

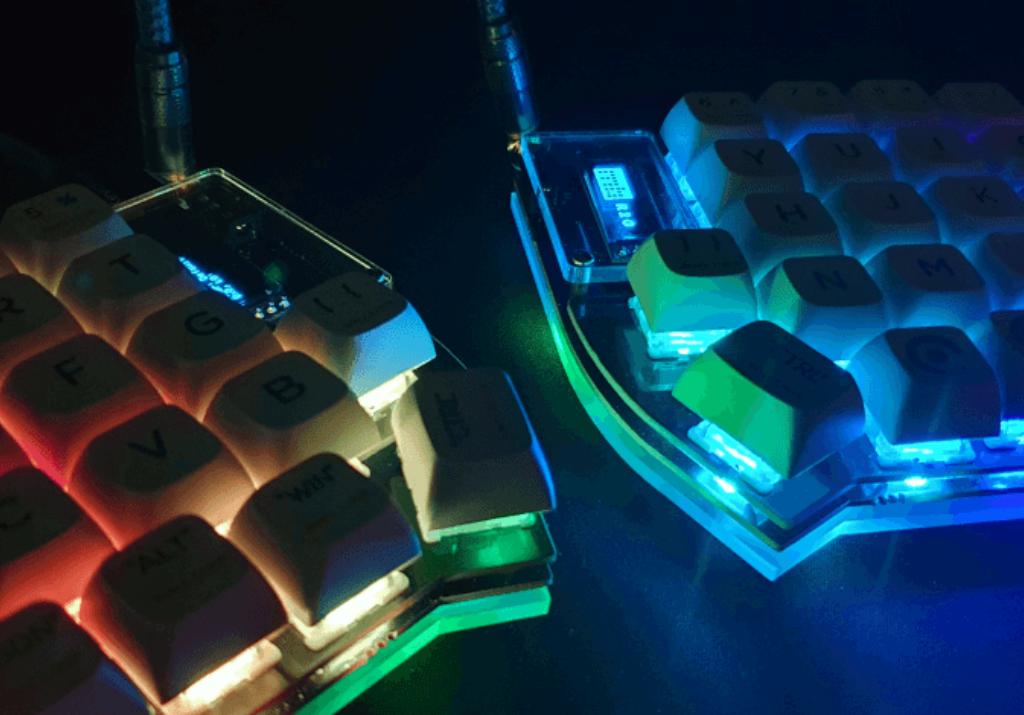
# An Introduction To Drupal Services

Philip Norton

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# Philip Norton

- Developer at Code Enigma
- Writer at `#! code`  
[\(www.hashbangcode.com\)](http://www.hashbangcode.com)
- NWDUG co-organiser



# Source Code

- Talk is available at:  
<https://github.com/hashbangcode/drupal-services-talk>
- All code seen can be found at:  
[https://github.com/hashbangcode/drupal\\_services\\_example](https://github.com/hashbangcode/drupal_services_example)
- I have also written about Drupal services on  
[www.hashbangcode.com](http://www.hashbangcode.com)



# An Introduction To Drupal Services

# Why Talk About Services?

# What Is A Service?

- Used in all parts of Drupal and many modules.
- Built on the **Symfony Service Container** system.
- A service describes an object in Drupal.
- Dependency injection is used to inject services into other services.
- Simple to use and powerful.

# Using A Service

# Using A Service

- Services can be accessed via the Drupal object.

```
$serviceObject = \Drupal::service('thing');
```

# Using A Service

- To use a service, pick the service you need.
- Use it.

```
$pathManager = \Drupal::service('path_alias.manager');  
$normalPath = $pathManager->getPathByAlias('somepath');
```

# Using A Service

- You can also chain the call.

```
$normalPath = \Drupal::service('path_alias.manager')->getPathByAlias('somepath');
```

# What Services Exist?

- There are lots!

```
drush eval "print_r(\Drupal::getContainer()->getServiceIds());"
```

- Prints a list of over 600 services in Drupal core.
- Most are in the form `date.formatter`.
- Some are in the form  
`Drupal\Core\Datetime\DateFormatterInterface`,  
and are used in autoloading.

# Using A Service

- However! Most of the time you don't want to be using `\Drupal::service()`.
- Unless you are running code in a hook you should be injecting services into your own code.
- Drupal will handle what services are needed to create your needed service.
- This is called **dependency injection**.

# Dependency Injection

A quick introduction.

# Dependency Injection

Dependency injection sounds complicated, but it's just the practice of **injecting the things the object needs**, instead of **baking them into the class**.

# Dependency Injection

- Let's say you had this class (not a Drupal thing).

```
class Page {  
    protected $database;  
    public function __construct() {  
        $this->database = new PDO('mysql:host=localhost;dbname=test', 'username', 'password');  
    }  
}  
$page = new Page();
```

- What happens if you want to change the credentials?  
Or change the database itself?
- You would need to edit the class.

# Dependency Injection

- We can change this to inject the database dependency as we create the Page object.

```
class Page {  
    protected $database;  
    public function __construct(DbConnectionInterface $database) {  
        $this->database = $database;  
    }  
}  
$database = new MysqlDatabase();  
$page = new Page($database);
```

# Dependency Injection

- Drupal handles all the dependency creation automatically.
- It will create services with all of the required objects.
- All we need to do is ask for our service.

# Why Use Dependency Injection In Drupal?

Let's try to create the `path_alias.manager` service to translate a path *without* using Drupal's automatic dependency injection system.

The `path_alias.manager` service wraps the  
`\Drupal\path_alias\AliasManager` class.

```
use Drupal\path_alias\AliasManager;  
  
$aliasManager = new AliasManager($pathAliasRepository, $pathPrefixes,  
$languageManager, $cache, $time);
```

The `$pathAliasRepository` property is an instance of `\Drupal\path_alias\AliasRepository`.

```
use Drupal\path_alias\AliasManager;
use Drupal\path_alias\AliasRepository;

$pathAliasRepository = new AliasRepository($connection);

$aliasManager = new AliasManager($pathAliasRepository, $pathPrefixes,
$languageManager, $cache, $time);
```

The `AliasRepository` class takes a property of `$connection`.

The `$connection` property is a connection to the database, which we can create using the `\Drupal\Core\Database\Database` class.

```
use Drupal\path_alias\AliasManager;
use Drupal\path_alias\AliasRepository;
use Drupal\Core\Database\Database;

$connection = Database::getConnection();
$pathAliasRepository = new AliasRepository($connection);

$aliasManager = new AliasManager($pathAliasRepository, $pathPrefixes,
$languageManager, $cache, $time);
```

Next, let's look at `$pathPrefixes`.

The `$pathPrefixes` property is an instance of `AliasPrefixList`, which has more dependencies.

```
use Drupal\path_alias\AliasManager;
use Drupal\path_alias\AliasPrefixList;
use Drupal\path_alias\AliasRepository;
use Drupal\Core\Database\Database;

$connection = Database::getConnection();
$pathAliasRepository = new AliasRepository($connection);

$pathPrefixes = new AliasPrefixList($cid, $cache, $lock, $state, $alias_repository);

$aliasManager = new AliasManager($pathAliasRepository, $pathPrefixes,
$languageManager, $cache, $time);
```

The `$cid` property of `AliasPrefixList` is just a string.

```
use Drupal\path_alias\AliasManager;
use Drupal\path_alias\AliasPrefixList;
use Drupal\path_alias\AliasRepository;
use Drupal\Core\Database\Database;

$connection = Database::getConnection();
$pathAliasRepository = new AliasRepository($connection);

$cid = 'path_alias_prefix_list';
$pathPrefixes = new AliasPrefixList($cid, $cache, $lock, $state, $alias_repository);

$aliasManager = new AliasManager($pathAliasRepository, $pathPrefixes,
$languageManager, $cache, $time);
```

```
use Drupal\path_alias\AliasManager;
use Drupal\path_alias\AliasPrefixList;
use Drupal\path_alias\AliasRepository;
use Drupal\Core\Database\Database;
use Drupal\Core\Site\Settings;

$connection = Database::getConnection();
$pathAliasRepository = new AliasRepository($connection);

$cid = 'path_alias_prefix_list';

$settings = Settings::getInstance();
$default_bin_backends = ['bootstrap' => 'cache.backend.chainedfast'];
$cacheFactory = new CacheFactory($settings, $default_bin_backends);
$cache = $cacheFactory->get('bootstrap');

$pathPrefixes = new AliasPrefixList($cid, $cache, $lock, $state, $alias_repository);

$aliasManager = new AliasManager($pathAliasRepository, $pathPrefixes,
$languageManager, $cache, $time);
```

Anyone else lost? ... :/

```
$pathManager = \Drupal::service('path_alias.manager');  
$normalPath = $pathManager->getPathByAlias('somepath');
```

Seems easier, right?

# Creating Your Own Services

# Creating Services

- Custom services are defined in a `[module].services.yml` file in your module directory.

```
services:  
  services_simple_example.simple_service:  
    class: \Drupal\services_simple_example\SimpleService
```

# Creating Services

- Create the class for your service.

```
<?php

namespace Drupal\services_simple_example;

class SimpleService implements SimpleServiceInterface {

    public function getArray():array {
        return [];
    }
}
```

# Creating Services

- You can now use your service like any Drupal service.

```
$simpleService = \Drupal::service('services_simple_example.simple_service');  
$array = $simpleService->getArray();
```

# Creating Services - Arguments

- Most commonly, we want to inject our service dependencies.

```
services:  
  services_argument_example.single_argument:  
    class: \Drupal\services_argument_example\SingleArgument  
    arguments: ['@password_generator']
```

# Creating Services - Arguments

- Your services can accept a number of arguments.
  - @ for another service ( `@config.factory` ).
  - % for a parameter ( `%site.path%` ).
  - 'config' = A string, in this case 'config'.

# Creating Services - Arguments

- Our service class needs to accept the arguments in the constructor.

```
<?php

namespace Drupal\services_argument_example;

use Drupal\Component\Serialization\SerializationInterface;

class SingleArgument implements SingleArgumentInterface {

    public function __construct(protected PasswordGeneratorInterface $passwordGenerator) {
    }
}
```

# Creating Services - Arguments

- The service can be used within the class.

```
class SingleArgument implements SingleArgumentInterface {  
  
    public function __construct(protected PasswordGeneratorInterface $passwordGenerator) {  
    }  
  
    public function generate12CharacterPassword():string {  
        return $this->passwordGenerator->generate(12);  
    }  
}
```

# Creating Services - Autowiring

- You don't need to add all of your dependencies by hand, you can use autowiring to do this for you.
- Autowiring works by nominating services that correspond to interfaces.

```
services:
```

```
  Drupal\Core\Password>PasswordGeneratorInterface: '@password_generator'
```

# Creating Services - Autowiring

- Then, we need to add the `autowire: true` directive to the service definition for our service.

```
services:  
  services_autowire_example.autowire_example:  
    class: \Drupal\services_autowire_example\AutowireExample  
    autowire: true
```

# Creating Services - Autowiring

- Alternatively, you can set a default in your service file that all services will be autowired.

```
services:  
  _defaults:  
    autowire: true  
  
services_autowire_example.autowire_example:  
  class: \Drupal\services_autowire_example\AutowireExample
```

# Creating Services - Autowiring

- Create your class as normal. The interfaces you nominate will be translated into services and automatically injected into your constructor.

```
namespace Drupal\services_autowire_example;

use Drupal\Core\Password>PasswordGeneratorInterface;

class AutowireExample implements AutowireExampleInterface {

    public function __construct(protected PasswordGeneratorInterface $passwordGenerator) {
    }

    public function generate12CharacterPassword():string {
        return $this->passwordGenerator->generate(12);
    }
}
```

# Controllers And Forms

# Controllers And Forms

- Some types of Drupal object (especially Controllers and Forms) don't use `*.services.yml` files.
- Instead they implement

```
\Drupal\Core\DependencyInjection\ContainerInjectionInterface
```

- Drupal will see this and use a method called `create()` in the class to create the service.
- The `create()` method must return an instance of the service object.

# Controllers And Forms

- Best practice is to assign the properties you need in the `create()` method.

```
class ControllerExample extends ControllerBase {

    protected $passwordGenerator;

    public static function create(ContainerInterface $container) {
        $instance = new static();
        $instance->passwordGenerator = $container->get('password_generator');
        return $instance;
    }

    /**
     */
}
```

# Plugins

- Plugins have a similar interface called

```
\Drupal\Core\Plugin\ContainerFactoryPluginInterface
```

- This has the same `create()` method system, although you need to pass the plugin arguments to the parent controller.

# Plugins

- The plugin controller does have a function in this instance.

```
public static function create(ContainerInterface $container,
    array $configuration,
    $plugin_id,
    $plugin_definition
) {
    $instance = new static($configuration, $plugin_id, $plugin_definition);
    $instance->passwordGenerator = $container->get('password_generator');
    return $instance;
}
```

# Hook Service Classes

# Hook Service Classes

- New in Drupal 11.1.0!
- Procedural hooks are being replaced by an OOP approach.
- Not all hooks are being replaced. For example:
  - `hook_install()`   `hook_update_N()`
  - `hook_preprocess_HOOK()`
- Built using services.
- See <https://www.drupal.org/node/3442349>

# Hook Service Classes

- Define the service to put our hooks in.

```
services:  
  services_hooks_example.node_hooks:  
    class: \Drupal\services_hooks_example\Hook\NodeHooks  
    autowire: true
```

# Hook Service Classes

- Define our hooks using PHP attributes.

```
namespace Drupal\services_hooks_example\Hook;

use Drupal\Core\Hook\Attribute\Hook;
use Drupal\node\NodeInterface;

class NodeHooks {
    /**
     * Implements hook_ENTITY_TYPE_insert() for node entities.
     */
    #[Hook('node_insert')]
    public function nodeInsert(NodeInterface $node) {
        // Act on the hook being triggered.
    }
}
```

# Hook Service Classes

- For the time being, you are encouraged to add a shim procedural hook in the usual place.

```
use Drupal\node\NodeInterface;

#[LegacyHook]
function mymodule_node_insert(NodeInterface $node) {
  \Drupal::service('services_hooks_example.node_hooks')->nodeInsert($NodeInterface $node);
}
```

# Tagged Services

# Tagged Services

- Some services can be tagged.
- This gives them special abilities.
- Listening to events, controlling access, set up caching, etc.

# Tagged Services - Events

- The simplest tagged service is the event handler.
- This service will be triggered when events happen.

```
services:  
  eventsubscriber_example.eventlistner_service:  
    class: \Drupal\events subscriber _example\EventSubscriber\Event ListenerService  
    tags:  
      - { name: event_subscriber }
```

# Tagged Services - Events

```
namespace Drupal\eventssubscriber_example\EventSubscriber;

use Symfony\Component\EventDispatcher\EventSubscriberInterface;
use Symfony\Component\HttpKernel\Event\RequestEvent;
use Symfony\Component\HttpKernel\KernelEvents;

class EventListenerService implements EventSubscriberInterface {

    public function onRequest(RequestEvent $event) {
        // Runs when a request is made.
    }

    public static function getSubscribedEvents(): array {
        return [KernelEvents::REQUEST => [['onRequest', 1]]];
    }
}
```

# Tagged Services - Autoconfigure

- Use the `autoconfigure: true` directive to automatically tag classes.

```
services:  
  _defaults:  
    autoconfigure: true  
  services_autoconfigure_example.autoconfigured_service:  
    class: \Drupal\services_autoconfigure_example\EventSubscriber\AutoconfiguredService
```

- For events, Drupal looks for services that extend `\Symfony\Component\EventDispatcher\EventSubscriberInterface`

# Tips For Creating Services

# Tips For Creating Services

- Don't use `\Drupal::services()` inside your service classes, use dependency injection instead.
- Use **SOLID** principles. Create small service classes that perform one task.
- Don't have services with lots of arguments. This tends to show that the service is doing too much.
- Keep constructors as simple as possible. Just assign your dependencies to properties.

# Tips For Creating Services

- Don't "hand off" dependencies to internal classes, use additional services.
- Consider not creating a service if the class has no dependencies.
- If you need to alter the class at runtime then make a service to allow Drupal to do that.

# Tips For Creating Services

- Services make unit testing much easier.
  - Test your services on their own with unit testing.
  - Then move up to functional testing for test services working together.
  - Functional tests can test your module controllers, forms, drush commands etc.

# Altering Services

# Altering Services

- All services can be modified to change their functionality.
- This can be done in two ways, depending on your needs:
  - Decorating
  - Altering

# Altering Services: Decorating

- Services can be decorated to create your own service that extends another service.
- The original service will still exist, but you will have a new service that accepts the same arguments.

```
services:  
  services_decorator_example.decorated_password_generator:  
    class: \Drupal\services_decorator_example\DecoratedPasswordGenerator  
    decorates: password_generator
```

# Altering Services: Decorating

- We just extend the original class.

```
<?php

namespace Drupal\services_decorator_example;

use Drupal\Core\Password\DefaultPasswordGenerator;

/**
 * Decorates the DefaultPasswordGenerator class.
 */
class DecoratedPasswordGenerator extends DefaultPasswordGenerator {

  protected $allowedChars = 'abcdefghijklmnopqrstuvwxyz';

}
```

# Altering Services: Altering

- Override the service completely and replace it with your own.
- Create a class that has the name `[ModuleName]ServiceProvider`, which extends the class  
`\Drupal\Core\DependencyInjection\ServiceProviderBase`
- Drupal will pick up this class and run the `register()` and `alter()` methods.

# Altering Services: Altering

- The `alter()` method is can be used to alter an existing service.

```
<?php

namespace Drupal\joke_api_stub;

use Drupal\Core\DependencyInjection\ContainerBuilder;
use Drupal\Core\DependencyInjection\ServiceProviderBase;

class JokeApiStubServiceProvider extends ServiceProviderBase {
  public function alter(ContainerBuilder $container) {
    // Replace the \Drupal\joke_api\JokeApi class with our own stub class.
    $definition = $container->getDefinition('joke_api.joke');
    $definition->setClass('Drupal\joke_api_stub\JokeApiStub');
  }
}
```

drupalservices.ddev.site/g... + drupalservices.ddev.site/get-joke

Manage Shortcuts admin Announcements

Content Structure Appearance Extend Configuration Joke People Reports Help

## Drush Site-Install

Home My account Log out

Home RSS feed

# Get Joke ☆

Contains

Get Joke

Powered by Drupal

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# Next Steps

There's much more to Drupal services, try looking up

- Access control services
- Factories
- Lazy services
- Public and private services
- Service aliases

# Resources

- Services and DI on `#! code`

<https://www.hashbangcode.com/tag/dependency-injection>

- Custom code seen is code available at

[https://github.com/hashbangcode/drupal\\_services\\_example](https://github.com/hashbangcode/drupal_services_example)

- Services and Dependency Injection -

<https://www.drupalatyourfingertips.com/services>

- Structure of a service file

<https://www.drupal.org/docs/drupal-apis/services-and-dependency-injection/structure-of-a-service-file>

# Questions?

- Slides:  
<https://github.com/hashbangcode/drupal-services-talk>



# Thanks!

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