### Overview

You have been tasked with adding some new functionality to the Proctors Developer Store. Currently the site just has general information on it but the client would like a store finder

We have provided you with a Drupal installation, a 'Store' content type, a custom module 'store\_locator', a view called 'Store Locator' and an example CSV file containing the stores.

The user admin account is **superuser** and the password is **superuser** 

## Task 1 - CSV Store Importer

You will be given a CSV file containing the list of stores and will need to write an importer that creates or updates store nodes.

The custom module (*sites/all/modules/custom/store\_importer*) has a menu callback already defined which you should use <u>store\_locator/import</u>.

For simplicity, you don't have to deal with file uploads. The user will just paste the CSV content in to the box.

Some of the things we are looking for are

- · Data being imported in to the correct fields
- Checking if a node already exists
- Any performance considerations

There is a CSV with sample data to download in the instructions folder (/instructions/store\_data.csv) or <u>click here</u>

#### Task 1 extension (If you have time left!)

The client doesn't know the Latitude and Longitude of all their stores. Use the google maps geocoding API to grab them as you import the data

https://developers.google.com/maps/documentation/geocoding/intro

You should be able to grab the details from google in a few lines of code.

You shouldn't need an API key for this. But here is one you can use if you really need to. AlzaSyDkn1amsOkmbqBDQl0uJlorDNfRYbnk2u8

# Task 2 - Store locator 'View' configuration

The client wants users who visit the site to be able to find the stores. We have given you a basic view <a href="http://drupalinterview.local/admin/structure/views/view/store\_locator">http://drupalinterview.local/admin/structure/views/view/store\_locator</a> that lists store content types.

Configure the view to show a list of stores, and show

- Store name
- · Store type
- a link to view the full details.

The user should also be able to search for a store by name, and filter by store type

#### Task 2 extension (If you have time left!)

The client wants the 'superstores' to appear at the top of the list by default.

very briefly **explain** how you might approach this if you had more time.

Talk about what changes you might make to the content type, and any taxonomies or extra modules you might use.

You can write your answer on this page or talk through your idea afterwards. You do not need to write any code for this.

# Task 3 - Store Page

The designer has provided you with a "design". Your job is to make the store page match the layout of the design below

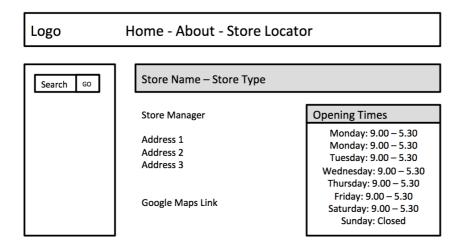
You may create a custom page template, or use the display functionality.

Then use some custom CSS (You will find a blank CSS file in the store\_locator module 'sites/all/modules/custom/store\_locator/store\_locator.css') to arrange the elements on the page

Some of the things we are looking for are

- Sensible HTML tags
- · elements that will deal with different content sizes

You will find the full wireframe in the folder 'instructions' if you need it.



Task 3 extension (If you have time left!)

Insert a link to google maps that shows the location of the store.

## General instructions/rules

- You may use Google. Stackoverflow is a developer's best friend
- If you are stuck, ask. We probably didn't explain the task well enough!
- You shouldn't need to install any other modules, but if you do, list them and explain why.
- You have about an 1 hour fifteen minutes to complete the tasks and then we will discuss your approach afterwards.
- If you are struggling with time, explain how you would have approached the task.

# Tips for using a vagrant/ansible box

- You have to wait a second or two for everything to sync to the virtual machine.
   Your code may not refresh immediately
- Drush is available. you can run commands on the virtual machine using the alias
   @vagrant e.g. drush @vagrant cc all
- If you make changes on the virtual machine (e.g. drush @vagrant dl devel) they
  will be overwritten next time it syncs. Make all changes to code locally (e.g.
  drush dl devel)
- Any issues, ask!