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Drupal : Developer version
3 days (21 hours)

Presentation

Choose Drupal for a customized, feature-packed site. Drupal is the ideal CMS for creating complex, multilingual digital projects. This open source content management system, created in 2001 by Dries Buytaert, is also considered a PHP development framework, designed for the creation of websites with advanced functionalities. With our Drupal training course, you'll learn how to manage site issues such as connectivity (applications, web services, widgets), mobility (Responsive Web Design), speed (caching systems) and multilingualism. As with all our training courses, this Drupal course will introduce you to the latest version of the tool: Drupal 9.3.

Objectives

- Understanding Drupal terminology and basic functionality
- Adjusting the CMS core without modifying the source code
- Creating different types of site on Drupal
- Adding and managing content on Drupal sites
- Master the "theming" system for creating themes
- Managing HTML/CSS generated by Drupal
- Import any graphic design into Drupal
- Developing a business application
- Securing your site
- Automate development with APIs

Target audience

- Developers
- Marketing specialists
- Directors
- Web designers
- Professionals who want to understand how Drupal works

Prerequisites

- Knowledge of CSS and HTML
- Basic knowledge of PHP and Responsive Web Design

Our Drupal : Developer version

Introduction to Drupal

- Drupal's basic structure
- The "heart" of Drupal
- CMS installation
- Basic files
- Module installation
- Database construction

Developing with Drupal

- Database and MySQL
- Web server
- PHP
- Drupal architecture
- The main Drupal subsystems
- Tools for developing with Drupal

Creating modules in Drupal

- Implementing hooks
- Route and controller
- Services
  - Using services in Drupal
  - Injecting services into the controller
  - Invoked controllers
- Main modules
- Content creation (CCK)
  - Form creation
  - Creating nodes
- Link module
  - Creating a link
- Media Library module
- Workflow module
- Layout builder module
- Field Group module

Form API

- Modifying forms
- Customized mailing manager
- Form rendering
- Service dependencies

Data modeling and storage

- Different types of data storage in Drupal
- Status PLC
- TempStore
  - Temporary private depot
  - Shared TempStore
- UserData API
- Configuration API
- Configuration storage
- Entities
  - Contents and types of configuration entities
  - Entity type plugins
- TypedData
  - Introduction to TypedData
- Low-level API
- Content entities
- Interaction with the Entity API
  - Entity creation
  - Querying entities
  - Reading entities
  - Handling entities

Logging and dispatch

- Logging
- Queue
- Logging theory in Drupal
- Logging channel
- Hello World logging
- Logging summary
- Messaging API
- The theory behind the Mail API
- Implementing hook_mail()
- Edit e-mails
- Personalized messaging plugins
- Messaging API overview
- Tokens
- Token API
- Token usage
- Defining new tokens
- Token summary

Themes and layout

- Theme hooks
- Suggestions for theme hooks
- Rendering tables
- The structure of a rendering table
- The rendering pipeline
- Blocks
  - Plugin block
  - Block configuration
- Assets and libraries
- Libraries
- Common theme hooks
- Tables
- Attributes
- Layouts
- Defining page layouts
- Page layout rendering

Menus and menu links

- Menu system
- Queue
- Menu links
- Menu link trees
- Menu rendering
- Working with menu links
- Define menu links
- Taxonomy
- Handling menu links
- Defining local tasks
- Defining local actions
- Define contextual links

JavaScript and the Ajax API

- JavaScript in Drupal
- Drupal behaviors
- Drupal settings
- Ajax API
- Ajax links
- Ajax in forms
- State system

Security on Drupal

- Cross-Site Scripting (XSS)
- Disinfection methods in Drupal 9
- Dual exhaust

- SQL injection
- Cross-site request forgery (CSRF)

Upgrading Drupal

- Checking and correcting obsolete APIs
- Drupal core update
- Running update.php

Further information

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.