Assignment - Hooks and Themes

Ques 1:- Write the filename where we use and write hooks.

ySoln :- usually the hooks are implemented and written in the .module file it basically it follows the structure as follow :-

drupal>> modules>> module(module in which hook is to be implemented)>>module.module.file

Ques 2:- Write any 10 hooks name and their definition which is used by drupal 8.

soln:-

- 1. hook_block_access :- the hook_block_access is basically located at location core/modules/block/block.api.php and is used to control access to a block instance
- 2. hook_cache_flush:- hook_cache_flush is basically located at core/core.api.php and is used to flush all the persistant and static caches
- 3. hook_cron :- hooks_crone is basically located at core/core.api.php and is used to perform periodically actions like triggering of emails
- 4. hook_form_alter :- hooks_form_alter is located at core/lib/Drupal/Core/Form/form.api.php and is used to perform alterartion as soon as the form is renderd .
- 5. hook_file_validate:- stored at location core/modules/file/file.api.php the hook is used to check that weather the files meet at given criteria
- 6. hook_help :- the hook hook_help is stored at location core/modules/help/help.api.php and is used to provide online user help
- 7. hook_mail:- stored at location core/core.api.php the hook_mail is used to pepare a message based on parameters
- 8. hook_entity_bundle_info : hooks_entity_bundle info is used to describe the bundles for entity type
- 9. hook_entity_insert:- core/lib/Drupal/Core/Entity/entity.api.php has a hook named ad hook entity insert that responds to creation of a new entity
- 10. hook_path_update : stored at location core/modules/path/ path.api.php Responds to a path being updated.

Ques 3:- Create a custom module and use any 3 hooks and their implementation.

Sol:-

A) Creating a custom module :-

step 1: - go to website >> module

step 2 :- create a folder named custom

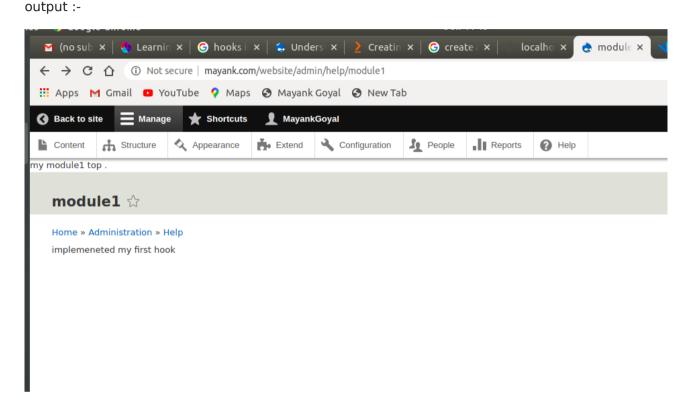
step 3:- create a folder named module1, and create a file module1.info .yml and add the following code

```
name: 'module1'
type: module
description: 'my first module'
core: 8.x
package: 'Custom'
B) Implementing Hooks in custom module
step 1:- create a php file named as module1.module and add the code to it
implementing first hook <a href="hook_help">hook_help</a> :-
code :-
/** Implements hook help()
Display help and module information
@param path
which path of website we are using to display help
@param arg
Array that holda the current path as returned from agr() function
function module1_help($path ,$arg){
switch($path){
 case "help.page.module1":
   return ' '.t(" implemeneted my first hook "). ' ';
   break;
}
Output :-
 ← → C ↑ ① Not secure | mayank.com/website/admin/help/module1
 🔛 Apps M Gmail 🔼 YouTube 💡 Maps  🐧 Mayank Goyal 🐧 New Tab
 Back to site
                ___ Manage
                           Shortcuts
                                        MayankGoyal
                                                 Configuration
 Content
            Structure
                        Appearance
                                      Extend
                                                                A People
                                                                           ■ Reports
                                                                                       Help
   module1 :
```

Home » Administration » Help implemented my first hook

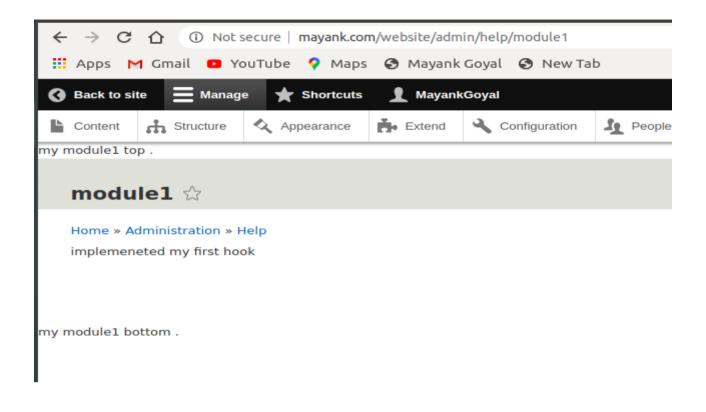
implenenting Second hook hook page top

```
code :-
function module1_page_top(array &$page_top){
    $page_top['module1']=[
    '#markup' => ' my module1 top . ',
];
```



implementing third hook hook_page_bottom

```
Code :-
function module1_page_bottom(array &$page_bottom){
    $page_bottom['module1']=[
        '#markup' => ' my module1 bottom . ',
    ];
}
?>
output :-
```



Ques 4:- What is the use of .theme file.

Soln:- .theme file is an php file that contains theme hooks for preprocessing variables

Ques 5 :- What is theme()?

Soln :- Drupal's theme system allows a theme to have nearly complete control over the appearance of the site, which includes both the markup and the CSS used to style the markup.

For this system to work, modules, instead of writing HTML markup directly, need to return "render arrays", which are structured hierarchical arrays that include the data to be rendered into HTML (or XML or another output format), and options that affect the markup.

Render arrays are ultimately rendered into HTML or other output formats by recursive calls to drupal render(), traversing the depth of the render array hierarchy.

At each level, the theme system is invoked to do the actual rendering. See the documentation of drupal_render() and the Theme system and Render API topic for more information about render arrays and rendering.

Ques 6:- Why we use preprocess functions and how many type of preprocess function in drupal 8?

Soln :- Preprocess functions allow Drupal themes to manipulate the variables that are used in Twig template files by using PHP functions to *preprocess* data before it is exposed to each template. All

of the dynamic content available to theme developers within a Twig template file is exposed through a preprocess function. Understanding how preprocess functions work, and the role they play, is important for both module developers and theme developers.

Types of preprocess functions in drupal 8:-

- template_preprocess(&\$variables, \$hook): Creates a default set of variables for all theme hooks with template implementations. Provided by Drupal Core.
- template_preprocess_HOOK(&\$variables): Should be implemented by the module that registers the theme hook, to set up default variables.
- MODULE_preprocess(&\$variables, \$hook): hook_preprocess() is invoked on all implementing modules.
- MODULE_preprocess_HOOK(&\$variables): hook_preprocess_HOOK() is invoked on all implementing modules, so that modules that didn't define the theme hook can alter the variables.
- ENGINE_engine_preprocess(&\$variables, \$hook): Allows the theme engine to set necessary variables for all theme hooks with template implementations.
- ENGINE_engine_preprocess_HOOK(&\$variables): Allows the theme engine to set necessary variables for the particular theme hook.
- **THEME_preprocess(&\$variables, \$hook):** Allows the theme to set necessary variable for all theme hooks with template implementations.
- THEME_preprocess_HOOK(&\$variables): Allows the theme to set necessary variables specific to the particular theme hook.

Ques 7 :- In which file we write the preprocess functions?

Soln :- the preprocess functions are usually return in the . theme file

Ques 8 :- What is template engine in drupal 8? soln:-

In Drupal 8<u>Twig replaces PHPTemplate as the default templating engine</u>. One of the results of this change is that all of thetheme_*functions and PHPTemplate based*.tpl.phpfiles have been replaced by*.html.twigtemplating files.

Drupal loads templates based on certain naming conventions. This allows you to override templates by adding them to your theme and giving

Ques 9:- Add one text field programatically at the last in any one content type with your name and save your name and add a validation for alphabet.

```
Soln :-
inside module>>custome>>module1
in file modul1e.module add the following code:-
function module1 install(){
 \Drupal\field\Entity\FieldStorageConfig::create(array(
 'field_name' => 'field_f5',
 'entity_type' => 'node',
 'type' => 'text',
 'cardinality' => -1,
))->save();
\Drupal\field\Entity\FieldConfig::create([
 'field name' => 'field f5',
 'entity type' => 'node',
 'bundle' => 'employee',
 'label' => 'Mayank',
])->save();
entity get form display('node', 'employee', 'default')
 ->setComponent('field f5', array(
  'type' => 'text textfield',
 ))
 ->save();
entity_get_display('node', 'employee', 'default')
 ->setComponent('field_f5', array(
  'type' => 'text_default',
 ->save();
 //$field config = \Drupal\field\Entity\FieldStorageConfig::loadByName('node', 'field f5');
}
now unistall the module and again install the module
your field is now created :-
```

soln:-

