readily available to all of Qt's functionality which relies on the meta object. Other than that, it is a regular member function as the documentation states. There is nothing special in the slot function itself, the difference is in the generation of meta data for it in the meta object. This means that declaring slots comes at some cost, albeit a small one, both in compilation time and executable size. I'd say it is overkill to have all your public functions as slots. It would be more efficient to only use slots when you actually need them. If it can't work with a regular function, make it a slot. Also, note that in almost all of the cases, signals are declared with a return type of void. This has to do with the typical usage case of signals - they can often pass a parameter, but rarely return anything. Even though it is possible to return a value through a signal connected to a slot, this is used extremely rarely. So it doesn't make a lot of sense to declare a function that returns something as a slot you intend to connect to, as the very fact it returns a value means it will most likely not be used in the typical signal/slot context. That's why the getter is not a slot in that example. The setter as a slot is redundant in Qt 5, and is probably the product of this example code dating back to Qt 4. Lastly, separating slots from regular public functions is a good way to illustrate intent, or the "API" of that class if you will. For example, I mostly use slots when extending QML, so I don't have to mark every f