

# Building Drupal sites using CCK, Views and Panels

Khalid Baheyeldin  
DUG Waterloo Region  
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<http://2bits.com>





# Agenda



- Introduction
- Definitions
- CCK (Content Construction Kit)
- Views
- Panels
- Demo of all of them together
- Questions, discussion





# About 2bits.com, Inc.



- Founded 1999
- Based in Waterloo, Ontario (Canada)
- Active member of the Drupal community since 2003
- 35+ contributed modules on drupal.org
- Listed on Drupal.org's service providers section
- Maintain modules that run on drupal.org (donations, feature, lists, fee, drupalorg, ...)
- Advocacy and Event sponsorship (DrupalCon, DrupalCamps)





# 2bits.com Services



- Clients mainly in the USA and Canada
- Subcontracting development projects
- Development/Customization of modules
- Performance tuning and optimization
- Installation, upgrades
- Automated backups





# About Khalid



- Software development and consulting for 23 years, Fortune 500 companies
- Using and contributing to Drupal since 2003
- Drupal Core contributions
  - Site maintenance (offline)
  - Logging and alerts in Drupal 6
  - Many patches
- Member of:
  - Drupal Association General Assembly
  - Drupal security and infrastructure teams
- Google Summer of Code (2005-2008)
- Co-founder of 2bits.com, Inc.
- Blog at <http://baheyeldin.com>
- Contributed modules
  - Adsense
  - Userpoints
  - Job search
  - Favorite nodes
  - Flag content
  - Second Life
  - Stock API and module
  - Currency
  - Custom Error
  - Image watermark
  - Site menu
  - Email logging and alerts
  - Technorati
  - Click thru
  - Referral
  - Nodevote





# Definitions



- Node
  - The building block of Drupal's core.
  - A “content item”
  - Instance of a content type
- Content Types
  - Allows different types of nodes (e.g. “page”, “article”, “story”, ...etc.)
  - Each with different workflow, categories, fields, ...etc.
  - In Drupal core since 6.x





# Definitions (cont'd)



- Category (Taxonomy)
  - Each can have terms
  - Each content type can belong to one or more taxonomy
- Block
  - A chunk of content that is less than an a page
  - Used in sidebars and elsewhere





# Before CCK



- Drupal core
  - Has limited number of predefined content types (page, story, blog, forum, book)
  - Fields are: Title and Body (only!)
  - What if I needed more? e.g. Course fees, Shipping method, Summary, ...
- Contributed modules
  - Can define their own types (image, job, resume, weblink, ...etc.)
  - Programming knowledge needed





# Flexinode



- First attempt at admin-defined content types, without programming
- Did the job it was set to do
- Scalability and performance issues (joins for every field)
- Not available from 5.x onwards





# Content Construction Kit **abits**

- Designed to replace Flexinode, and avoid its pitfalls
- Started by Jonathan Chaefer [JonBob]
- Current maintainers
  - Yves Chedemois [yched]
  - Karen Stevenson [KarenS]
  - Darryl O'Pry [dopry]
  - Wolfgang Ziegler [fago]





# CCK features



- More extensible
  - API to define fields
- Exposes fields to views
- Reusable fields
  - define a field once and reuse it in many content types (e.g. Phone number, ...)
- Different storage model (see Resources and Links)





# Fields by modules



- Extensibility means that you can write modules that implement new field types
- Examples
  - date
  - phone numbers (USA, France, ...)
  - Image
  - file
  - taxonomy
  - Email
  - Many more ...





# Theming CCK nodes



- Several ways
  - node-content\_*type*.tpl.php
  - contemplate module
    - Web based, hence “thru the web” [TTW]
    - Recent modification to be file based (use an editor, and have version control)





# Drawbacks?



- Added complexity, needed for functionality (always a trade-off)
- Some performance overhead (extra database tables insert/select/join)
- Extra theming effort (again functionality)
- Like with all contributed modules: watch out for longevity of CCK fields implemented by modules





# Future of CCK



- CCK is destined for core
- Phased approach
  - In 5.x, we have the ability to create content types, but not fields
  - Discussed currently in the community
  - Did not happen for Drupal 6.x
  - Perhaps for 7.x?





# Views



- Written by Earl Miles (merlinofchaos)
- Really powerful module: all sorts of magic
- Customized Node listing
  - creating custom blocks from any content type
  - creating custom lists from any content type
  - On selected fields
  - Filters
  - Sorting
  - Arguments





# Views (cont'd)



- Basic info
  - Visibility (view can visible only to selected roles, e.g. Members, or moderators)
  - URL (how the user will navigate to that view)
- View type
  - Page (list, teaser, table, ...etc.)
  - Block
  - Provide Menu?
- Headers and footer
  - Your own HTML or PHP





# Views (cont'd)



- Fields
  - Modules can expose fields to views (e.g. image module exposes the image, thumbnail, ...etc.)
  - All CCK fields are exposed (and that is where the power is)
- Sorting
  - Ascending/Descending
  - On one or more fields





# Views Filters



- Filters
  - Can be on one or more fields (e.g. published, in moderation, content type, taxonomy, ...etc.)
- Exposed Filters
  - Any filter can be exposed, so site visitors can refine the selections.
  - Very useful feature.
  - In lieu of searching.





# Views (cont'd)



- Can be exported
  - Easier test -> production move
  - Easier to RAD/prototype, then move to code in module and revision control
- Arguments
  - Can change the view
  - Allows PHP code for views





# Theming views



- Theme wizard available
- Provides a good headstart
- Tells you where it goes as a `.tpl.php` file





# Drawbacks?



- More database queries, means increased load, so watch out for performance and scalability
- Should not be a concern for small to medium sites
- Caching now available, helps





# Future of Views



- Core inclusion
  - Only the engine
  - Maybe Drupal 7.x?
- Views 2
  - Different UI
  - Not restricted to Nodes (can use any data)
  - Displays
  - Beta available





# Panels



- Custom grouping of nodes, blocks, HTML and everything
- Suitable for a site's front page, or section pages
- Provides several pre-defined layouts
- You can add your own layout as a module (HTML + CSS)





# Panels (cont'd)



- Each panel has a URL (like views), as well as a title and CSS id.
- Content areas
  - Predefined in the panel, or module
  - Each can contain
    - One or more nodes
    - One or more views
    - One or more blocks
    - Custom content (HTML and/or PHP)





# Panels Scalability



- Pressflow Preempt
- Caching module for panels.





# Future of Panels



- Panels 2
  - More visual layout
  - Drag and Drop
  - Beta available





# Hands On



Let us see it all in action ...





# Resources and Links



- CCK
  - <http://drupal.org/project/cck>
  - <http://drupal.org/node/101723>
- Views
  - <http://drupal.org/project/views>
  - <http://drupal.org/handbook/modules/views>
- Panels
  - <http://drupal.org/project/panels>





# Resources (cont'd)



- What is CCK, Robert Douglass
  - A more technical discussion on the internal of the CCK  
[http://lullabot.com/articles/an\\_introduction\\_to\\_the\\_content\\_construction\\_kit](http://lullabot.com/articles/an_introduction_to_the_content_construction_kit)
- Build a CCK module, Karen Stephenson
  - <http://2007.oscms-summit.org/node/190>





# Conclusion



- Questions?
- Comments?
- Discussions?

