

“Using Grok to Walk Like a Duck”

# The Zope 3 Component Architecture

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How many methods does  
a Plone *ATFolder* have?

Contributors CreationDate Creator Creators DELETE Date Description EffectiveDate ExpirationDate Format HEAD Identifier Identifier LOCK Language MKCOL MKCOL\_handler MOVE  
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\_processForm \_propertyMap \_referenceApply \_register \_renameAfterCreation \_setId \_setOb \_setObject \_setPortalTypeName \_setPropValue \_setProperty \_setRoles \_setUID  
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getReferenceMap getReferencePng getRefs getRefs getRelatedItems getRelationships getSiteManager getSortAuto getSortFolderishFirst getSortReverse getSubObject getTagName getTypeInfo  
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locked\_in\_version manage\_CopyContainerAllItem manage\_CopyContainerFirstIt manage\_DAVget manage\_FTPget manage\_FTPlist manage\_FTPstat manage\_access \_facade  
addDTMLDocument addDTMLMethod addDTMLMethod manage\_addFile manage\_addFolder manage\_addImage \_facade manage\_addOrderedFolder manage\_addProperty  
manage\_addSiteRoot manage\_addUserFolder manage\_addZGadflyConnection manage\_addZGadflyConnection manage\_afterAdd manage\_afterClone manage\_afterMKCOL manage\_afterPUT  
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manage\_delObjects manage\_delProperties manage\_editMetadata manage\_editProperties manage\_editRoles manage\_editedDialog manage\_exportObject manage\_fixupOwnershipAfterA  
manage\_getPermissionMapping manage\_hasId manage\_importObject manage\_pasteObjects \_facade manage\_renameObject manage\_renameObjects \_facade \_facade \_facade \_facade  
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post\_validate pre\_validate processForm propdict propertyDescription propertyIds propertyItems propertyLabel propertyMap propertyValues raise\_standardErrorMessage rawIsDiscussable  
reference\_url reindexObject reindexObjectSecurity restrictedTraverse rolesOfPermission setConstrainTypesMode setContentType setContributors setCreationDate setCreators setDefaultPage  
setDefaultSorting setDefaults setDescription setEffectiveDate setExcludeFromNav setExpirationDate setFilename setFormat setId setImmediatelyAddableTypes setLanguage setLayout  
setLocallyAllowedTypes setLocation setModificationDate setNextPreviousEnabled setRelatedItems setRights setSiteManager setSortAuto setSortFolderishFirst setSortReverse setSubject  
setTitle superValues tabs\_path\_default tabs\_path\_info this title\_and\_id title\_or\_id tpURL tpValues undoable\_transactions unindexObject unmarkCreationFlag unrestrictedTraverse update  
userCanTakeOwnership userdefined\_roles users\_with\_local\_role cb\_dataValid valid\_roles valid\_property\_id valid\_roles validate validate\_field validate\_preferredTypes validate\_roles values  
virtual\_url\_path widget wl\_clearLocks wl\_delLock wl\_getLock wl\_hasLock wl\_isLocked wl\_lockItems wl\_lockTokens wl\_lockValues wl\_lockmapping wl\_setLock

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\_\_ct\_vocabularyPossibleTypes \_\_datify \_\_delOb \_\_delObject \_\_delPropValue \_\_delProperty \_\_delReferenceAnnotations facade\_deleteOwnershipAfterAdd\_editMetadata\_effective\_date  
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\_\_importObjectFromFile\_isBeingAccessedAsZClassDef\_isBeingUsedAsAMethod\_isIDAutoGenerated\_isSchemaCurrent\_migrateGetValue\_migrateSetValue\_notifyOfCopyTo\_postCopy  
\_\_processForm\_\_ propertyMap\_referenceApply\_register\_renameAfterCreation\_setId\_setOb\_setObject\_setPortalTypeName\_setPropValue\_setProperty\_setRoles\_setUID  
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defaultLanguage defaultRights defaultView deleteReference deleteReferences edit\_editIsDiscussable editMetadata effective\_encodeFolderFilter exclude\_from\_nav expires EditLink  
filtered\_manage\_options filtered\_meta\_types folderlisting\_forContents getAttribute getAttributeNode getAttributes getAvailableLayouts getBRefs  
getBRelationships getBackReferenceImpl getBreadcrumbs getCatalogs getChildNodes getConstrainTypesMode getContentType getDefault  
getDefaultAddableTypes getDefaultLayout getDefaultSorting getEffectiveDate getElementByTagName getExcludeFromNav getExpirationDate getField getFilename  
getFirstChild getFolderWhenPortalFactory given getImmediatelyAddableTypes getLayout getChild getLayout getLocallyAllowedTypes getLocation getMetadataHeaders  
getNextPreviousEnabled getNextPreviousParent getSibling getNodeName getNodeTypes getNodeValue getObjectPosition getOwner getOwnerDocument getOwnerTuple  
getParentNode getPhysicalPath on.getPhysicalRoot getPortalTypeName getPreviousSibling getPrimaryKey getField getProperty getPropertyType getRawConstrainTypesMode getRawContributors  
getRawCreation\_date getRawCreators getRawDescription getRawEffectiveDate getRawExcludeFromNav getRawExpirationDate getRawId getRawImmediatelyAddableTyp getRawLanguage  
getRawLocallyAllowedTypes getRawLocation getRawModification\_date getRawNextPreviousEnabled getRawRelatedItems getRawRights getRawSubject getRawTitle getReferenceImpl  
getReferenceMap getReferencePng getRefs getRelatedItems getRelationships getSiteManager getSortAuto getSortFolderish getSortReverse getSubObject getTagName getTypeInfo  
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setTitle superValues tabs\_path\_default tabs\_path\_info this title\_and\_id title\_or\_id tpURL tpValues undoable\_transactions unindexObject unmarkCreationFlag unrestrictedTraverse update  
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Both Zope 2 and Plone  
solve problems by piling  
more and more methods  
on an object

Zope 3 does  
something different

Zope 3 uses *Adapters*

What are adapters?

Let's talk programming.

Many programming  
languages use *static*  
typing



```
float half(int n)
{
    return n / 2.0;
}
```

```
float half(int n)
{
    return n / 2.0;
}
```

Python typing is *dynamic*

```
def half(n):  
    return n / 2.0
```

You don't worry about  
whether an object is of  
the right type

You simply try using it

“Duck Typing”

(Alex Martelli)

# “Duck Typing”

Walks like a duck?

Quacks like a duck?

It's a duck!



```
def half(n):  
    return n / 2.0
```

```
def half(n):  
    return n / 2.0
```

(Is  $n$  willing to be divided by two?  
Then it's number-ish enough for us!)

Now, imagine...

Imagine a wonderful  
duck-processing library to  
which you want to pass  
an object

But...

The object you want to  
pass *isn't* a duck?

What if it *doesn't*  
already quack?

What if it bears  
*not the least resemblance*  
to a duck!?

Example!



You have a “Message”  
object from the Python  
“email” module

```
>>> from email import message_from_file
>>> e = message_from_file(open('msg.txt'))
>>> print e
<email.message.Message instance at ...>
>>> e.is_multipart()
True
>>> for part in e.get_payload():
...     print part.get_content_type()
text/plain
text/html
```

Messages  
can be  
recursive

multipart/mixed

text/plain

multipart/alternative

text/plain

text/html

image/jpeg

Imagine that we are  
writing a Plone email  
browsing system

# And we want to show the parts in a TreeWidget



▶ multipart/mixed

▼ multipart/mixed  
text/plain

▶ multipart/alternative  
image/jpeg

▼ multipart/mixed

text/plain

▼ multipart/alternative

text/plain

text/html

image/jpeg



# The Tree widget operates on any object with:

`method name()` - returns name under which  
this tree node should be displayed

`method children()` - returns list of child  
nodes in the tree

`method __len__()` - returns number of child  
nodes beneath this one

How can we add these  
behaviors to our  
Message?

(How can we make an object which is *not* a duck behave like a duck?)

# 1. Subclassing

Create a “TreeMessage”  
class that inherits from  
the “Message” class...

```
class TreeMessage(Message):  
  
    def name(self):  
        return self.get_content_type()  
  
    def children(self):  
        if not self.is_multipart(): return []  
        return [ TreeMessage(part) for part  
                  in self.get_payload() ]  
  
    def __len__(self):  
        return len(self.children())
```

What will the test suite  
look like?

Remember:

“Untested code  
is broken code”

— Philipp von Weitershausen,  
Martin Aspeli



Your test suite  
must instantiate a  
“TreeMessage” and verify  
its tree-like behavior...

```
txt = " " 'From: persephone@gmail.com  
To: brandon@rhodesmill.org  
Subject: what an article!
```

```
Did you read Arts & Letters Daily today?  
" " "
```

```
m = message_from_string(txt, TreeMessage)  
assert m.name() == 'text/plain'  
assert m.children() == []  
assert m.__len__() == 0
```

We were lucky!

Our test can cheaply  
instantiate Messages.

```
txt = " " 'From: persephone@gmail.com  
To: brandon@rhodesmill.org  
Subject: what an article!
```

```
Did you read Arts & Letters Daily today?  
" " "
```

```
m = message_from_string(txt, TreeMessage)  
assert m.name() == 'text/plain'  
assert m.children() == []  
assert m.__len__() == 0
```

What if we were  
subclassing an LDAP  
connector?!

We'd need an LDAP server  
just to run unit tests!

We were lucky (#2)!

The  
“message\_from\_string()”  
method let us specify an  
alternate factory!



```
txt = " " 'From: persephone@gmail.com  
To: brandon@rhodesmill.org  
Subject: what an article!
```

```
Did you read Arts & Letters Daily today?  
" " "
```

```
m = message_from_string(txt, TreeMessage)  
assert m.name() == 'text/plain'  
assert m.children() == []  
assert m.__len__() == 0
```

Final note: *we have just  
broken the “Message”  
class's behavior!*

# Python library manual

## 7.10.1 defines “Message”:

`__len__()`:

Return the total number of headers,  
including duplicates.

```
>>> t = " " 'From: persephone@gmail.com  
To: brandon@rhodesmill.org  
Subject: what an article!
```

```
Did you read Arts & Letters Daily today?
```

```
" " "
```

```
>>> m = message_from_file(t, Message)
```

```
>>> print len(m)
```

```
3
```

```
>>> m = message_from_file(t, TreeMessage)
```

```
>>> print len(m)
```

```
0
```

So how does  
subclassing  
score?

✓ No harm to base class

✓ No harm to base class

✗ Cannot test in isolation

✓ No harm to base class

✗ Cannot test in isolation

✗ Need control of factory



✓ No harm to base class

✗ Cannot test in isolation

✗ Need control of factory

✗ Breaks if names collide

✓ No harm to base class

✗ Cannot test in isolation

✗ Need control of factory

✗ Breaks if names collide

*Subclassing: D*

## 2. Using a mixin

Create a “TreeMessage”  
class that inherits from  
both “Message” and a  
“Mixin”...

```
class Mixin(object):
    def name(self):
        return self.get_content_type()
    def children(self):
        if not self.is_multipart(): return []
        return [ self.__class__(part) for part
                  in self.get_payload() ]
    def __len__(self):
        return len(self.children())

class TreeMessage(Message, Mixin): pass
```

Your test suite can then  
inherit from a fake,  
mocked-up “message”...

```
class FakeMessage(Mixin):  
    def get_content_type(self):  
        return 'text/plain'  
    def is_multipart(self): return False  
    def get_payload(self): return ''
```

```
m = FakeMessage()
```

```
assert m.name() == 'text/plain'
```

```
assert m.children() == []
```

```
assert m.__len__() == 0
```

How does  
a mixin rate?



✓ No harm to base class

✓ No harm to base class

✓ Can test mixin by itself

✓ No harm to base class

✓ Can test mixin by itself

✗ Need control of factory

✓ No harm to base class

✓ Can test mixin by itself

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✗ Breaks if names collide

✓ No harm to base class

✓ Can test mixin by itself

✗ Need control of factory

✗ Breaks if names collide

*Mixin: C*

# 3. Monkey patching

To “monkey patch” a class, you add or change its methods dynamically...

```
def name(self):  
    return self.get_content_type()  
def children(self):  
    if not self.is_multipart(): return []  
    return [ Message(part) for part  
             in self.get_payload() ]  
def __len__(self):  
    return len(self.children())
```

```
Message.name = name
```

```
Message.children = children
```

```
Message.__len__ = __len__
```



Is this desirable?

✓ Don't care about factory

✓ Don't care about factory

✗ Changes class itself

✓ Don't care about factory

✗ Changes class itself

✗ Broken by collisions

✓ Don't care about factory

✗ Changes class itself

✗ Broken by collisions

✗ Patches fight each other

✓ Don't care about factory

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✗ Patches fight each other

✗ Ruby people do this

✓ Don't care about factory

✗ Changes class itself

✗ Broken by collisions

✗ Patches fight each other

✗ Ruby people do this

*Monkey patching: F*

## 4. Adapter



# Design Patterns

Elements of Reusable  
Object-Oriented Software

Erich Gamma  
Richard Helm  
Ralph Johnson  
John Vlissides



Gamma et al. © 1994 W. H. Freeman & Co. All rights reserved.

Foreword by Grady Booch



ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES

Touted in  
the Gang of  
Four book  
(1994)

Idea: provide “Tree”  
functions through an  
entirely separate object

### Message

```
get_content_type()  
is_multipart()  
get_payload()
```

call

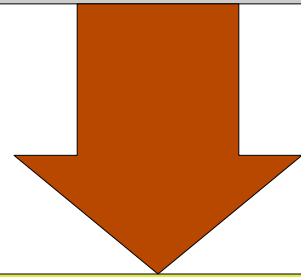
### MessageTreeAdapter

```
name()  
children()  
__len__()
```

```
class MessageTreeAdapter(object):
    def __init__(self, message):
        self.m = message
    def name(self):
        return self.m.get_content_type()
    def children(self):
        if not self.m.is_multipart(): return []
        return [ MessageTreeAdapter(part)
                  for part in self.m.get_payload() ]
    def __len__(self):
        return len(self.children())
```

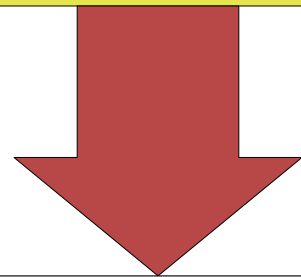
How does wrapping look  
in your code?

IMAP library (or whatever)  
returns a Message "msg"



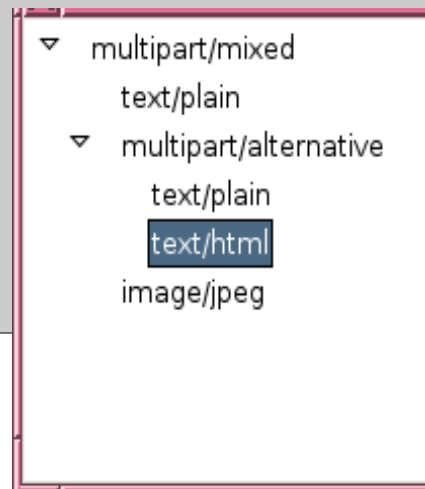
*Message object*

```
tw = TreeWidget(MessageTreeAdapter(msg))
```



*Adapted object*

TreeWidget



Test suite can try adapting  
a mock-up object

```
class FakeMessage(object):
    def get_content_type(self):
        return 'text/plain'
    def is_multipart(self): return True
    def get_payload(self): return []

m = MessageTreeAdapter(FakeMessage())
assert m.name() == 'text/plain'
assert m.children() == []
assert m.__len__() == 0
```

How does the Adapter  
design pattern stack up?



✓ No harm to base class

✓ No harm to base class

✓ Can test with mock-up

✓ No harm to base class

✓ Can test with mock-up

✓ Don't need factories

✓ No harm to base class

✓ Can test with mock-up

✓ Don't need factories

✓ No collision worries

✓ No harm to base class

✓ Can test with mock-up

✓ Don't need factories

✓ No collision worries

✗ Wrapping is annoying

✓ No harm to base class

✓ Can test with mock-up

✓ Don't need factories

✓ No collision worries

✗ Wrapping is annoying

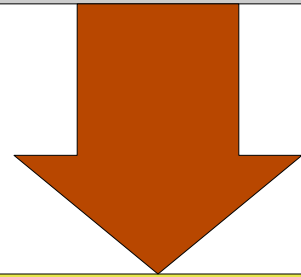
*Adapter: B*

Q: Why call wrapping  
“annoying”?

The example makes  
it look so easy!

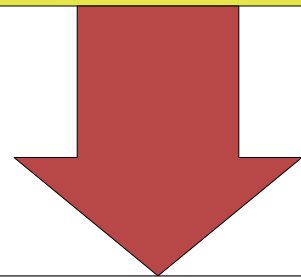


IMAP library (or whatever)  
returns a Message "msg"



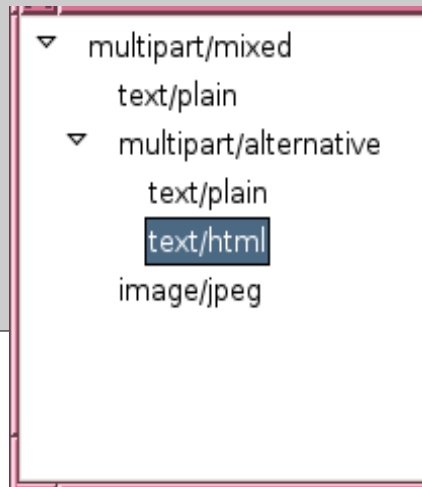
*Message object*

```
tw = TreeWidget(TreeMessageAdapter(msg))
```



*Adapted object*

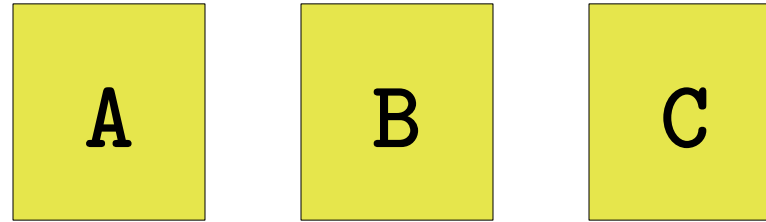
TreeWidget



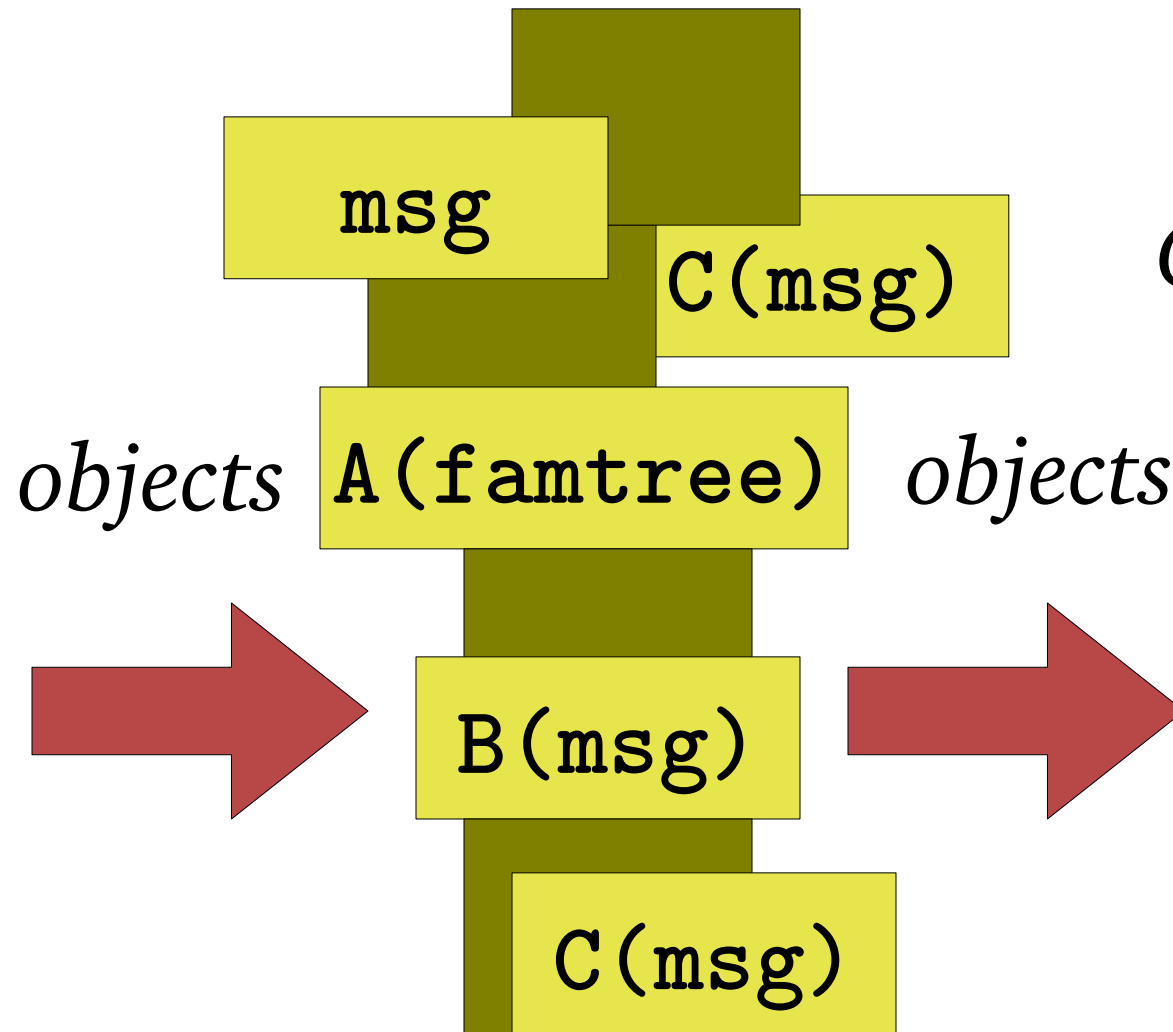
A: The example looks  
easy because it only does  
adaptation *once*!

But in a real application,  
it happens all through  
your code...

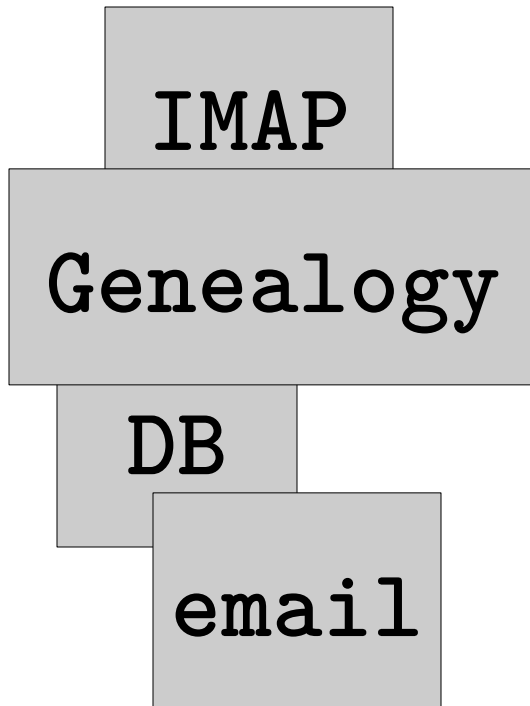
# *Adapters*



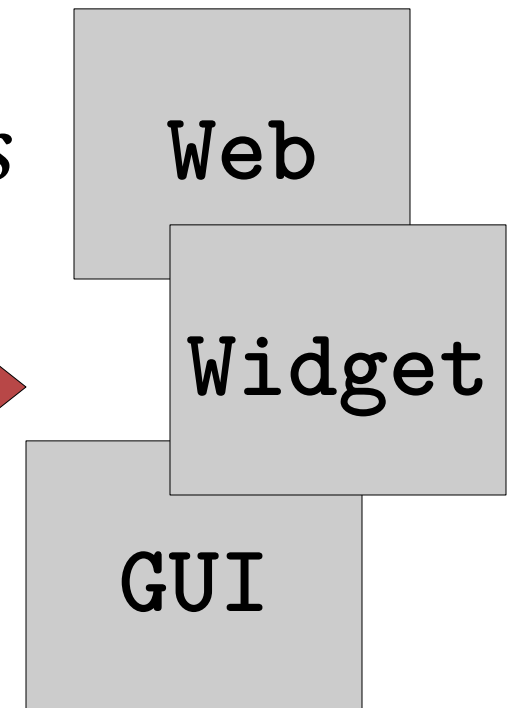
## *Your application*



## *3<sup>rd</sup> party Producers*



## *3<sup>rd</sup> party Consumers*

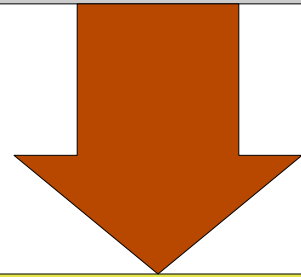


This makes you  
repeat yourself.

This *also* locks you in to  
using that particular  
adapter, since you use it  
by name in your code.

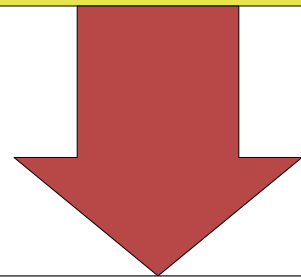
How can you avoid  
repeating yourself, and  
scattering information  
about adapters and  
consumers everywhere?

IMAP library (or whatever)  
returns a Message "msg"



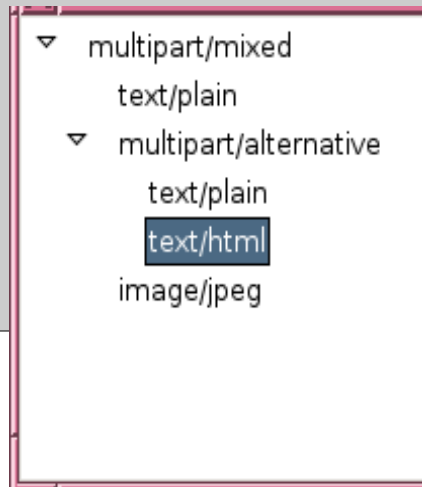
*Message object*

```
tw = TreeWidget(TreeMessageAdapter(msg))
```



*Adapted object*

TreeWidget



```
tw = TreeWidget(TreeMessageAdapter(msg))
```



```
tw = TreeWidget(TreeMessageAdapter(msg))
```

The key is seeing that this code conflates *two* issues!

```
tw = TreeWidget(TreeMessageAdapter(msg))
```

Why does this line work?

```
tw = TreeWidget(TreeMessageAdapter(msg))
```

It works because a  
**TreeWidget** *needs* what  
our adapter *provides*.

```
tw = TreeWidget(TreeMessageAdapter(msg))
```

But if *we* call the adapter  
then the **need = want** is  
*hidden inside of our head!*

We need to define what  
the **TreeWidget** needs that  
our adapter provides!

# Design Patterns

Elements of Reusable  
Object-Oriented Software

Erich Gamma  
Richard Helm  
Ralph Johnson  
John Vlissides



Foreword by Grady Booch



*An interface*  
is how we  
specify a set  
of behaviors



(1988)



(1995)

Java™

*An interface*  
is how we  
specify a set  
of behaviors





For the moment, forget  
Zope-the-web-framework

Instead, look at Zope the  
Component Framework:

zope.interface  
zope.component

With three simple steps,  
Zope will put adapters  
around classes *for you* —

and rid your code of  
manual adaptation!

1. *Define* an interface
2. *Register* our adapter
3. *Request* adaptation

# *Define*

```
from zope.interface import Interface

class ITree(Interface):
    def name():
        """Return this tree node's name."""
    def children():
        """Return this node's children."""
    def __len__():
        """Return how many children."""
```

# *Register*

```
from zope.component import provideAdapter

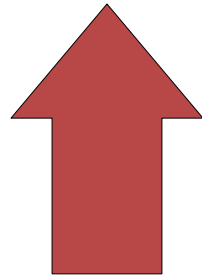
provideAdapter(MessageTreeAdapter,
               adapts=Message,
               provides=ITree)
```

# *Request*

```
class TreeWidget(...):  
    def __init__(self, arg):  
        tree = ITree(arg)  
        ...
```

# *Request*

```
class TreeWidget(...):  
    def __init__(self, arg):  
        tree = ITree(arg)  
        ...
```



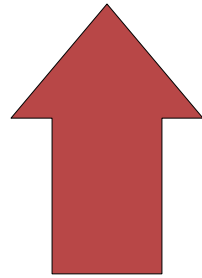
Zope will:

1. Recognize need
2. Find the registered adapter
3. Wrap and return the argument



# *Request*

```
class TreeWidget(...):  
    def __init__(self, arg):  
        tree = ITree(arg)  
        ...
```



```
    i = int(32.1)  
    l = list('abc')  
    f = float(1024)
```

(Look! Zope  
is Pythonic!)

And that's it!

And that's it!

*Define* an interface  
*Register* our adapter  
*Request* adaptation

✓ No harm to base class

✓ Can test with mock-up

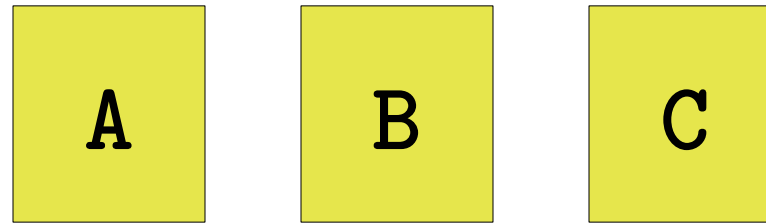
✓ Don't need factories

✓ No collision worries

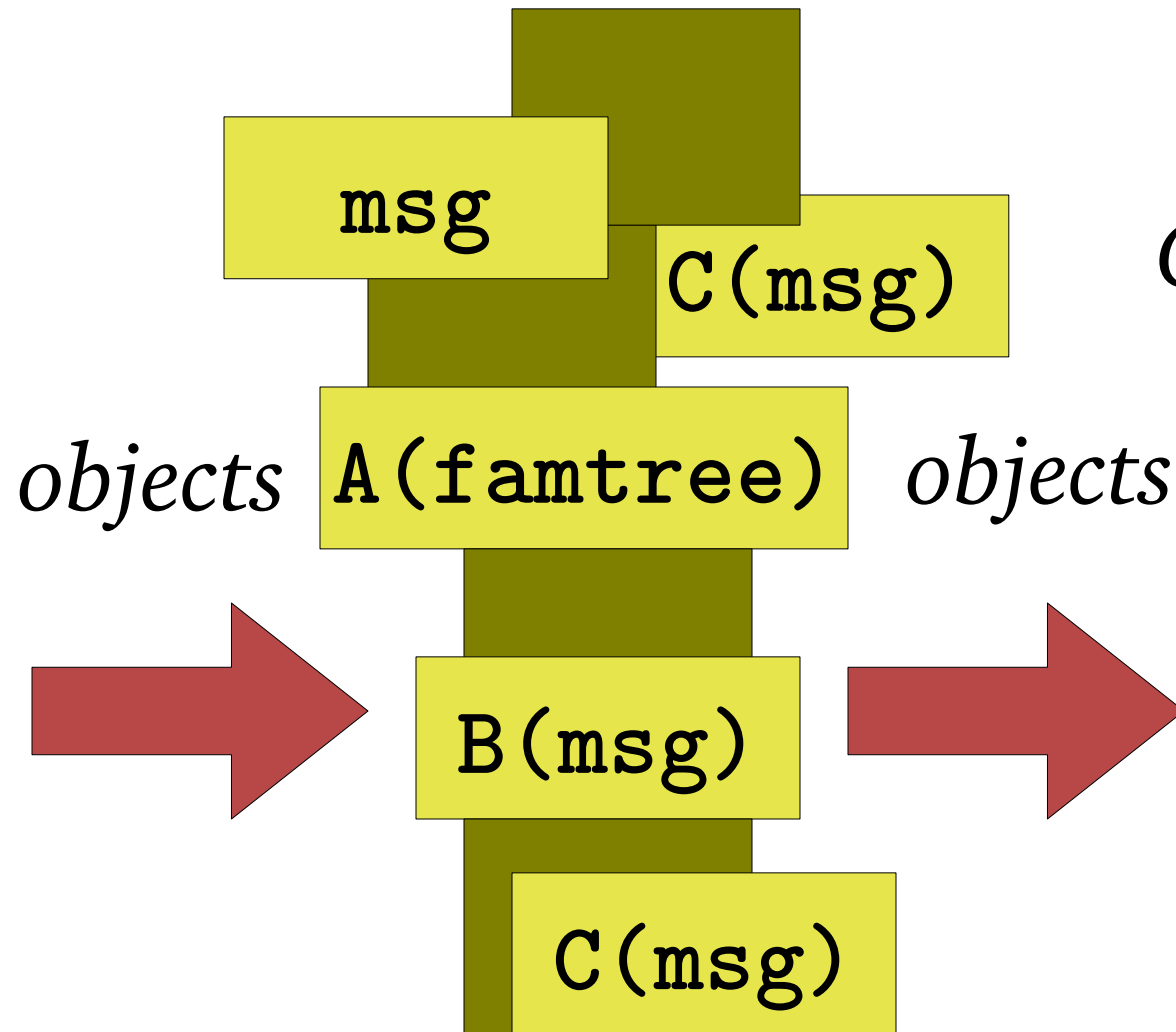
✓ Adapters now dynamic!

*Registered adapter: A*

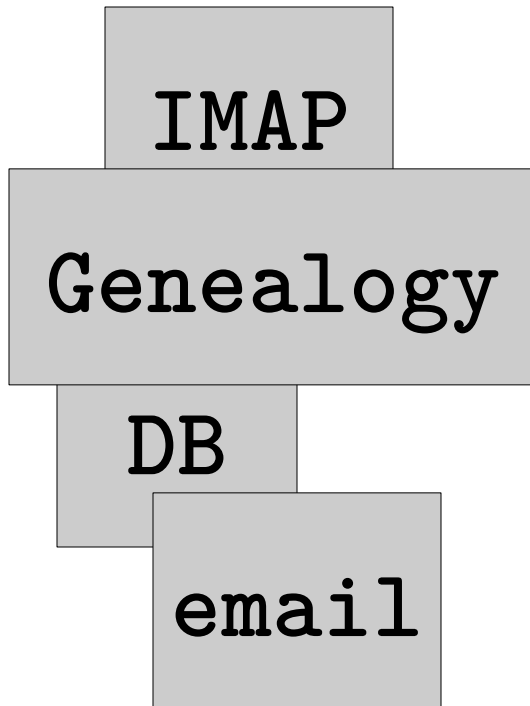
# *Adapters*



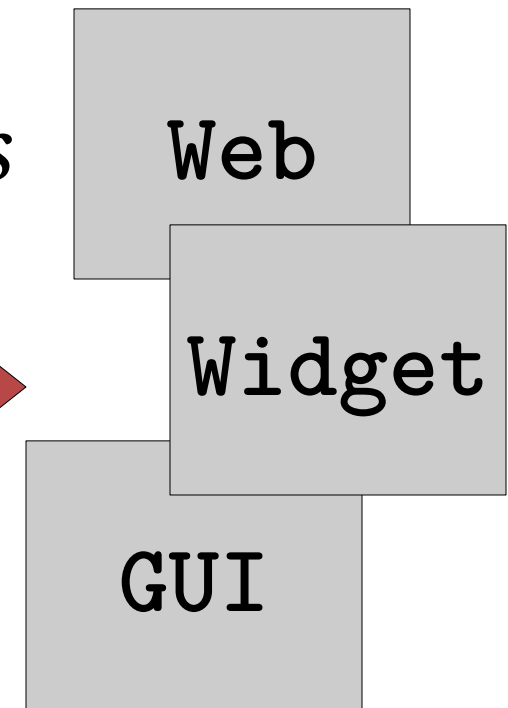
## *Your application*

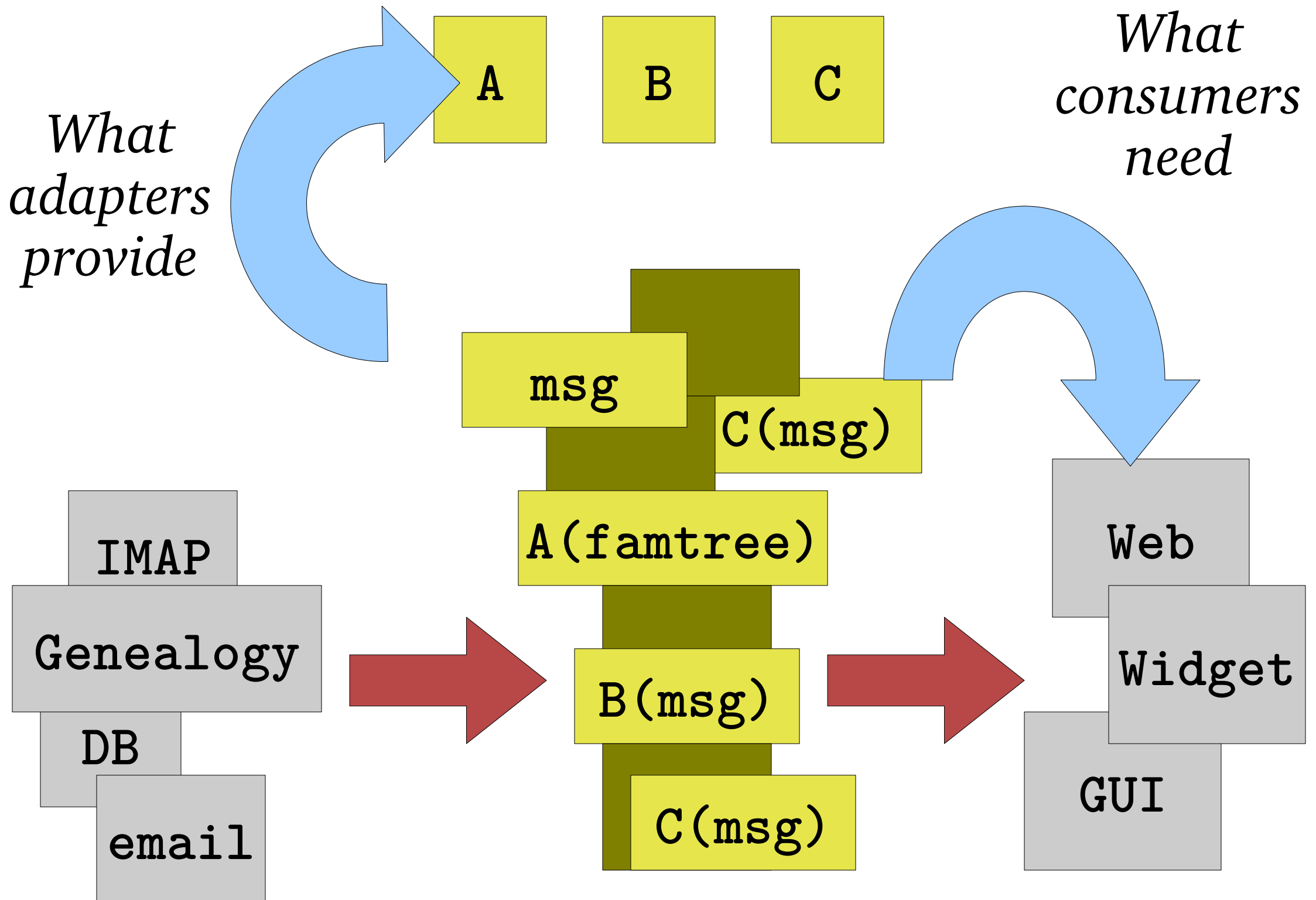


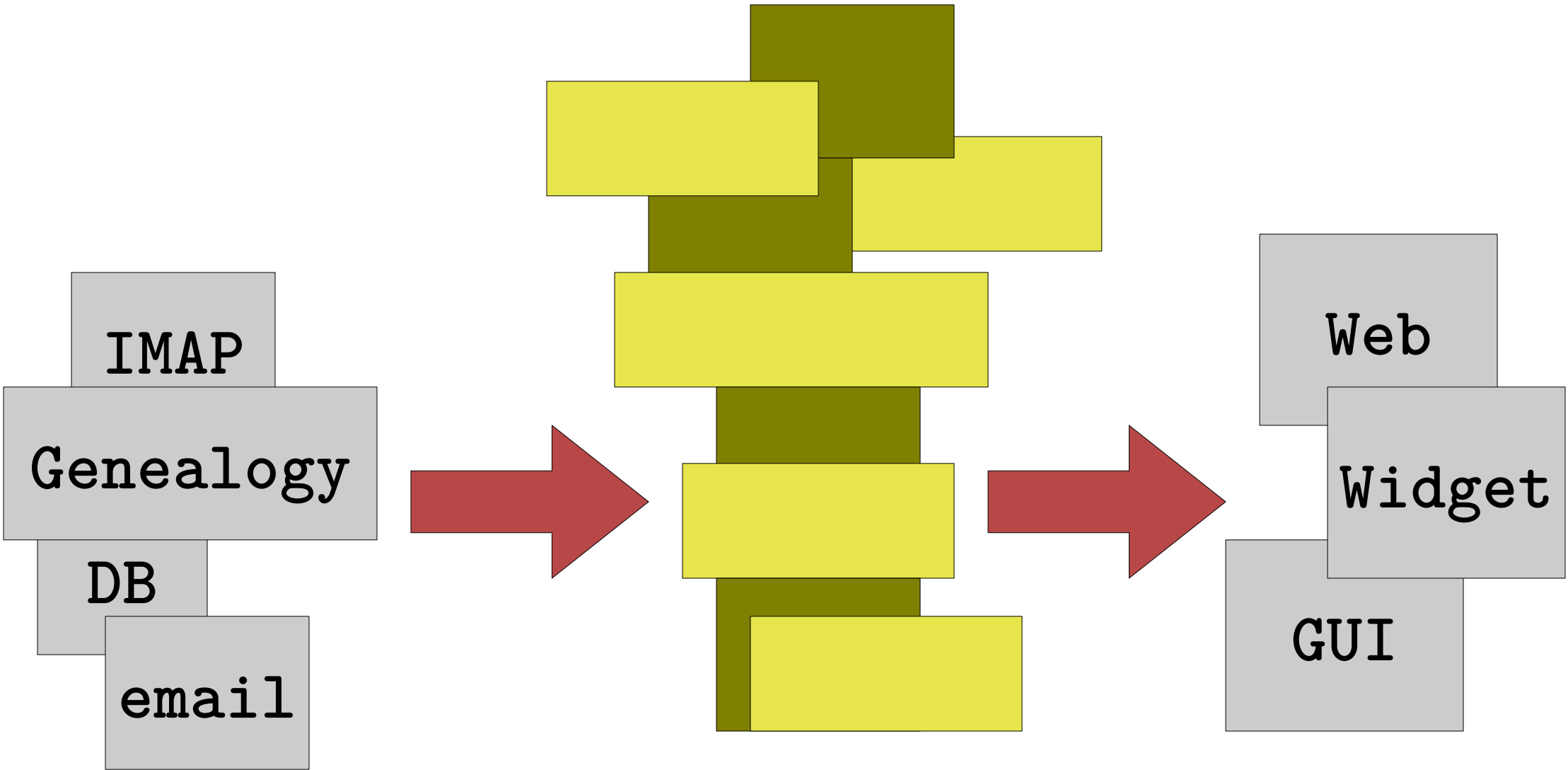
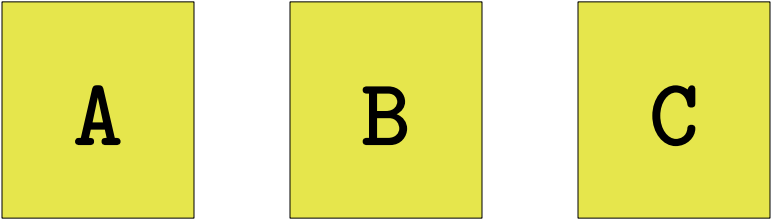
## *3<sup>rd</sup> party Producers*



## *3<sup>rd</sup> party Consumers*







*The finale*

Adapting for the Web



dum ... dum ... dum ...

DAH DUM!



Grok

Web framework  
built atop Zope 3  
component architecture

Grok makes  
Zope 3 simple to use  
(and to present!)

Imagine a **Person** class

The **Person** class was  
written by someone else

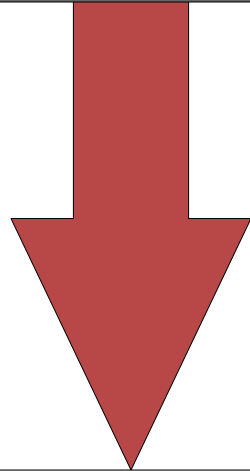
The **Person** class is full of business logic, and stores instances in a database



We want to browse  
**Person** objects on the Web

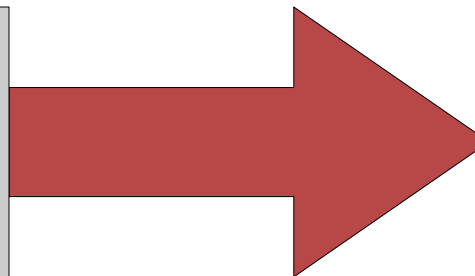
What might the Web  
need the object to do?

`http://host/person_app/Joe`



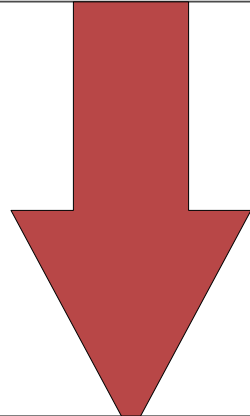
*1. What's at a URL*

*2. HTML document*



*3. What is its URL*

```
<HTML>
<HEAD>
<TITLE>PERSON JOE
</TITLE>
</HEAD>
<BODY>
  THIS PAGE PRESENTS
  THE BASIC DATA WE
  HAVE REGARDING JOE.
  ...
```



`http://host/person_app/Joe`

1.

*What's at this URL?*

# *What's at this URL?*

```
http://host/person_app/Joe
```

```
# how Zope processes this URL:  
r = root  
j = ITraverser(r).traverse('person_app')  
k = ITraverser(j).traverse('Joe')  
return k
```

# *What's at this URL?*

```
http://host/person_app/Joe
```

```
# what we write:
```

```
class PersonTraverser(grok.Traverser):  
    grok.context(PersonApp)  
    def traverse(self, name):  
        if person_exists(name):  
            return get_person(name)  
        return None
```

2.



*How does a Person render?*

# *How does a Person render?*

app.py

```
class PersonIndex(grok.View):  
    grok.context(Person)  
    grok.name('index')
```

app templates/personindex.pt

```
<html><head><title>All about  
    <tal tal:replace="context/name" />  
</title></head>...
```

3.

*What is a person's URL?*

# *What is a person's URL?*

```
class PersonURL(grok.MultiAdapter):  
    grok.adapts(Person, IHTTPRequest)  
    grok.implements(IAbsoluteURL)  
    def __init__(self, person, req):  
        self.person, self.req = person, req  
    def __call__(self):  
        base = grok.url(grok.getSite())  
        return base + '/' + self.person.name
```

$$6 + 3 + 8 = 17 \text{ lines}$$

$$6 + 3 + 8 = 17 \text{ lines}$$

*And the object has not  
been harmed!*

`http://host/person_app/Joe`

**PersonTraverser**

*1. What's at a URL*

*2. HTML Document*

**Person**

**PersonIndex**

*3. What is its URL*

**PersonURL**

`http://host/person_app/Joe`

```
<HTML>
<HEAD>
<TITLE>PERSON JOE
</TITLE>
</HEAD>
<BODY>
  THIS PAGE PRESENTS
  THE BASIC DATA WE
  HAVE REGARDING JOE.
  ...
```



# *Other Zope adapter uses*

• *Can be used to adapt any object to any interface*

• *Can be used to adapt a class to an interface*

• *Can be used to adapt a method to an interface*

• *Can be used to adapt a property to an interface*

• *Can be used to adapt a class to a class*

• *Can be used to adapt a method to a method*

• *Can be used to adapt a property to a property*

• *Can be used to adapt a class to a method*

• *Can be used to adapt a method to a class*

• *Can be used to adapt a property to a class*

# *Other Zope adapter uses*

Indexing — Index, Query, Search, ...

Data schemas — Schema, Vocabulary, DublinCore ...

Form generation — AddForm, EditForm, ...

Security — SecurityPolicy, Proxy, Checker, ...

Authentication — Login, Logout, Allow, Require, ...

Copy and paste — ObjectMover, ObjectCopier, ...

I18n — TranslationDomain, Translator, ...

Appearance — Skins, macros, viewlets, ...

Much, much more!

*Other Zope adapter uses*

And... “Vice”,  
the Plone RSS/Atom feed  
engine that Paul Bugni  
presented on yesterday!

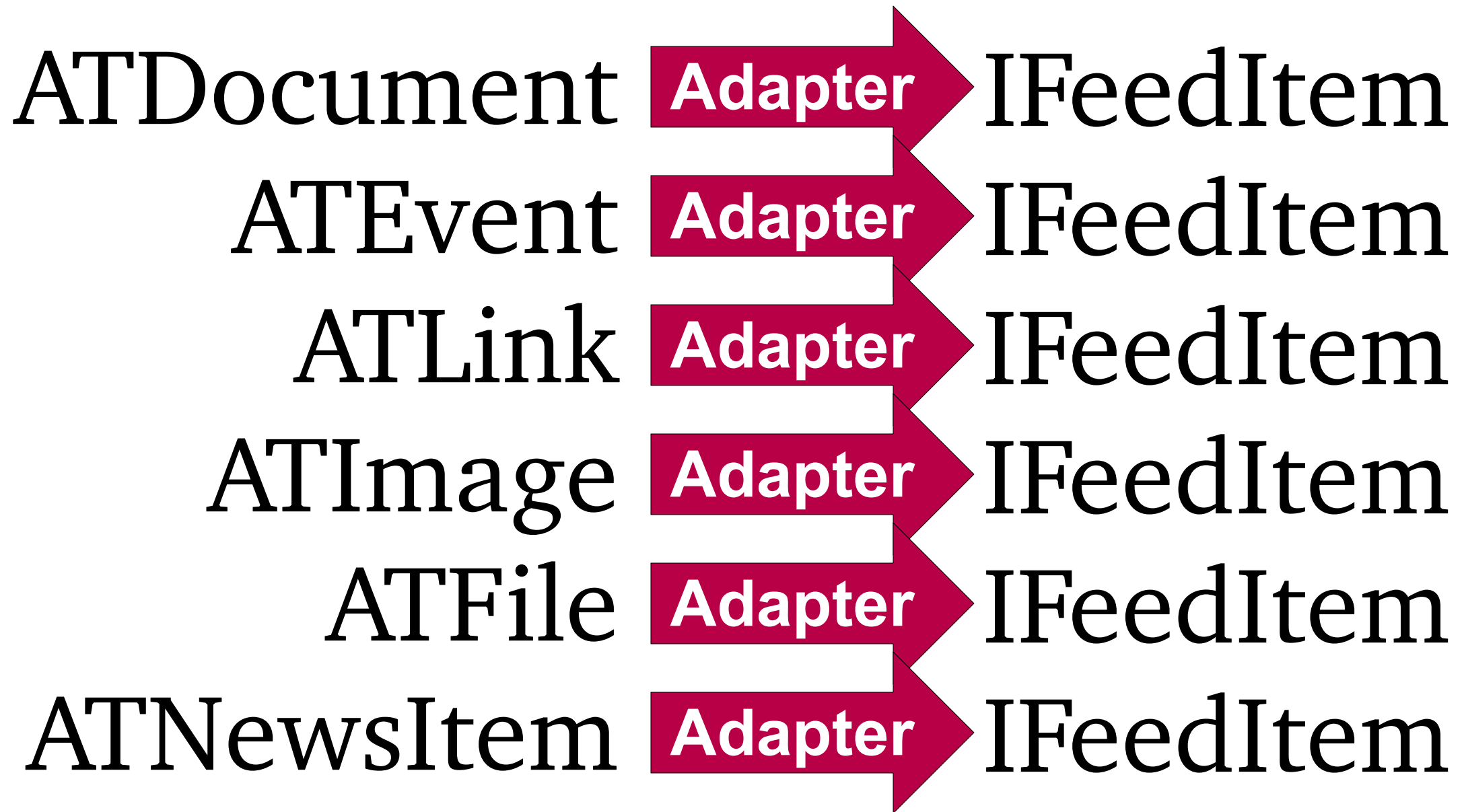
How does Vice give the  
AT content types RSS  
superpowers?

The same 3 steps!

*Define* an interface

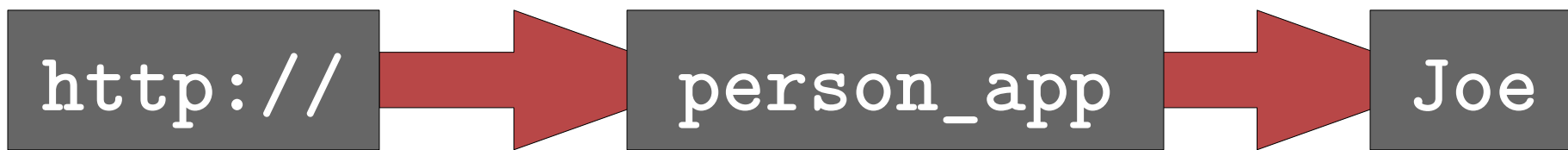
*Register* adapters

*Request* adaptation

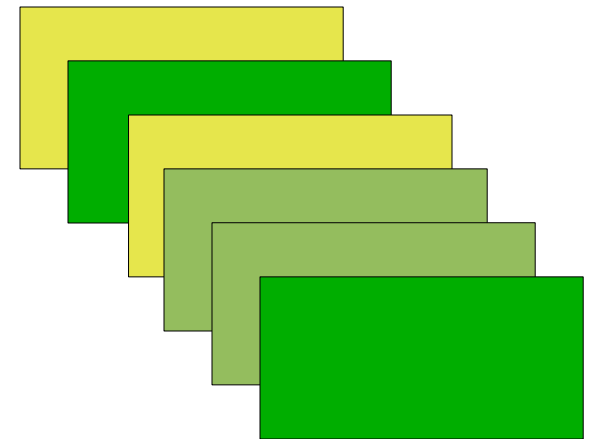
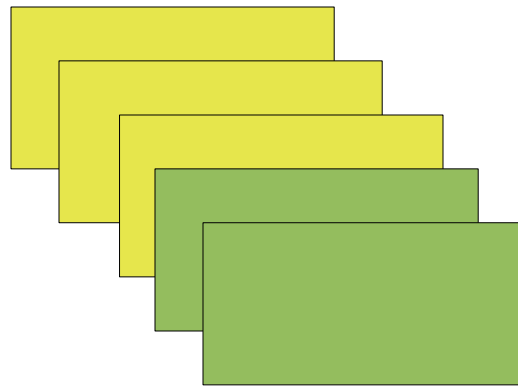
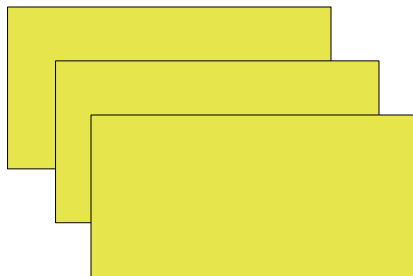


# *Adapters can be local!*

```
http://host/person_app/Joe
```



*Global adapters*



*Local adapters add, override*

Coming Attraction



five.grok

five.grok

Lennart Regebro  
Martin Aspeli

# Thank you!

<http://zope.org/Products/Zope3>

<http://grok.zope.org/>

<http://rhodesmill.org/brandon/adapters>

<http://regebro.wordpress.com/>

[zope-dev@zope.org](mailto:zope-dev@zope.org) mailing list

[grok-dev@zope.org](mailto:grok-dev@zope.org) mailing list

*Web Component Development with Zope 3* by PvW