

# Agility

Plone UIs With Joy and Purpose

# Summary

- Improve the process of discovering and implementing HTML UIs
- Front-end focused on the people and process of UIs
- Back-end focused on business rules, content services, etc.

# Motivation

- Improve the consulting process for Plone

# Goals

- Personnel
- Productivity
- Performance

# Agility (tncfe)

- Plone generates XML (back-end)
- “IIS” generates HTML (front-end)

# Logical Design

- Screen-oriented

# Physical Design

- Request-oriented
- 2.5 tier

# Consulting Process

- Organize project into screens
- Screens relate to
  - Content types
  - Patterns
- Implement FE
- Implement BE



# Implement FE

- Make some sample XML (IA) for that screen
- Make a view for that screen
- Generate, view, update, repeat
- Refactor into common:
  - rules/templates/macros/theme
- Update schema and ping BE folks

# Implement BE

- Look at sample XML
- Make Plone URL producing same “shape”
- Validate
- Look at HTML

# TNC Dashboard

- Screens start as issues
- Tasks and bugs in phases
- Commitment to updating “on the record”

**start**