



## 4. Web Development

### 4.2 Drupal

#### Prerequisites:

1. Core/Advance PHP
2. OOPs Concept
3. HTML, CSS & JavaScript

**Duration:** 30 Lectures

#### Course Content:

##### 1. Introduction

- 1.1. Drupal Administration
- 1.2. What is a CMS? What is a social site/network?
- 1.3. Understanding a basic Drupal page – what does it include?
- 1.4. Basic Site configuration

##### 2. Site-information

- 2.1. Date and time
- 2.2. Files uploads
- 2.3. Clean-urls
- 2.4. Site maintenance
- 2.5. Input formats

##### 3. Themes (concepts, switching)

##### 4. Content

- 4.1. Content submission
- 4.2. Creating new content types with CCK
- 4.3. CCK add-ons and field types



- 4.4. WYSIWYG in Drupal (TinyMCE integration)
- 4.5. Taxonomy
- 4.6. Views
- 4.7. Working with media – images, audio, video
- 4.8. Searching for content
- 4.9. Comments

## 5. Users administration

- 5.1. Creating roles
- 5.2. Registration
- 5.3. Editing users' details and blocking users
- 5.4. Site's structure
- 5.5. Modules (choose, download, install, configure)
- 5.6. Access Control
- 5.7. Menus
- 5.8. Blocks
- 5.9. Installing Drupal
- 5.10. Installing new modules and themes

## 6. Drupal modules development

- 6.1. Introduction
- 6.2. How is Drupal built?
- 6.3. What is "Core"
- 6.4. Drupal's folder structure and its important
- 6.5. The ever important sites folder
- 6.6. Modules, sites/all/modules, sites/mysite.com/modules
- 6.7. Which one is used? How do you know?
- 6.8. Drupal's module weighting and selection process
- 6.9. Basic structure of a module - .module, .info, .install files

## 7. Tools and Rules

- 7.1. Drupal coding standards



- 7.2. Demonstration of api.drupal.org and the API module
- 7.3. Writing secure code
- 7.4. Tricks of the trade
- 7.5. Devel and coder module

## 8. Hooks

- 8.1. We fishing or writing code?
- 8.2. Overview of what a hook is
- 8.3. Demonstration of a hook
- 8.4. Simple module implementing hook\_nodeapi and drupal\_set\_message(\$op).
- 8.5. Naming conventions
- 8.6. Introduction to few important hooks: init, menu, nodeapi, block, user
- 8.7. How to create your own hooks for other modules

## 9. Database

- 9.1. What if you need custom storage?
- 9.2. Adding a table to Drupal's DB
- 9.3. Using the .install file for installation and updating

## 10. Forms API

- 10.1. FAPI
- 10.2. Why use an API?
- 10.3. Simple form
- 10.4. Validating the form
- 10.5. Submitting the form
- 10.6. Hook\_form\_alter() hooks for forms

## 11. Custom nodes

- 11.1. How to create a custom node
- 11.2. Why not just use CCK? A comparison
- 11.3. A node module's tacklebox hook\_load, hook\_update, hook\_delete, etc.



## 12. Theme

12.1. The theme\_ function and when to use

12.2. Print vs. return



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