### **Drupal Coding Patterns**

### About Me

Frank Lakatos
Chief Technical Officer | the Aardvark Brigade
www.fakingfantastic.com
@fakingfantastic



www.aardvarkbrigade.com















### Interested?

Let's talk after the session.

### Today's Topics

- + Entity API
- + Node patterns for template.php
- + Display modes
- + Views theming custom handlers



\*Warning: We're talking code, today.



#### **Drupal Coding Patterns**

\*\*Warning: We're gonna move fast.



#### **Drupal Coding Patterns**

\*\*\*Warning: I tend to talk fast.



#### **Drupal Coding Patterns**

\*\*\*\*Warning: ...and at great length.



#### **Drupal Coding Patterns**



#### **Drupal Coding Patterns**

#### **Entities:**

- We're introduced in D7
- Are the base of all field-able objects
- Are built on a core entity API

#### Entities API (<a href="http://drupal.org/project/entity">http://drupal.org/project/entity</a>):

- Is not referring to the core entity API



#### **Drupal Coding Patterns**

#### Main features

- + Interact with existing entities
- + Query entities
- + Define new entities



#### **Drupal Coding Patterns**

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#### **Drupal Coding Patterns**

\$node->body['und'][0]['value'];



#### **Drupal Coding Patterns**





#### **Drupal Coding Patterns**

#### Interacting with existing entities

\$wrapper = entity\_metadata\_wrapper(\$entity\_type, \$eid);

#### Accessing properties

\$wrapper->property->value() // return property



#### **Drupal Coding Patterns**

### CODE!



#### **Drupal Coding Patterns**

#### Querying Content

EntityFieldQuery();

#### Example

Get all article nodes that have the tag "demo."



#### **Drupal Coding Patterns**

### CODE!



#### **Drupal Coding Patterns**



**Drupal Coding Patterns** 

This scares me on an almost daily basis:





#### **Drupal Coding Patterns**

Why node--{node-type}.tpl.php is horrible inefficient:

+ Duplication is the devil.

See also: "DRY"

+ Code == Documentation

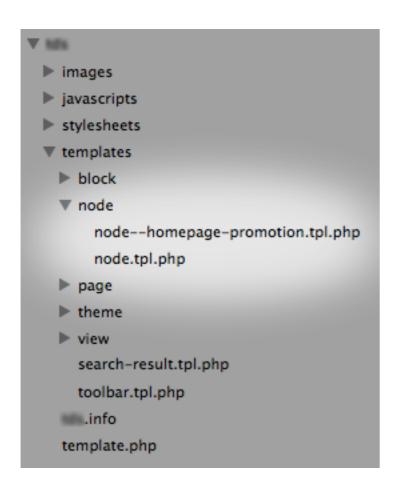
Multiple tpl's convey a false sense of complexity

+ Promotes putting logic in your views

The leading cause of dead kittens.



What your theme should look like:



node.tpl.php renders about 10 different node types, all with different output requirements.



#### **Drupal Coding Patterns**

template\_preprocess\_node() is your friend.



**Drupal Coding Patterns** 

#### Some MVC design theory.

+ The controller implements your business logic and integrates your data with the appropriate output.

template.php is your controller

+ The view just prints stuff.



### CODE!



#### **Drupal Coding Patterns**



**Drupal Coding Patterns** 

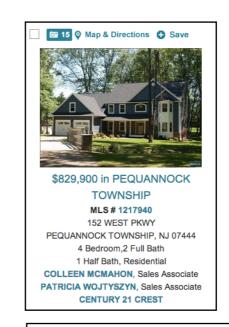
(Enough with the Views fields, already.)

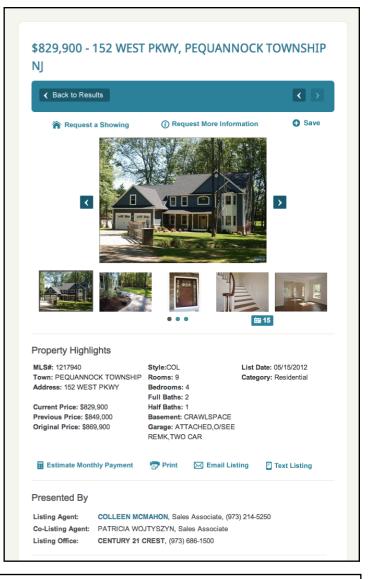


**Drupal Coding Patterns** 

Display modes allow you to display an entity in different ways.

- + Only two modes in D6: teaser & full.
- + D7 allows you to define display\_modes in hook\_entity\_info\_alter().
- + Ex. Real estate listings: View modes could be full, teaser, quick view.









MLS # 1217940

152 WEST PKWY, PEQUANNOCK TOWNSHIP, NJ 07444

4 Bedroom, 2 Full Bath,

1 Half Bath, COL

**COLLEEN MCMAHON, Sales Associate** 

PATRICIA WOJTYSZYN, Sales Associate

**CENTURY 21 CREST** 

**◯** 15

Map & Directions Save





#### **Drupal Coding Patterns**

#### Step 1: Add the view mode

+ Using hook\_entity\_info\_alter()

#### Step 2: Define a template for view mode

+ Using template\_node\_preprocess()

#### Step 3: Tell your view to use it

+ Format: Show Content | [Display Mode]

Step 4: Theme your view template



#### **Drupal Coding Patterns**

CODE!



**Drupal Coding Patterns** 

#### **BONUS!**

+ Manually render any node with any view mode:

print render(node\_view(\$node, "quick\_view"));



#### **Drupal Coding Patterns**



**Drupal Coding Patterns** 

#### What is a view handler?

"In Views, a handler is an object that is part of the view and is part of the query building flow."

http://api.drupal.org/api/views/views.api.php/group/views\_handlers/7



#### **Drupal Coding Patterns**

What parts of the query can they handle?

- + Fields
- + Sorting
- + Filtering
- + Arguments
- + Relationships
- + Areas



## Views Custom Handlers How they are implemented?

Class Inheritance (http://api.drupal.org/api/views/handlers%21views\_handler\_filter.inc/class/views\_handler\_filter/7)

```
Hierarchy
    views_object
          views_handler
                views handler area
                views_handler_argument
               views handler field
               views_handler_filter
                      views_handler_filter_boolean_operator
                      views_handler_filter_broken
                      views_handler_filter_equality
                      views_handler_filter_history_user_timestamp
                      views handler filter in operator
                      views_handler_filter_node_access
                      views_handler_filter_node_status
                      views handler filter node tnid
                      views_handler_filter_node_tnid_child
                      views handler filter numeric
                      views handler filter search
                      views_handler_filter_string
                views handler relationship
                views_handler_sort
```

Start with the closest base class that meets your functionality, then override what you need.



#### **Drupal Coding Patterns**

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CODE!



**Drupal Coding Patterns** 

### Lighting Round

- + Questions (...about anything...)
- + Comments
- + Talk shop



## Thank you!

### **Drupal Coding Patterns**

Drupal Camp NJ - Princeton University February 2, 2013



Frank Lakatos
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