

Zope 3 Training for Plone Developers

Two Day Schedule

Day 1: Introducing Zope 3 with Plone

i) Background

- Zope 2
- Zope 3
- Five — bridging the gap
- Impact on Archetypes

ii) Good Python

- Standard Coding
- Cheeseshop
- Testing with Zope 3

iii) Basic UI

- Zope Page Templates (ZPT)
- Introducing Interfaces
- Introducing ZCML
- View components
- Simple Security

iv) Starting an Application

- Starting with Archetypes
- Setting up the view
- Q & A

v) Sub-Type Pattern

- Setting up the interfaces
- Modifying the view
- Introducing adapters
- Adapting folders
- Adapting smart folders
- Summary and Q & A

vi) Revisiting Adapters

- `zope.app.annotation`

- Multi-adapters
- Views are multi-adapters

vii) End of day Q & A

Day 2: The Component Architecture and Plone

i) Utilities

- Global
- Local (sites)
- Tools to utils
- Sources
- Permissions

ii) Events

- Custom events
- Subscribers
- Object events

iii) Advanced UI

- Zope 3 schema's
- Forms & widgets
- `plone.app.form`

iv) Useful components

- `CMFonFive`
- `workingenv.py`
- `zc.buildout`
- `zope.app.intid`
- `zope.cachedescriptors`
- `lovely.tag`

v) Plone4ArtistsAudio

- Updated for Zope 3
- Uses sub-typing
- Separating stacks
- Drawbacks

vi) End of day Q & A