

Pro Drupal Development

Second Edition



John K. VanDyk

Pro Drupal Development, Second Edition

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*For the Great Architect
and to my incredibly patient wife and children*

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Foreword

Less than two years ago, I wrote the foreword for the first edition of this book. What was missing at that time was a developer book for Drupal. By writing the first version of this book, John VanDyk and Matt Westgate made an incredible contribution to Drupal's steady growth. I don't think I know a single Drupal developer who doesn't own a copy of the first *Pro Drupal Development* book.

Drupal, through its open source nature, has become much greater than I ever imagined it would. The Drupal developer community has a healthy desire to innovate, to respond to the ever-changing landscape of web development, and to provide web developers an almost infinite amount of flexibility. Change is a constant in the Drupal community and key to our success.

Since the first edition of this book was published, we released Drupal 6, a big step forward, with new and improved APIs. In fact, Drupal 6 had over 700 individual contributors who have patches included in the core code. Together, we've made important theme system improvements, better support for multilingual web sites, an improved menu system, form API improvements, JavaScript goodies, and much more. The net result is that Drupal 6 is an even better web application development platform than Drupal 5.

Probably to John and Matt's despair (sorry!), all of the chapters of the original edition of *Pro Drupal Development* went partially out of date.

Fortunately, the second edition of this book fixes all that. This book covers all of the capabilities and developer facilities in Drupal 6 and provides deep insight into the inner workings and design choices behind Drupal 6. Every time we release a new major version of Drupal, Drupal attracts more users and developers. So, if anything was missing for Drupal 6, it was this book, and I'm indebted to John for revising and expanding it.

Armed with this book and a copy of Drupal's source code, you can participate in the Drupal community and contribute to Drupal's development. If you have figured out how to do something better, with fewer lines of code or more elegantly and faster than before, let us know because we are completely and utterly focused on making Drupal rock even more. I'd love to review and commit your Drupal core patches, and I'm sure many of the other maintainers would too.

Dries Buytaert
Drupal founder and project lead

About the Author



JOHN VANDYK began his work with computers on a black Bell and Howell Apple II by printing out and poring over the BASIC code for Little Brick Out in order to increase the paddle width. Later, he manipulated timing loops in assembly to give Pac-Man a larger time slice than the ghosts. Before discovering Drupal, John was involved with the UserLand Frontier community and used Plone before writing his own content management system (with Matt Westgate) using Ruby.

John is a senior web architect at Lullabot, a Drupal education and consulting firm. Before that, John was a systems analyst and adjunct assistant professor in the entomology department at Iowa State University of Science and Technology. His master's thesis focused on cold tolerance of deer ticks, and his doctoral dissertation was on the effectiveness of photographically created three-dimensional virtual insects on undergraduate learning.

John lives with his wife Tina in Ames, Iowa. They homeschool their passel of children, who have become used to bedtime stories like “The Adventures of a Node Revision in the Land of Multiple Joins.”

About the Technical Reviewer



■ **ROBERT DOUGLASS**'s Drupal adventure started in 2003 with the creation of his personal web site, RobsHouse.net. In 2005, Robert coauthored the book *Building Online Communities with Drupal, phpBB, and WordPress* (Apress). As the first book to be published that covered Drupal in depth, *Building Online Communities* has proven to be a valuable guide to Drupal newcomers and experienced Drupallers alike.

Robert has been responsible for Drupal's involvement in the Google Summer of Code program, has spoken about Drupal at numerous conferences, has published dozens of Drupal-related articles online, and is the founder of the Köln/Bonn Drupal users group in Germany.

As senior Drupal advisor at Acquia, Robert is working to make Drupal more accessible, fun, and productive for a wider range of people and organizations. Robert loves classical music and open source software dearly and looks to each as a source for motivation and optimism.

Acknowledgments

First of all, thanks to my family members for their understanding and support during the writing of this book, especially as a “simple revision” turned into a project as large as the first edition.

Drupal is essentially a community-based project. This book could not have happened without the selfless gifts of the many people who write documentation, submit bug reports, create and review improvements, and generally help Drupal to become what it is today.

But among the many, I’d like to thank those few who went above and beyond what could have been expected.

Those include the members of the #drupal Internet Relay Chat channel, who put up with the constant questioning of how things worked, why things were written a certain way, and whether a bit of code was brilliant or made no sense at all. Significant contributions came from Brandon Bergren, Øivind Binde, Larry “Crell” Garfield, Dmitri Gaskin, Charlie Gordon, Gerhard Killesreiter, Greg Knaddison, Druplicon, Rob Loach, Chad Phillips, and Oleg Terenchuck. Sincere apologies to the many who contributed but whose names I have missed here.

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Introduction

The journey of a software developer is an interesting one. It starts with taking things apart and inspecting the isolated components to try to understand the whole system. Next, you start poking at and hacking the system in an attempt to manipulate its behavior. This is how you learn—by hacking.

You follow that general pattern for some time until you reach a point of confidence where you can build your own systems from scratch. You might roll your own content management system, for example, deploy it on multiple sites, and think you're changing the world.

But there comes a critical point, and it usually happens when you realize that the maintenance of your system starts to take up more time than building the features, when you wish that you knew back when you started writing the system what you know now. You begin to see other systems emerge that can do what your system can do and more. There's a community filled with people who are working together to improve the software, and you realize that they are, for the most part, smarter than you. And even more, the software is free.

This is what happened to me, and maybe even you, upon discovering Drupal. It's a common journey with a happy ending—hundreds of developers working together on one simultaneous project. You make friends; you make code; and you are still recognized for your contributions just as you were when you were flying solo.

This book was written for three levels of understanding. First and most importantly, there are pretty pictures in the form of diagrams and flowcharts; those looking for the big picture of how Drupal works will find them quite useful. At the middle level are code snippets and example modules. This is the hands-on layer, where you get your hands dirty and dig in. I encourage you to install Drupal, work along with the examples (preferably with a good debugger) as you go through the book, and get comfortable with Drupal. The last layer is the book as a whole: the observations, tips, and explanations between the code and pictures. This provides the glue between the other layers.

If you're new to Drupal, I suggest reading this book in order, as chapters are prerequisites for those that follow.

Lastly, you can download this book's code examples as well as the flowcharts and diagrams from <http://drupalbook.com> or <http://www.apress.com>.

Good luck and welcome to the Drupal community!

