Demonstrate ability to use layout and XML schema

Describe the elements of the Magento layout XML schema, including the major XML directives.

Xsi:type niceties

string:

```
<argument xsi:type="string" translate="bool">
</argument>
```

- true values: [true, 1, 'true', '1']
- false values: [false, 0, 'false', '0']

options:

```
<argument name="options" xsi:type="options"
model="Magento\Tax\Model\TaxClass\Source\Customer"/>
```

- Model class instance of Data\OptionSourceInterface toOptionArray.
- Result = model.toOptionArray, slightly processed, optgroup will probably not work.

url:

helper.

Major directives:

Node readers:

- <html>
- <head>
- <body>
- <move>
- <container>
- <block>
- <ui>cuiComponent></ti>

Generators:

- <head>
- <body>

- <container>
- <block>
- <ui>Component>

Scheduled Structure - View\Page\Config\Structure:

```
• scheduledPaths[$blockName] = $parent1/$parent2/$blockName
```

- scheduledStructure[\$blockName] = \$row
- scheduledData[\$blockName] = [attributes actions arguments]
- elementAttributes[element][]
- removeElementAttributes[element][attribute]
- assets[/original/link/src] = attributes
- removeAssets[/some/src/] = /some/src
- title = __('Value')
- metadata[name] = content
- bodyClasses[]

<HTML> node reader View\Page\Config\Reader\Html

Html reader is used for collecting attributes of html in to the scheduled page structure.

```
<html>
    <attribute name="html_attribute_name" value="html_attribute_value"
/>
</html>
```

structure:

```
elementAttributes['html']['html attribute name'] = 'html attribute value'
```

render.

- View\Result\Page::render
- •

'htmlAttributes' => \$this->pageConfigRenderer->renderElementAttributes(\$config::ELEMENT_TYPE_HTML)

- $\bullet \quad \text{View} \\ \text{Page} \\ \text{Config} \\ \text{Renderer} \\ \text{:renderElementAttributes join(' ', name-value pairs)} \\$
- root.phtml

```
<!doctype html>
<html <?= /* @escapeNotVerified */ $htmlAttributes ?
>>
```

<HEAD> node reader View\Page\Config\Reader\Head

- <css src="" ...attributes> , <script src="" ...attributes> ,
 <src="" ...attributes> View\Page\Config\Structure::addAssets: structure
 assets['path/to/src'] = attributes
- <remove src=""> structure.removeAssets: structure
 removeAssets['path/to/src'] = 'path/to/src'
- <title> structure.setTitle title = __(\$title)
- <meta name="" content=""> or <meta property="" content=""> structure.setMetadata:
 metadata[name] = content
- <attribute name value /> structure.setElementAttribute
 elementAttributes[head][attribute]=value

render:

View\Result\Page::render

```
'headAttributes' => $this->pageConfigRenderer->renderElementAttributes($config::ELEMENT_TYPE_
o root.phtml: <head <?= /* @escapeNotVerified */ $headAttributes ?>> -
key1=value1 key2=value2
```

<HEAD> generator View\Page\Config\Generator\Head

- processRemoveAssets structure. assets vs structure. removeAssets
- processRemoveElementAttributes elementAttributes vs removeElementAttributes
- processAssets assets
 - o add remote assets, attribute src type='controller' or src type='url'
 - example <css src="" src_type="controller" content_type="link" />
 - Page\Config::addRemotePageAsset
 - add normal assets View\Page\Config::addPageAsset
- processTitle copy from structure to page config
- processMetadata copy
- processElementAttributes copy: html, head etc.

<B0DY> node reader View\Page\Config\Reader\Body

```
<body>
    <attribute name="id" value="html-body"/>
    <attribute name="class" value="preview-
window"/>
</body>
```

- "class" attributes structure. bodyClasses[] = class-name tip: empty class clears all
- other attributes structure. elementAttributes[body][attribute-name] = value
 - View\Result\Render

```
'bodyAttributes' => $this->pageConfigRenderer->renderElementAttributes($config::ELEMENT_TYPE_
```

- \circ root.phtml <body ... <?= /* @escapeNotVerified */ \$bodyAttributes ?>>
- calls readerPool to process <body> contents recursively

<B0DY> generator View\Page\Config\Generator\Body

 $Copies\ structure.\ body {\tt Classes[]}\ to\ View {\tt Page Lonfig::addBodyClass}$

adds to pageConfig. elements[body][class] = '...'

<MOVE> node reader View\Layout\Reader\Move

```
<move element='' destination='' as='' (after=''|before='') />
```

structure. scheduledMoves[elementName] = [destination, siblingName, isAfter, alias]

All moves are processed in View\Layout\GeneratorPool before all other generators:

- generatorPool.buildStructure
 - scheduleElement creates array structure _elements
 - __elements[parentId]['children'][childId] = alias
 - __elements[childId]['parent'][parentId] = alias
 - bad relations brokenParent[elementId] = 1
 - reorderFlements
 - ∘ moveElementInStructure here
 - o removeElement broken parents
 - o remove elements when 'visibilityConditions' doesn't match

<CONTAINER> , <REFERENCECONTAINER> node reader View\Layout\Reader\Container

<container>:

- container name as before/after> schedule structure structure.
 scheduledStructure[name] = [container alias parent sibling is_after]
- o containerReader.mergeContainerAttributes structure.

```
scheduledData[name][attributes] = [tag id class label display]
```

- <referenceContainer name remove ...attributes>
 - o possible to un-remove
 - o merges normal container attributes
- calls readerPool to process contents recursively, just like <body>

<BL0CK> node reader View\Layout\Reader\Block

- schedules structure View\Layout\ScheduledStructure\Helper::scheduleStructure
 - generates name if needed like {\$parent_name} schedule block1
 - [type='block', alias='\$as', parent_name='\$parent', sibling_name='\$beforeAfterName', is_afer=true/false]
 - o scheduledPaths[\$blockName] = \$parent1/\$parent2/\$blockName
 - o scheduledStructure[\$blockName] = \$row
- data['attributes'] [class, group, template, ttl, display, acl]
- data['actions'][] = [method, arguments, ifconfig, scope=STORE]
- data['arguments'] = parse <arguments> :
 - <argument name="\$name">...</argument> View\Layout\Argument\Parser::parse Config\Converter\Dom\Flat::convert

- blockReader.evaluateArguments
 - $\circ \quad \mathsf{Data} \\ \mathsf{Argument} \\ \mathsf{InterpreterInterface} \\ :: evaluate$
 - $\circ \quad \text{Data} \land \text{Argument} \land \text{Interpreter} \land \text{Composite as layoutArgumentReaderInterpreter}$

```
<argument name="interpreters" xsi:type="array">
   <item name="options"
xsi:type="object">Magento\Framework\View\Layout\Argument\Interpreter\Options</item>
   <item name="array"
xsi:type="object">layoutArrayArgumentReaderInterpreterProxy</item>
    <item name="boolean'
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\Boolean</item>
   <item name="number'</pre>
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\Number</item>
   <item name="string"
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\StringUtils</item>
   <item name="null'
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\NullType</item>
   <item name="object"
xsi:type="object">Magento\Framework\View\Layout\Argument\Interpreter\Passthrough</item>
   <item name="url"
xsi:type="object">Magento\Framework\View\Layout\Argument\Interpreter\Passthrough</item>
   <item name="helper"
xsi:type="object">Magento\Framework\View\Layout\Argument\Interpreter\Passthrough</item>
</argument>
```

Scheduled Structure:

- scheduledPaths[\$blockName] = \$parent1/\$parent2/\$blockName
- scheduledStructure[\$blockName] = \$row
- scheduledData[\$blockName] = [attributes actions arguments]

View\Layout\Generator\Block::process: - creates block instance, evaluates arguments

- finds scheduled elements with type = 'block'
- generator.generateBlock
 - o Data\Argument\InterpreterInterface::evaluate

View\Layout\Argument\Interpreter\Decorator\Updater as layoutArgumentGeneratorInterpreter

modifies result via registered View\Layout\Argument\UpdaterInterface

Data\Argument\Interpreter\Composite as layoutArgumentGeneratorInterpreterInternal

```
<argument name="interpreters" xsi:type="array">
   <item name="options"
xsi:type="object">Magento\Framework\View\Layout\Argument\Interpreter\Options</item>
   <item name="array"</pre>
xsi:type="object">layoutArrayArqumentGeneratorInterpreterProxy</item>
   <item name="boolean"
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\Boolean</item>
    <item name="number"
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\Number</item>
   <item name="string"</pre>
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\StringUtils</item>
   <item name="null"
xsi:type="object">Magento\Framework\Data\Argument\Interpreter\NullType</item>
   <item name="object" xsi:type="object">layoutObjectArgumentInterpreter</item>
   <item name="url"
xsi:type="object">Magento\Framework\View\Layout\Argument\Interpreter\Url</item>
    <item name="helper"
xsi:type="object">Magento\Framework\View\Layout\Argument\Interpreter\HelperMethod</item>
</argument>
```

- every block:
 - block.setLayout -> _prepareLayout
 - event core_layout_block_create_after
- every scheduled action:
 - o generator.generateAction evaluate arguments and call user func array

<UI COMPONENT> node reader View\Layout\Reader\UiComponent

• scheduleStructure - structure.

```
scheduledStructure[name] = [uiComponent alias parent sibling is_after]
```

• attributes: group, component, aclResource + visibilityConditions structure.

```
scheduledData[name] = [attributes]
```

- · read ui config, merge definition
 - o magic here
- ui component generated layout elements -> calls readerPool to process contents recursively

<UI_COMPONENT> generator View\Layout\Generator\UiComponent

- finds all scheduled elements of type uiComponent
- generateComponent creates components, prepares recursively, wraps in layout block
 - View\Element\UiComponentFactory::create View\Element\UiComponentInterface compatible with BlockInterface
 - prepare component and its children recursively UiComponent.prepare providers, buttons, form data etc.
 - creates layout block wrapper for component -\Magento\Ui\Component\Wrapper\UiComponent - just renders component

How do you use layout XML directives in your customizations?

- · move elements
- referenceContainer change attributes, add children
- referenceBlock change template, position before/after, add arguments, add children, set no display
- add HEAD scripts/styles

Describe how to create a new layout XML file.

- · Place layout in one of directories:
 - o custom-module/view/base/layout/
 - o custom-module/view/frontend/layout/
 - o custom-theme/Magento_Checkout/layout/

Or the same with page_layout directory.

- When extending page layout, don't copy-paste layout="..." attribute if not intended.
- Use standard XML namespaces:

Describe how to pass variables from layout to block.

• use block arguments:

Magento docs

• substitute dynamic argument value as result of helper execution