# Applying Object-Oriented Principles to Site Building



#### **Mentored Sprints**





• Sunday, August 5th from 9am-1pm

 Music and Dance Studio Room 120 of the King Center.

#### Caleb Thorne







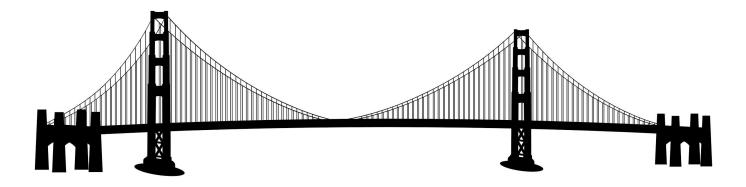








- 1. Intermediate/Advanced Site builders
- 2. Building bridges between devs and non-devs





A programming paradigm that emphasises the use of data structures (objects) containing both properties (fields) and operations (functions)

to model real-world solutions.

### What is Drupal Architecture



- How you structure content
- How you configure the display
- How you organize functionality

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	3 Sitemap 4 Menus												
	5 Contributed Modules												
	6 Node Types												
	7 User Accounts												
	8 Taxonomy Vocabularies												
	9 Field Definitions												
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	10 Roles and Permissions												

#### **Object-Oriented Principles**



- Abstraction Models of real life
- Encapsulation Data protection
- Inheritance Parent-child relationships between objects
- Polymorphism Interchangeable parts

(literally "many-forms")

#### Abstraction



#### Abstraction are models of real life

- Entities and bundles (Users, Nodes, Groups, etc)
- Define a common interface
- Abstractions should be as generic but accurate as possible

# **Abstraction Application**

- 1. Plan. Resist the urge to jump right in
- 2. Don't create too many content types
  - Use Taxonomy to categorize
  - Reduces overhead



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#### Encapsulation



Encapsulation assists with data protection

- Limit access to those who need it
- Enforce data validation rules



- 3. Make use of form modes (similar to view modes) <u>https://www.drupal.org/project/form\_mode\_manager</u>
- 4. Use field permissions <a href="https://www.drupal.org/project/field\_permissions">https://www.drupal.org/project/field\_permissions</a>
- 5. Use field validation <u>https://www.drupal.org/project/field\_validation</u>

#### Form Modes



Form modes 🛱	
Home » Administration » Structure » Display modes	
+ Add form mode	
Content	
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Administrator	Edit +
Contributor	Edit •
Add new Content form mode	
User	
NAME	OPERATIONS
Register	Edit •
Add new User form mode	

Manage form display ☆								
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Home » Adm	inistration » Structure	» Content types » Articl	2					
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Title		0	– None – 🔻	Content 🔻				
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### **Field Validation**



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#### Inheritance



#### Parent-child relationships

- Children inherit all properties and operations from the parent
- Defines an "IS-A" relationship (A Node "IS-AN" Entity)

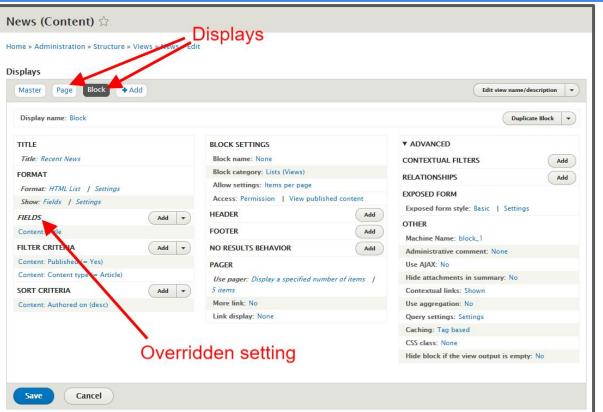


- 6. Views: Use multiple displays
  - Displays inherit all features from the Master display
  - Individual settings may be overridden
  - Example: News lists

Wish List: Entity bundle inheritance

# Views: Displays





#### Polymorphism



Entities of different types can be interchanged

- Anything that accepts an Entity will accept a Node, User, Group, etc
- Entity reference fields



- 7. Wish List: generic Entity Reference field for multiple entity types
  - Example: A membership could reference both individual members (User) or company members (Group)

## S.O.L.I.D

- **Single Responsibility** Do one thing and do it well.
- **Open/Closed** Open for extension, closed for modification
- Liskov Substitution Substitutable abstractions (polymorphism)
- Interface Segregation Thin-focused interfaces
- **Dependency Inversion** Abstractions should not depend on details.







#### SINGLE RESPONSIBILITY PRINCIPLE

Just Because You Can, Doesn't Mean You Should

### Single Responsibility Principle



Do one thing and do it well

- Don't cause unnecessary complexity
- Reuse existing components instead of creating new ones



- 8. Content type structure: Reuse fields and paragraphs, don't duplicate content types.
- 9. Don't have to few content types.



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- 9. Don't have to few content types. But you said...



- 8. Content type structure: Reuse fields and paragraphs, don't duplicate content types.
- 9. Don't have to few content types. But you said...
  - Too many == more overhead
  - To few == more complexity

#### **Open/Closed Principle**



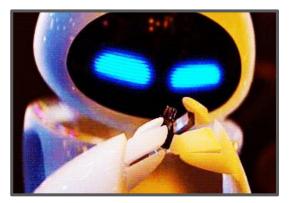
Open for extension, closed for modification

- Support changing requirements (implementation details)
- Define a common interface but leave the details for later

# **Open/Closed Application**



- 10. Use paragraphs for shared functionality
  - Define components (eg. Media Gallery)
  - Allow those components to be used in flexible ways
- 11. EVA: Entity Views Attachment https://www.drupal.org/project/eva



## Paragraphs + EVA



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FORMAT	Bundles: Media Gallery		Paragraph: ID		
Format: Unformatted list   Settings	Arguments: id		RELATIONSHIPS	Add	
Show: Fields   Settings	Show title: No				
FIELDS	Access: None		EXPOSED FORM		
Paragraph: Gallery Title	HEADER	Add	Exposed form style: Basic   Set	tings	
Paragraph: Slides	FOOTER	Add	OTHER		
			Machine Name: entity_view_1		
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Paragraph: Published (= True)	PAGER		Use AJAX: No		
Paragraph: Paragraph type (= Media Gallery)	Use pager: Mini   Mini pager, 10 ite	ms	Contextual links: Shown		
SORT CRITERIA	Add More link: No		Use aggregation: No		
	Link display: None		Query settings: Settings		
			Caching: Tag based		
			CSS class: None		

# Paragraphs + EVA



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Disabled					
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🕂 Gallery	Title	Above	•	Plain text 🔻	

#### **Liskov Substitution Principle**



Substitutable abstractions

return new RedirectResponse(\Drupal::url('polymorphism));

# **Interface Segregation Principle**



Thin-focused interfaces

- Don't force users to depend on features they won't use
- Simplicity (KISS)
  - Don't show options that aren't needed

# **Interface Segregation Application**



- 12. Use required fields sparingly
- 13. Include permissions when planning
  - Hide fields and options that a user doesn't need
- 14. Recap: Make use of form modes and field permissions

### **Dependency Inversion Principle**



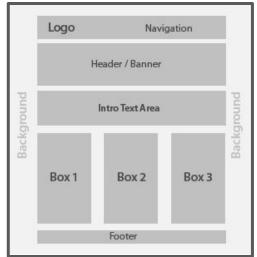
Abstractions should not depend on details. Details should depend on Abstractions.

- Provide flexibility for shifting requirements
- Dependency Injection (Services)

# **Dependency Inversion Application**



- 15. Define consistent layouts (abstractions) but allow specific content to change (details)
  - Component based design
  - Don't mix layout modules (Core Layouts, Panels, Display Suite, etc)



#### Resources



Best Practice Site Architecture in Drupal 8 (Pantheon) <u>https://www.youtube.com/watch?v=4GLkujT3xFU</u>

Drupal Theming and Site Building: 6 Best Practices <u>https://evolvingweb.ca/blog/drupal-theming-and-site-building-6-best-practices</u>

Slides available at: <u>https://goo.gl/n2STuK</u>