Drupal Installation

* First install acquiadrupal for easy installation
* Then core download from drupal org
* Then import it in acquiadrupal

Super User

* <http://2trees.dd:8083/user#overlay=user/1/edit> Here 1 means super user

Notes:

* Drupal is a content management system which allows you to create and maintain many different types of websites without needing to know any coding languages.
* If drupal new features does not work clear cache from the configuration->performance
* Use drupal api for available information.
* Api.lullabot.com
* Api.lullabot.com/about

Form API

* Building forms & collecting data

Create Custom Module

* Create a folder like sites\all\modules\custom\devel\_example\devel\_example.module
* Create another file inside deve\_example named devel\_example.info
* And enable it from modules

Anatomy of a Module

* Two files required
* mymodule.info
* mymodule.module
* Optional files
* README.txt
* HTML templates, CSS
* .install

Create Module

* Create a folder with same name as module name like demo/demo.module
* File name should be in lower case & use underscore(\_) for multiple name

1st file

demo.info

name = Demo

description = Just a simple demo module.

core = 7.x

* Include many information in this file but minimum include above those information

2nd file

demo.module

<?php

// put your functions here

* Never put the ending tag of the php because when drupal return the page if we included ending tag then it will return the white space which will cause white screen death error.
* If u don’t specify module package it by default inside into other group.

Drupal Module

* A Drupal module is a collection of files containing some functionality and is written in PHP. Because the module code executes within the context of the site, it can use all the functions and access all variables and structures of Drupal core. In fact, a module is no different from a regular PHP file that can be independently created and tested and then used to drive multiple functionalities.

Drupal Hooks

* Hooks are how modules can interact with the core code of Drupal.
* A hook can be thought of as an event listener in the sense that an event triggers an action.
* The event in Drupal, such as deleting a node, would trigger the hook "hook\_delete".

Drupal Term

Core

* The standard release of Drupal, known as Drupal core, contains basic features common to content management systems. These include user account registration and maintenance, menu management, RSS feeds, taxonomy, page layout customization, and system administration.

Module

* Something that extends drupal

Theme

* Is way the website looks

Content Type

* Is a template for bits of content in our site

Fields

* Places information inside content type

Nodes

* The pieces of content actually known as node
* All content on a Drupal website is stored and treated as "nodes". A node is any piece of individual content, such as a page, poll, article, forum topic, or a blog entry. Comments are not stored as nodes but are always connected to one. Treating all content as nodes allows the flexibility to create new types of content.

Views

* Are often used display multiple nodes in a place

Taxonomy

* How we will categories content

Aggregator

* Is used for collecting news feed from other sites

Drupal Forum

* Drupalcon – drupalcon.org
* Druplicon
* Drupal Association – association.drupal.org

Drupal Toolbar

* Content gives the list of the content of the site
* Appearance switch on the themes that is the visual display of the page