How to write a forrest:contract?

This How-To will explain how we wrote the contracts for views and hope afterwards you will be able to do the same.

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1. Intended Audience

Devs and skin developer that wants to get started with forrest:contract development. To really understand this how-to you need basic and sometimes advanced understanding of the "old fashion" skin development process.

2. Purpose

This setup guide will explain how to create a forrest:contract from scratch and how this forrest:contract work with the core parts of forrest.

3. Prerequisites

- You have a ready-to-go new seed based on views (like described in Install views).
- Reading that how-to is as well a good idea to understand the used dir-structure in this how-to.

4. Steps

Note:

The following content is from many mails around the topic, this how-to tries to be the consolidation of this thread. It is mainly based on the [RT] Why using views - in comparison with "old fashion" skins - usecase i18n

By working on the i18n integration for "pelt" we crossed again the whys for using views. ;-) The maintainment problem was to change the captions of the skin features (contracts) to enable support for i18n. The case is that the site2xhtml.xsl has a lot of repeating code.

For example the "last-publish"-contract could be found 2 times in the code. This is not the only contract that was (is) double in the code. The problem with that is that we needed to search the code for each caption and senseless repeat the following maintainment step of adding the <i18n:text/>-tags.

```
- <script language="JavaScript"
- type="text/javascript">document.write("Published: " +
document.lastModified);</script>
+ <script type="text/javascript">document.write("<i18n:text >Last
+ Published:</i18n:text>&#160;" + document.lastModified);
```

4.1. Enhance the maintainment

Now we can enhance the maintainment for the future and we started to give this code snippets contracts names. This naming enables us to keep the contract separate from the position code itself. In xsl you would simply do:

- 1. replace the script by <xsl:call-template name="last-published"/>
- 2. and add:

```
<xsl:template name="last-published">
  <script type="text/javascript">
   document.write("<i18n:text >Last Published:</i18n:text>&#160;" +
```

```
document.lastModified);
  </script>
  </xsl:template>
```

This allows us in a next maintainment just change the code of <xsl:template name="last-published"/> and apply it in any position where it is placed.

Note:

Now this refactoring of the site2xhtml.xsl is exactly what we doing in creating contracts for views.

4.2. Explaining the blank forrest:contract

To start a new forrest:contract you can copy the "blank.ft" from org.apache.forrest.plugin.output.viewHelper.xhtml/resources/templates. It is a simple xml file with the following code which you can use to base new contracts on:

```
<forrest:contract
  xmlns:i18n="http://apache.org/cocoon/i18n/2.1"
  xmlns:forrest="http://apache.org/forrest/templates/1.0"
  name="blank" type="nugget">
  <!--NOTE:
    When using the blank template as c'n p master just search and replace 'blank'
by the {contract-name}!-->
  <description>
    {contract-name} contract. This functions will output {contract-funtion}.
  </description>
  <forrest:template xmlns:forrest="http://apache.org/forrest/templates/1.0"</pre>
    format="xhtml" name="blank" inputFormat="xsl" body="false" head="false">
    <xsl:stylesheet version="1.1"</pre>
        xmlns:xsl="http://www.w3.org/1999/XSL/Transform">
        <!--Add here the needed templates-->
    </xsl:stylesheet>
  </forrest:template>
</forrest:contract>
```

The most important is the name of the contract <forrest:contract name="blank"/>. This name is the same as the file name of the contract (without file extension) blank.ft.

Note:

This is a naming convention that you have to always met. All @name has to be file name of the contract without file extension!

The <description/> tag is self explaining. Here we have to explain what this contract is doing.

<forrest:template name="blank" body="false" head="false"> That leads to
the template attribute @body="true" and @head="false". In xhtml a contract can add content to the
<body/> or/and <head/> part of <html/>. This values have to be change when adding an actual
template.

Note:

It is possible to use contracts in different in/output-formats. We are focusing for now on format="xhtml" as ouput and the inputFormat="xsl".

A <forrest:template /> has the son <xsl:stylesheet/> where we can create templates for the html-head

and html-body. For adding content into the body of the final document change @body="true" and add:

```
<xsl:stylesheet version="1.1"
xmlns:xsl="http://www.w3.org/1999/XSL/Transform">
<!--Add here the needed templates-->
<xsl:template name="blank-body"/>
</xsl:stylesheet>
```

4.3. Create a new contract

```
FIXME (thorsten):
```

We need to explain basic naming convention for contracts. Like "naming do not say about layout position but functionality of the contract.".

Now lets pick up the example we started with and create a "last-publish-howTo" contract. Save the blank.ft to

formit to
{project.home}/src/documentation/resources/templates/last-publish-howTo.ft.

Now the maintainment optimized code (xpath="/html/body/*") was:

```
<xsl:template name="last-published">
  <script type="text/javascript">
    document.write("<i18n:text >Last Published:</i18n:text>&#160;" +
    document.lastModified);
  </script>
  </xsl:template>
```

- Search and replace "blank" with "last-publish-howTo"
- Add description of the contract
- Set @body="true"

The forrest:template after search/replace should look like:

Now copy the maintainment optimized code after the comment and rename the template regarding the naming conventions. As the result your code should look like this:

4.4. Activating the contract

FIXME (thorsten):

Link to DSL now. I will give more example after DSL-howto is finished

5. Further Reading

Congratulations you are now able to work with views. From here we recommend to read the following How-To's:

- Getting started with forrest:view DSL
- Create your own contract implementation

6. Feedback

Please provide feedback about this document via the mailing lists.