

PHP

The Right Way

Your guide to PHP best practices, coding standards,
and authoritative tutorials.

By Josh Lockhart and Phil Sturgeon
with contributions from the open source PHP community.

PHP: The "Right" Way

An easy-to-read, quick reference for PHP best practices and authoritative tutorials

Phil Sturgeon and Josh Lockhart

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Also By **Phil Sturgeon**

Build APIs You Won't Hate

Desenvolvendo APIs que você não odiará

This book is built entirely from the hard work put in from the PHP community via GitHub. There are too many to name, but you know who you are. Without all the pull requests and suggests from you guys people would still be durp-clicking around 10 year old tutorials with PHP 4 code examples like it's 2003.

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1 Getting Started

1.1 Use the Current Stable Version (5.5)

If you are just getting started with PHP make sure to start with the current stable release of [PHP 5.5](http://www.php.net/)¹. PHP has made great strides adding powerful [new features](#) over the last few years. Don't let the minor version number difference between 5.2 and 5.5 fool you, it represents *major* improvements. If you are looking for a function or its usage, the documentation on the php.net² website will have the answer.

1.2 Built-in web server

You can start learning PHP without the hassle of installing and configuring a full-fledged web server (PHP 5.4+ required). To start the server, run the following from your terminal in your project's web root:

```
1 > php -S localhost:8000
```

- [Learn about the built-in, command line web server](#)³

1.3 Mac Setup

OSX comes prepackaged with PHP but it is normally a little behind the latest stable. Lion comes with PHP 5.3.6, Mountain Lion has 5.3.10, and Mavericks has 5.4.17.

To update PHP on OSX you can get it installed through a number of Mac [package managers](#)⁴, with [php-osx by Liip](#)⁵ being recommended.

The other option is to [compile it yourself](#)⁶, in that case be sure to have installed either Xcode or Apple's substitute "Command Line Tools for Xcode"⁷ downloadable from Apple's Mac Developer Center.

For a complete "all-in-one" package including PHP, Apache web server and MySQL database, all this with a nice control GUI, try [MAMP](#)⁸ or [XAMPP](#)⁹.

¹<http://www.php.net/downloads.php>

²<http://www.php.net/manual/en/>

³<http://www.php.net/manual/en/features.commandline.webserver.php>

⁴<http://www.php.net/manual/en/install.macosx.packages.php>

⁵<http://php-osx.liip.ch/>

⁶<http://www.php.net/manual/en/install.macosx.compile.php>

⁷<https://developer.apple.com/downloads>

⁸<http://www.mamp.info/en/downloads/index.html>

⁹<http://www.apachefriends.org/en/xampp.html>

1.4 Windows Setup

PHP is available in several ways for Windows. You can [download the binaries](#)¹⁰ and until recently you could use a ‘.msi’ installer. The installer is no longer supported and stops at PHP 5.3.0.

For learning and local development you can use the built in webserver with PHP 5.4+ so you don’t need to worry about configuring it. If you would like an “all-in-one” which includes a full-blown webserver and MySQL too then tools such as the [Web Platform Installer](#)¹¹, [Zend Server CE](#)¹², [XAMPP](#)¹³ and [WAMP](#)¹⁴ will help get a Windows development environment up and running fast. That said, these tools will be a little different from production so be careful of environment differences if you are working on Windows and deploying to Linux.

If you need to run your production system on Windows then IIS7 will give you the most stable and best performance. You can use [phpmanager](#)¹⁵ (a GUI plugin for IIS7) to make configuring and managing PHP simple. IIS7 comes with FastCGI built in and ready to go, you just need to configure PHP as a handler. For support and additional resources there is a [dedicated area on iis.net](#)¹⁶ for PHP.

1.5 Vagrant

Running your application on different environments in development and production can lead to strange bugs popping up when you go live. It’s also tricky to keep different development environments up to date with the same version for all libraries used when working with a team of developers.

If you are developing on Windows and deploying to Linux (or anything non-Windows) or are developing in a team, you should consider using a virtual machine. This sounds tricky, but using [Vagrant](#)¹⁷ you can set up a simple virtual machine with only a few steps. These base boxes can then be set up manually, or you can use “provisioning” software such as [Puppet](#)¹⁸ or [Chef](#)¹⁹ to do this for you. Provisioning the base box is a great way to ensure that multiple boxes are set up in an identical fashion and removes the need for you to maintain complicated “set up” command lists. You can also “destroy” your base box and recreate it without many manual steps, making it easy to create a “fresh” installation.

Vagrant creates shared folders used to share your code between your host and your virtual machine, meaning you can create and edit your files on your host machine and then run the code inside your virtual machine.

A little help

If you need a little help to start using Vagrant there are two services that might be useful:

¹⁰<http://windows.php.net>

¹¹<http://www.microsoft.com/web/downloads/platform.aspx>

¹²<http://www.zend.com/en/products/server-ce/>

¹³<http://www.apachefriends.org/en/xampp.html>

¹⁴<http://www.wampserver.com/>

¹⁵<http://phpmanager.codeplex.com/>

¹⁶<http://php.iis.net/>

¹⁷<http://vagrantup.com/>

¹⁸<http://www.puppetlabs.com/>

¹⁹<http://www.opscode.com/>

- [Rove](http://rove.io/)²⁰: service that allows you to pregenerate typical Vagrant builds, PHP among the options. The provisioning is made with Chef.
- [Puphpet](https://puphpet.com/)²¹: simple GUI to set up virtual machines for PHP development. **Heavily focused in PHP.** Besides local VMs, can be used to deploy to cloud services as well. The provisioning is made with Puppet.

²⁰<http://rove.io/>

²¹<https://puphpet.com/>

2 Code Style Guide

The PHP community is large and diverse, composed of innumerable libraries, frameworks, and components. It is common for PHP developers to choose several of these and combine them into a single project. It is important that PHP code adhere (as close as possible) to a common code style to make it easy for developers to mix and match various libraries for their projects.

The [Framework Interop Group](#)¹ has proposed and approved a series of style recommendations, known as [PSR-0](#)², [PSR-1](#)³ and [PSR-2](#)⁴. Don't let the funny names confuse you, these recommendations are merely a set of rules that some projects like Drupal, Zend, Symfony, CakePHP, phpBB, AWS SDK, FuelPHP, Lithium, etc are starting to adopt. You can use them for your own projects, or continue to use your own personal style.

Ideally you should write PHP code that adheres to a known standard. This could be any combination of PSR's, or one of the coding standards made by PEAR or Zend. This means other developers can easily read and work with your code, and applications that implement the components can have consistency even when working with lots of third-party code.

- [Read about PSR-0](#)⁵
- [Read about PSR-1](#)⁶
- [Read about PSR-2](#)⁷
- [Read about PEAR Coding Standards](#)⁸
- [Read about Zend Coding Standards](#)⁹

You can use [PHP_CodeSniffer](#)¹⁰ to check code against any one of these recommendations, and plugins for text editors like [Sublime Text](#) ²¹¹ to be given real time feedback.

Use Fabien Potencier's [PHP Coding Standards Fixer](#)¹² to automatically modify your code syntax so that it conforms to these standards, saving you from fixing each problem by hand.

English is preferred for all symbol names and code infrastructure. Comments may be written in any language easily readable by all current and future parties who may be working on the codebase.

¹<http://www.php-fig.org/>

²<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-0.md>

³<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-1-basic-coding-standard.md>

⁴<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-2-coding-style-guide.md>

⁵<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-0.md>

⁶<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-1-basic-coding-standard.md>

⁷<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-2-coding-style-guide.md>

⁸<http://pear.php.net/manual/en/standards.php>

⁹<http://framework.zend.com/wiki/display/ZFDEV2/Coding+Standards>

¹⁰http://pear.php.net/package/PHP_CodeSniffer/

¹¹<https://github.com/benmatselby/sublime-phpcs>

¹²<http://cs.sensiolabs.org/>

3 Language Highlights

3.1 Programming Paradigms

PHP is a flexible, dynamic language that supports a variety of programming techniques. It has evolved dramatically over the years, notably adding a solid object-oriented model in PHP 5.0 (2004), anonymous functions and namespaces in PHP 5.3 (2009), and traits in PHP 5.4 (2012).

Object-oriented Programming

PHP has a very complete set of object-oriented programming features including support for classes, abstract classes, interfaces, inheritance, constructors, cloning, exceptions, and more.

- [Read about Object-oriented PHP¹](#)
- [Read about Traits²](#)

Functional Programming

PHP supports first-class function, meaning that a function can be assigned to a variable. Both user-defined and built-in functions can be referenced by a variable and invoked dynamically. Functions can be passed as arguments to other functions (feature called Higher-order functions) and function can return other functions.

Recursion, a feature that allows a function to call itself is supported by the language, but most of the PHP code focus on iteration.

New anonymous functions (with support for closures) are present since PHP 5.3 (2009).

PHP 5.4 added the ability to bind closures to an object's scope and also improved support for callables such that they can be used interchangeably with anonymous functions in almost all cases.

- Continue reading on [Functional Programming in PHP³](#)
- [Read about Anonymous Functions⁴](#)
- [Read about the Closure class⁵](#)
- [More details in the Closures RFC⁶](#)
- [Read about Callables⁷](#)
- [Read about dynamically invoking functions with `call_user_func_array`⁸](#)

¹<http://www.php.net/manual/en/language.oop5.php>

²<http://www.php.net/traits>

³<http://phptherightway.com/pages/Functional-Programming.html>

⁴<http://www.php.net/manual/en/functions.anonymous.php>

⁵<http://php.net/manual/en/class.closure.php>

⁶<https://wiki.php.net/rfc/closures>

⁷<http://php.net/manual/en/language.types.callable.php>

⁸<http://php.net/manual/en/function.call-user-func-array.php>

Meta Programming

PHP supports various forms of meta-programming through mechanisms like the Reflection API and Magic Methods. There are many Magic Methods available like `__get()`, `__set()`, `__clone()`, `__toString()`, `__invoke()`, etc. that allow developers to hook into class behavior. Ruby developers often say that PHP is lacking `method_missing`, but it is available as `__call()` and `__callStatic()`.

- [Read about Magic Methods⁹](#)
- [Read about Reflection¹⁰](#)

3.2 Namespaces

As mentioned above, the PHP community has a lot of developers creating lots of code. This means that one library's PHP code may use the same class name as another library. When both libraries are used in the same namespace, they collide and cause trouble.

Namespaces solve this problem. As described in the PHP reference manual, namespaces may be compared to operating system directories that *namespace* files; two files with the same name may co-exist in separate directories. Likewise, two PHP classes with the same name may co-exist in separate PHP namespaces. It's as simple as that.

It is important for you to namespace your code so that it may be used by other developers without fear of colliding with other libraries.

One recommended way to use namespaces is outlined in [PSR-0¹¹](#), which aims to provide a standard file, class and namespace convention to allow plug-and-play code.

- [Read about Namespaces¹²](#)
- [Read about PSR-0¹³](#)

3.3 Standard PHP Library

The Standard PHP Library (SPL) is packaged with PHP and provides a collection of classes and interfaces. It is made up primarily of commonly needed datastructure classes (stack, queue, heap, and so on), and iterators which can traverse over these datastructures or your own classes which implement SPL interfaces.

- [Read about the SPL¹⁴](#)

⁹<http://php.net/manual/en/language.oop5.magic.php>

¹⁰<http://www.php.net/manual/en/intro.reflection.php>

¹¹<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-0.md>

¹²<http://php.net/manual/en/language.namespaces.php>

¹³<https://github.com/php-fig/fig-standards/blob/master/accepted/PSR-0.md>

¹⁴<http://php.net/manual/en/book.spl.php>

3.4 Command Line Interface

PHP was created primarily to write web applications, but it's also useful for scripting command line interface (CLI) programs. Command line PHP programs can help you automate common tasks like testing, deployment, and application administrivia.

CLI PHP programs are powerful because you can use your app's code directly without having to create and secure a web GUI for it. Just be sure not to put your CLI PHP scripts in your public web root!

Try running PHP from your command line:

```
1 > php -i
```

The `-i` option will print your PHP configuration just like the [phpinfo](#)¹⁵ function.

The `-a` option provides an interactive shell, similar to ruby's IRB or python's interactive shell. There are a number of other useful [command line options](#)¹⁶, too.

Let's write a simple "Hello, \$name" CLI program. To try it out, create a file named `hello.php`, as below.

```
1 <?php
2 if ($argc != 2) {
3     echo "Usage: php hello.php [name].\n";
4     exit(1);
5 }
6 $name = $argv[1];
7 echo "Hello, $name\n";
```

PHP sets up two special variables based on the arguments your script is run with. `$argc`¹⁷ is an integer variable containing the argument *count* and `$argv`¹⁸ is an array variable containing each argument's *value*. The first argument is always the name of your PHP script file, in this case `hello.php`.

The `exit()` expression is used with a non-zero number to let the shell know that the command failed. Commonly used exit codes can be found [here](#)¹⁹

To run our script, above, from the command line:

```
1 > php hello.php
2 Usage: php hello.php [name]
3 > php hello.php world
4 Hello, world
```

- [Learn about running PHP from the command line](#)²⁰
- [Learn about setting up Windows to run PHP from the command line](#)²¹

¹⁵<http://php.net/manual/en/function.phpinfo.php>

¹⁶<http://www.php.net/manual/en/features.commandline.options.php>

¹⁷<http://php.net/manual/en/reserved.variables.argv.php>

¹⁸<http://php.net/manual/en/reserved.variables.argv.php>

¹⁹<http://www.gsp.com/cgi-bin/man.cgi?section=3&topic=sysxits>

²⁰<http://php.net/manual/en/features.commandline.php>

²¹<http://www.php.net/manual/en/install.windows.commandline.php>

3.5 XDebug

One of the most useful tools in software development is a proper debugger. It allows you to trace the execution of your code and monitor the contents of the stack. XDebug, PHP's debugger, can be utilized by various IDEs to provide Breakpoints and stack inspection. It can also allow tools like PHPUnit and KCacheGrind to perform code coverage analysis and code profiling.

If you find yourself in a bind, willing to resort to `var_dump/print_r`, and you still can't find the solution - maybe you need to use the debugger.

Installing XDebug²² can be tricky, but one of its most important features is "Remote Debugging" - if you develop code locally and then test it inside a VM or on another server, Remote Debugging is the feature that you will want to enable right away.

Traditionally, you will modify your Apache VHost or `.htaccess` file with these values:

```
1  php_value xdebug.remote_host=192.168.?.?
2  php_value xdebug.remote_port=9000
```

The "remote host" and "remote port" will correspond to your local computer and the port that you configure your IDE to listen on. Then it's just a matter of putting your IDE into "listen for connections" mode, and loading the URL:

```
1  http://your-website.example.com/index.php?XDEBUG_SESSION_START=1
```

Your IDE will now intercept the current state as the script executes, allowing you to set breakpoints and probe the values in memory.

Graphical debuggers make it very easy to step through code, inspect variables, and eval code against the live runtime. Many IDE's have built-in or plugin-based support for graphical debugging with xdebug. MacGDBp is a free, open-source, stand-alone xdebug GUI for Mac.

- [Learn more about XDebug](#)²³
- [Learn more about MacGDBp](#)²⁴

²²<http://xdebug.org/docs/install>

²³<http://xdebug.org/docs/>

²⁴<http://www.bluestatic.org/software/macgdbp/>

4 Dependency Management

There are a ton of PHP libraries, frameworks, and components to choose from. Your project will likely use several of them – these are project dependencies. Until recently, PHP did not have a good way to manage these project dependencies. Even if you managed them manually, you still had to worry about autoloaders. No more.

Currently there are two major package management systems for PHP - Composer and PEAR. Which one is right for you? The answer is both.

- Use **Composer** when managing dependencies for a single project.
- Use **PEAR** when managing dependencies for PHP as a whole on your system.

In general, Composer packages will be available only in the projects that you explicitly specify whereas a PEAR package would be available to all of your PHP projects. While PEAR might sound like the easier approach at first glance, there are advantages to using a project-by-project approach to your dependencies.

4.1 Composer and Packagist

Composer is a **brilliant** dependency manager for PHP. List your project's dependencies in a `composer.json` file and, with a few simple commands, Composer will automatically download your project's dependencies and setup autoloading for you.

There are already a lot of PHP libraries that are compatible with Composer, ready to be used in your project. These “packages” are listed on [Packagist](https://packagist.org/)¹, the official repository for Composer-compatible PHP libraries.

How to Install Composer

You can install Composer locally (in your current working directory; though this is no longer recommended) or globally (e.g. `/usr/local/bin`). Let's assume you want to install Composer locally. From your project's root directory:

```
1 curl -s https://getcomposer.org/installer | php
```

This will download `composer.phar` (a PHP binary archive). You can run this with `php` to manage your project dependencies. If you pipe downloaded code directly into an interpreter, please read the code online first to confirm it is safe.

¹<http://pear.php.net/>

How to Install Composer (manually)

Manually installing Composer is an advanced technique; however, there are various reasons why a developer might prefer this method vs. using the interactive installation routine. The interactive installation checks your PHP installation to ensure that:

- a sufficient version of PHP is being used
- .phar files can be executed correctly
- certain directory permissions are sufficient
- certain problematic extensions are not loaded
- certain php.ini settings are set

Since a manual installation performs none of these checks, you have to decide whether the trade-off is worth it for you. As such, below is how to obtain Composer manually:

```
1 curl -s https://getcomposer.org/composer.phar -o $HOME/local/bin/composer
2 chmod +x $HOME/local/bin/composer
```

The path `$HOME/local/bin` (or a directory of your choice) should be in your `$PATH` environment variable. This will result in a `composer` command being available.

When you come across documentation that states to run Composer as `php composer.phar install`, you can substitute that with:

```
1 composer install
```

How to Define and Install Dependencies

Composer keeps track of your project's dependencies in a file called `composer.json`. You can manage it by hand if you like, or use Composer itself. The `php composer.phar require` command adds a project dependency and if you don't have a `composer.json` file, one will be created. Here's an example that adds [Twig](http://twig.twigproject.com/)² as a dependency of your project. Run it in your project's root directory where you've downloaded `composer.phar`:

```
1 php composer.phar require twig/twig:~1.8
```

Alternatively the `php composer.phar init` command will guide you through creating a full `composer.json` file for your project. Either way, once you've created your `composer.json` file you can tell Composer to download and install your dependencies into the `vendors/` directory. This also applies to projects you've downloaded that already provide a `composer.json` file:

²<http://pear.php.net/manual/en/installation.getting.php>

```
1 php composer.phar install
```

Next, add this line to your application's primary PHP file; this will tell PHP to use Composer's autoloader for your project dependencies.

```
1 <?php
2 require 'vendor/autoload.php';
```

Now you can use your project dependencies, and they'll be autoloaded on demand.

Updating your dependencies

Composer creates a file called `composer.lock` which stores the exact version of each package it downloaded when you first ran `php composer.phar install`. If you share your project with other coders and the `composer.lock` file is part of your distribution, when they run `php composer.phar install` they'll get the same versions as you. To update your dependencies, run `php composer.phar update`.

This is most useful when you define your version requirements flexibly. For instance a version requirement of `~1.8` means "anything newer than 1.8.0, but less than 2.0.x-dev". You can also use the `*` wildcard as in `1.8.*`. Now Composer's `php composer.phar update` command will upgrade all your dependencies to the newest version that fits the restrictions you define.

Checking your dependencies for security issues

The [Security Advisories Checker](#)³ is a web service and a command-line tool, both will examine your `composer.lock` file and tell you if you need to update any of your dependencies.

- [Learn about Composer](#)⁴

4.2 PEAR

Another veteran package manager that many PHP developers enjoy is [PEAR](#)⁵. It behaves much the same way as Composer, but has some notable differences.

PEAR requires each package to have a specific structure, which means that the author of the package must prepare it for usage with PEAR. Using a project which was not prepared to work with PEAR is not possible.

PEAR installs packages globally, which means after installing them once they are available to all projects on that server. This can be good if many projects rely on the same package with the same version but might lead to problems if version conflicts between two projects arise.

³<http://pear.php.net/packages.php>

⁴<http://pear.php.net/manual/en/guide.users.commandline.channels.php>

⁵<http://pear.php.net/>

How to install PEAR

You can install PEAR by downloading the phar installer and executing it. The PEAR documentation has detailed [install instructions](#)⁶ for every operating system.

If you are using Linux, you can also have a look at your distribution package manager. Debian and Ubuntu, for example, have an apt `php-pear` package.

How to install a package

If the package is listed on the [PEAR packages list](#)⁷, you can install it by specifying the official name:

```
1 pear install foo
```

If the package is hosted on another channel, you need to discover the channel first and also specify it when installing. See the [Using channel docs](#)⁸ for more information on this topic.

- [Learn about PEAR](#)⁹

Handling PEAR dependencies with Composer

If you are already using [Composer](#)¹⁰ and you would like to install some PEAR code too, you can use Composer to handle your PEAR dependencies. This example will install code from `pear2.php.net`:

```
1 {
2     "repositories": [
3         {
4             "type": "pear",
5             "url": "http://pear2.php.net"
6         }
7     ],
8     "require": {
9         "pear-pear2/PEAR2_Text_Markdown": "*",
10        "pear-pear2/PEAR2_HTTP_Request": "*"
11    }
12 }
```

The first section "repositories" will be used to let Composer know it should "initialise" (or "discover" in PEAR terminology) the pear repo. Then the require section will prefix the package name like this:

⁶<http://pear.php.net/manual/en/installation.getting.php>

⁷<http://pear.php.net/packages.php>

⁸<http://pear.php.net/manual/en/guide.users.commandline.channels.php>

⁹<http://pear.php.net/>

¹⁰[/#composer_and_packagist](#)

pear-channel/Package

The “pear” prefix is hardcoded to avoid any conflicts, as a pear channel could be the same as another packages vendor name for example, then the channel short name (or full URL) can be used to reference which channel the package is in.

When this code is installed it will be available in your vendor directory and automatically available through the Composer autoloader:

```
vendor/pear-pear2.php.net/PEAR2_HTTP_Request/pear2/HTTP/Request.php
```

To use this PEAR package simply reference it like so:

```
1 $request = new pear2\HTTP\Request();
```

- [Learn more about using PEAR with Composer](#)¹¹

¹¹<http://getcomposer.org/doc/05-repositories.md#pear>

5 Coding Practices

5.1 The Basics

PHP is a vast language that allows coders of all levels the ability to produce code not only quickly, but efficiently. However while advancing through the language, we often forget the basics that we first learnt (or overlooked) in favor of short cuts and/or bad habits. To help combat this common issue, this section is aimed at reminding coders of the basic coding practices within PHP.

- Continue reading on [The Basics](http://phprightway.com/pages/The-Basics.html)¹

5.2 Date and Time

PHP has a class named `DateTime` to help you when reading, writing, comparing or calculating with date and time. There are many date and time related functions in PHP besides `DateTime`, but it provides nice object-oriented interface to most common uses. It can handle time zones, but that is outside this short introduction.

To start working with `DateTime`, convert raw date and time string to an object with `createFromFormat()` factory method or do `new \DateTime` to get the current date and time. Use `format()` method to convert `DateTime` back to a string for output.

```
1 <?php
2 $raw = '22. 11. 1968';
3 $start = \DateTime::createFromFormat('d. m. Y', $raw);
4
5 echo 'Start date: ' . $start->format('m/d/Y') . "\n";
```

Calculating with `DateTime` is possible with the `DateInterval` class. `DateTime` has methods like `add()` and `sub()` that take a `DateInterval` as an argument. Do not write code that expect same number of seconds in every day, both daylight saving and timezone alterations will break that assumption. Use date intervals instead. To calculate date difference use the `diff()` method. It will return new `DateInterval`, which is super easy to display.

¹<http://phprightway.com/pages/The-Basics.html>

```

1  <?php
2  // create a copy of $start and add one month and 6 days
3  $end = clone $start;
4  $end->add(new \DateInterval('P1M6D'));
5
6  $diff = $end->diff($start);
7  echo 'Difference: ' . $diff->format('%m month, %d days (total: %a days)') . "\n";
8  // Difference: 1 month, 6 days (total: 37 days)

```

On DateTime objects you can use standard comparison:

```

1  <?php
2  if ($start < $end) {
3      echo "Start is before end!\n";
4  }

```

One last example to demonstrate the DatePeriod class. It is used to iterate over recurring events. It can take two DateTime objects, start and end, and the interval for which it will return all events in between.

```

1  <?php
2  // output all thursdays between $start and $end
3  $periodInterval = \DateInterval::createFromDateString('first thursday');
4  $periodIterator = new \DatePeriod($start, $periodInterval, $end, \DatePeriod::EXCLUDE_START\
5  T_DATE);
6  foreach ($periodIterator as $date) {
7      // output each date in the period
8      echo $date->format('m/d/Y') . ' ';
9  }

```

- [Read about DateTime](#)²
- [Read about date formatting](#)³ (accepted date format string options)

5.3 Design Patterns

When you are building your application it is helpful to use common patterns in your code and common patterns for the overall structure of your project. Using common patterns is helpful because it makes it much easier to manage your code and lets other developers quickly understand how everything fits together.

If you use a framework then most of the higher level code and project structure will be based on that framework, so a lot of the pattern decisions are made for you. But it is still up to you to pick out the best patterns to follow in the code you build on top of the framework. If, on the other hand, you are not using a framework to build your application then you have to find the patterns that best suit the type and size of application that you're building.

²<http://www.php.net/manual/book.datetime.php>

³<http://www.php.net/manual/function.date.php>

- Continue reading on [Design Patterns](http://phprightway.com/pages/Design-Patterns.html)⁴

⁴<http://phprightway.com/pages/Design-Patterns.html>

6 Dependency Injection

From [Wikipedia](#)¹:

Dependency injection is a software design pattern that allows the removal of hard-coded dependencies and makes it possible to change them, whether at run-time or compile-time.

This quote makes the concept sound much more complicated than it actually is. Dependency Injection is providing a component with it's dependencies either through constructor injection, method calls or the setting of properties. It is that simple.

6.1 Basic Concept

We can demonstrate the concept with a simple, yet naive example.

Here we have a Database class that requires an adapter to speak to the database. We instantiate the adapter in the constructor and create a hard dependency. This makes testing difficult and means the Database class is very tightly coupled to the adapter.

```
1  <?php
2  namespace Database;
3
4  class Database
5  {
6      protected $adapter;
7
8      public function __construct()
9      {
10         $this->adapter = new MySQLAdapter;
11     }
12 }
13
14 class MySQLAdapter {}
```

This code can be refactored to use Dependency Injection and therefore loosen the dependency.

¹http://en.wikipedia.org/wiki/Dependency_injection


```
1  <?php
2  namespace Database;
3
4  class Database
5  {
6      protected $adapter;
7
8      public function __construct(MySqlAdapter $adapter)
9      {
10         $this->adapter = $adapter;
11     }
12 }
13
14 class MySqlAdapter {}
```

Now we are giving the Database class its dependency rather than it creating it itself. We could even create a method that would accept an argument of the dependency and set it that way, or if the \$adapter property was public we could set it directly.

6.2 Complex Problem

If you have ever read about Dependency Injection then you have probably seen the terms “*Inversion of Control*” or “*Dependency Inversion Principle*”. These are the complex problems that Dependency Injection solves.

Inversion of Control

Inversion of Control is as it says, “inverting the control” of a system by keeping organisational control entirely separate from our objects. In terms of Dependency Injection, this means loosening our dependencies by controlling and instantiating them elsewhere in the system.

For years, PHP frameworks have been achieving Inversion of Control, however, the question became, which part of control are you inverting, and where to? For example, MVC frameworks would generally provide a super object or base controller that other controllers must extend to gain access to its dependencies. This is Inversion of Control, however, instead of loosening dependencies, this method simply moved them.

Dependency Injection allows us to more elegantly solve this problem by only injecting the dependencies we need, when we need them, without the need for any hard coded dependencies at all.

Dependency Inversion Principle

Dependency Inversion Principle is the “D” in the S.O.L.I.D set of object oriented design principles that states one should “*Depend on Abstractions. Do not depend on concretions.*”. Put simply, this means our dependencies should be interfaces/contracts or abstract classes rather than concrete implementations. We can easily refactor the above example to follow this principle.

```
1 <?php
2 namespace Database;
3
4 class Database
5 {
6     protected $adapter;
7
8     public function __construct(AdapterInterface $adapter)
9     {
10         $this->adapter = $adapter;
11     }
12 }
13
14 interface AdapterInterface {}
15
16 class MysqlAdapter implements AdapterInterface {}
```

There are several benefits to the Database class now depending on an interface rather than a concretion.

Consider that you are working in a team and the adapter is being worked on by a colleague. In our first example, we would have to wait for said colleague to finish the adapter before we could properly mock it for our unit tests. Now that the dependency is an interface/contract we can happily mock that interface knowing that our colleague will build the adapter based on that contract.

An even bigger benefit to this method is that our code is now much more scalable. If a year down the line we decide that we want to migrate to a different type of database, we can write an adapter that implements the original interface and inject that instead, no more refactoring would be required as we can ensure that the adapter follows the contract set by the interface.

6.3 Containers

The first thing you should understand about Dependency Injection Containers is that they are not the same thing as Dependency Injection. A container is a convenience utility that helps us implement Dependency Injection, however, they can be and often are misused to implement an anti-pattern, Service Location. Injecting a DI container as a Service Locator in to your classes arguably creates a harder dependency on the container than the dependency you are replacing. It also makes your code much less transparent and ultimately harder to test.

Most modern frameworks have their own Dependency Injection Container that allows you to wire your dependencies together through configuration. What this means in practice is that you can write application code that is as clean and de-coupled as the framework it is built on.

6.4 Further Reading

- [Learning about Dependency Injection and PHP²](#)

²<http://ralphschindler.com/2011/05/18/learning-about-dependency-injection-and-php>

- [What is Dependency Injection?](#)³
- [Dependency Injection: An analogy](#)⁴
- [Dependency Injection: Huh?](#)⁵
- [Dependency Injection as a tool for testing](#)⁶

Automatically sanitized by PDO `$stmt->execute(); ~~~~~`

This is correct code. It uses a bound parameter on a PDO statement. This escapes the foreign input ID before it is introduced to the database preventing potential SQL injection attacks.

- [Learn about PDO](#)⁷

You should also be aware that database connections use up resources and it was not unheard-of to have resources exhausted if connections were not implicitly closed, however this was more common in other languages. Using PDO you can implicitly close the connection by destroying the object by ensuring all remaining references to it are deleted, i.e. set to NULL. If you don't do this explicitly, PHP will automatically close the connection when your script ends - unless of course you are using persistent connections.

- [Learn about PDO connections](#)⁸

6.5 Abstraction Layers

Many frameworks provide their own abstraction layer which may or may not sit on top of PDO. These will often emulate features for one database system that another is missing from another by wrapping your queries in PHP methods, giving you actual database abstraction. This will of course add a little overhead, but if you are building a portable application that needs to work with MySQL, PostgreSQL and SQLite then a little overhead will be worth it the sake of code cleanliness.

Some abstraction layers have been built using the PSR-0 namespace standard so can be installed in any application you like:

- [Aura SQL](#)⁹
- [Doctrine2 DBAL](#)¹⁰
- [ZF2 Db](#)¹¹
- [ZF1 Db](#)¹²

³<http://fabien.potencier.org/article/11/what-is-dependency-injection>

⁴<http://mwop.net/blog/260-Dependency-Injection-An-analogy.html>

⁵<http://net.tutsplus.com/tutorials/php/dependency-injection-huh/>

⁶<http://www.happyaccidents.me/dependency-injection-as-a-tool-for-testing/>

⁷<http://www.php.net/manual/en/book.pdo.php>

⁸<http://php.net/manual/en/pdo.connections.php>

⁹<https://github.com/auraphp/Aura.Sql>

¹⁰<http://www.doctrine-project.org/projects/dbal.html>

¹¹<http://packages.zendframework.com/docs/latest/manual/en/index.html#zend-db>

¹²<http://framework.zend.com/manual/en/zend.db.html>

7 Errors and Exceptions

7.1 Errors

PHP has several levels of error severity. The three most common types of messages are errors, notices and warnings. These have different levels of severity; `E_ERROR`, `E_NOTICE`, and `E_WARNING`. Errors are fatal run-time errors and are usually caused by faults in your code and need to be fixed as they'll cause PHP to stop executing. Warnings are non-fatal errors, execution of the script will not be halted. Notices are advisory messages caused by code that may or may not cause problems during the execution of the script, execution is not halted.

Another type of error message reported at compile time is the `E_STRICT` message, these messages are used to suggest changes to your code to help ensure best interoperability and forward compatibility for your code.

- [Predefined Constants for Error Handling](#)¹

7.2 Exceptions

Exceptions are a standard part of most popular programming languages, but they are often overlooked by PHP programmers. Languages like Ruby are extremely Exception heavy, so whenever something goes wrong such as a HTTP request failing, or a DB query goes wrong, or even if an image asset could not be found, Ruby (or the gems being used) will throw an exception to the screen meaning you instantly know there is a mistake.

PHP itself is fairly lax with this, and a call to `file_get_contents()` will usually just get you a `FALSE` and a warning. Many older PHP frameworks like CodeIgniter will just return a false, log a message to their proprietary logs and maybe let you use a method like `$this->upload->get_error()` to see what went wrong. The problem here is that you have to go looking for a mistake and check the docs to see what the error method is for this class, instead of having it made extremely obvious.

Another problem is when classes automatically throw an error to the screen and exit the process. When you do this you stop another developer from being able to dynamically handle that error. Exceptions should be thrown to make a developer aware of an error; they then can choose how to handle this. E.g.:

¹<http://www.php.net/manual/en/errorfunc.constants.php>

```
1  <?php
2  $email = new Fuel\Email;
3  $email->subject('My Subject');
4  $email->body('How the heck are you?');
5  $email->to('guy@example.com', 'Some Guy');
6
7  try
8  {
9      $email->send();
10 }
11 catch(Fuel\Email\ValidationFailedException $e)
12 {
13     // The validation failed
14 }
15 catch(Fuel\Email\SendingFailedException $e)
16 {
17     // The driver could not send the email
18 }
19 finally
20 {
21     // Use this to let user know email was sent
22 }
```

SPL Exceptions

The generic Exception class provides very little debugging context for the developer; however, to remedy this, it is possible to create a specialized Exception type by sub-classing the generic Exception class:

```
1  <?php
2  class ValidationException extends Exception {}
```

This means you can add multiple catch blocks and handle different Exceptions differently. This can lead to the creation of a of custom Exceptions, some of which could have been avoided using the SPL Exceptions provided in the [SPL extension](#)².

If for example you use the `__call()` Magic Method and an invalid method is requested then instead of throwing a standard Exception which is vague, or creating a custom Exception just for that, you could just throw new `BadFunctionCallException`;

- [Read about Exceptions](#)³
- [Read about SPL Exceptions](#)⁴

²[/#standard_php_library](#)

³<http://php.net/manual/en/language.exceptions.php>

⁴<http://php.net/manual/en/spl.exceptions.php>

- [Nesting Exceptions In PHP⁵](#)
- [Exception Best Practices in PHP 5.3⁶](#)

⁵<http://www.brandonsavage.net/exceptional-php-nesting-exceptions-in-php/>

⁶<http://ralphschindler.com/2010/09/15/exception-best-practices-in-php-5-3>

8 Security

8.1 Web Application Security

There are bad people ready and willing to exploit your web application. It is important that you take necessary precautions to harden your web application's security. Luckily, the fine folks at [The Open Web Application Security Project](#)¹ (OWASP) have compiled a comprehensive list of known security issues and methods to protect yourself against them. This is a must read for the security-conscious developer.

- [Read the OWASP Security Guide](#)²

8.2 Password Hashing

Eventually everyone builds a PHP application that relies on user login. Usernames and passwords are stored in a database and later used to authenticate users upon login.

It is important that you properly *hash*³ passwords before storing them. Password hashing is an irreversible, one way function performed against the user's password. This produces a fixed-length string that cannot be feasibly reversed. This means you can compare a hash against another to determine if they both came from the same source string, but you cannot determine the original string. If passwords are not hashed and your database is accessed by an unauthorized third-party, all user accounts are now compromised. Some users may (unfortunately) use the same password for other services. Therefore, it is important to take security seriously.

Hashing passwords with `password_hash`

In PHP 5.5 `password_hash` was introduced. At this time it is using BCrypt, the strongest algorithm currently supported by PHP. It will be updated in the future to support more algorithms as needed though. The `password_compat` library was created to provide forward compatibility for PHP >= 5.3.7.

Below we hash a string, and then check the hash against a new string. Because our two source strings are different ('secret-password' vs. 'bad-password') this login will fail.

¹<http://www.php.net/manual/en/book.filter.php>

²<http://www.php.net/manual/en/filter.filters.sanitize.php>

³<http://www.php.net/manual/en/filter.filters.validate.php>

```
1 <?php
2
3 require 'password.php';
4
5 $passwordHash = password_hash('secret-password', PASSWORD_DEFAULT);
6
7 if (password_verify('bad-password', $passwordHash)) {
8     //Correct Password
9 } else {
10     //Wrong password
11 }
```

- [Learn about password_hash⁴](#)
- [password_compat](#) for PHP >= 5.3.7 && < 5.5⁵
- [Learn about hashing in regards to cryptography⁶](#)
- [PHP password_hash RFC⁷](#)

8.3 Data Filtering

Never ever (ever) trust foreign input introduced to your PHP code. Always sanitize and validate foreign input before using it in code. The `filter_var` and `filter_input` functions can sanitize text and validate text formats (e.g. email addresses).

Foreign input can be anything: `$_GET` and `$_POST` form input data, some values in the `$_SERVER` superglobal, and the HTTP request body via `fopen('php://input', 'r')`. Remember, foreign input is not limited to form data submitted by the user. Uploaded and downloaded files, session values, cookie data, and data from third-party web services are foreign input, too.

While foreign data can be stored, combined, and accessed later, it is still foreign input. Every time you process, output, concatenate, or include data in your code, ask yourself if the data is filtered properly and can it be trusted.

Data may be *filtered* differently based on its purpose. For example, when unfiltered foreign input is passed into HTML page output, it can execute HTML and JavaScript on your site! This is known as Cross-Site Scripting (XSS) and can be a very dangerous attack. One way to avoid XSS is to sanitize all user-generated data before outputting it to your page by removing HTML tags with the `strip_tags` function or escaping characters with special meaning into their respective HTML entities with the `htmlspecialchars` or `htmlspecialchars` functions.

Another example is passing options to be executed on the command line. This can be extremely dangerous (and is usually a bad idea), but you can use the built-in `escapeshellarg` function to sanitize the executed command's arguments.

⁴<http://www.php.net/manual/en/book.filter.php>

⁵<http://www.php.net/manual/en/filter.filters.sanitize.php>

⁶<http://www.php.net/manual/en/filter.filters.validate.php>

⁷<http://php.net/manual/en/function.filter-var.php>

One last example is accepting foreign input to determine a file to load from the filesystem. This can be exploited by changing the filename to a file path. You need to remove “/”, “../”, [null bytes](#)⁸, or other characters from the file path so it can’t load hidden, non-public, or sensitive files.

- [Learn about data filtering](#)⁹
- [Learn about `filter_var`](#)¹⁰
- [Learn about `filter_input`](#)¹¹
- [Learn about handling null bytes](#)¹²

Sanitization

Sanitization removes (or escapes) illegal or unsafe characters from foreign input.

For example, you should sanitize foreign input before including the input in HTML or inserting it into a raw SQL query. When you use bound parameters with [PDO](#), it will sanitize the input for you.

Sometimes it is required to allow some safe HTML tags in the input when including it in the HTML page. This is very hard to do and many avoid it by using other more restricted formatting like Markdown or BBCode, although whitelisting libraries like [HTML Purifier](#)¹³ exists for this reason.

[See Sanitization Filters](#)¹⁴

Validation

Validation ensures that foreign input is what you expect. For example, you may want to validate an email address, a phone number, or age when processing a registration submission.

[See Validation Filters](#)¹⁵

8.4 Configuration Files

When creating configuration files for your applications, best practices recommend that one of the following methods be followed:

- It is recommended that you store your configuration information where it cannot be accessed directly and pulled in via the file system.
- If you must store your configuration files in the document root, name the files with a `.php` extension. This ensures that, even if the script is accessed directly, it will not be output as plain text.
- Information in configuration files should be protected accordingly, either through encryption or group/user file system permissions

⁸<http://php.net/manual/en/security.filesystem.nullbytes.php>

⁹<http://www.php.net/manual/en/book.filter.php>

¹⁰<http://php.net/manual/en/function.filter-var.php>

¹¹<http://www.php.net/manual/en/function.filter-input.php>

¹²<http://php.net/manual/en/security.filesystem.nullbytes.php>

¹³<http://htmlpurifier.org/>

¹⁴<http://www.php.net/manual/en/filter.filters.sanitize.php>

¹⁵<http://www.php.net/manual/en/filter.filters.validate.php>

8.5 Register Globals

NOTE: As of PHP 5.4.0 the `register_globals` setting has been removed and can no longer be used. This is only included as a warning for anyone in the process of upgrading a legacy application.

When enabled, the `register_globals` configuration setting that makes several types of variables (including ones from `$_POST`, `$_GET` and `$_REQUEST`) available in the global scope of your application. This can easily lead to security issues as your application cannot effectively tell where the data is coming from.

For example: `$_GET['foo']` would be available via `$foo`, which can override variables that have not been declared. If you are using PHP < 5.4.0 **make sure** that `register_globals` is **off**.

- [Register_globals in the PHP manual](#)¹⁶

8.6 Error Reporting

Error logging can be useful in finding the problem spots in your application, but it can also expose information about the structure of your application to the outside world. To effectively protect your application from issues that could be caused by the output of these messages, you need to configure your server differently in development versus production (live).

Development

To show every possible error during , configure the following settings in your `php.ini`:

```
1 display_errors = On
2 display_startup_errors = On
3 error_reporting = -1
4 log_errors = On
```

Passing in the value -1 will show every possible error, even when new levels and constants are added in future PHP versions. The `E_ALL` constant also behaves this way as of PHP 5.4. - [php.net](#)¹⁷

The `E_STRICT` error level constant was introduced in 5.3.0 and is not part of `E_ALL`, however it became part of `E_ALL` in 5.4.0. What does this mean? In terms of reporting every possible error in version 5.3 it means you must use either -1 or `E_ALL | E_STRICT`.

Reporting every possible error by PHP version

- < 5.3 -1 or `E_ALL`
- 5.3 -1 or `E_ALL | E_STRICT`
- > 5.3 -1 or `E_ALL`

Production

To hide errors on your environment, configure your `php.ini` as:

¹⁶<http://www.php.net/manual/en/security.globals.php>

¹⁷<http://php.net/manual/function.error-reporting.php>

```
1 display_errors = Off
2 display_startup_errors = Off
3 error_reporting = E_ALL
4 log_errors = On
```

With these settings in production, errors will still be logged to the error logs for the web server, but will not be shown to the user. For more information on these settings, see the PHP manual:

- [error_reporting](#)¹⁸
- [display_errors](#)¹⁹
- [display_startup_errors](#)²⁰
- [log_errors](#)²¹

¹⁸<http://php.net/manual/errorfunc.configuration.php#ini.error-reporting>

¹⁹<http://php.net/manual/errorfunc.configuration.php#ini.display-errors>

²⁰<http://php.net/manual/errorfunc.configuration.php#ini.display-startup-errors>

²¹<http://php.net/manual/errorfunc.configuration.php#ini.log-errors>

9 Testing

Writing automated tests for your PHP code is considered a best practice and can lead to well-built applications. Automated tests are a great tool for making sure your application does not break when you are making changes or adding new functionality and should not be ignored.

There are several different types of testing tools (or frameworks) available for PHP, which use different approaches - all of which are trying to avoid manual testing and the need for large Quality Assurance teams, just to make sure recent changes didn't break existing functionality.

9.1 Test Driven Development

From [Wikipedia](#)¹:

Test-driven development (TDD) is a software development process that relies on the repetition of a very short development cycle: first the developer writes a failing automated test case that defines a desired improvement or new function, then produces code to pass that test and finally refactors the new code to acceptable standards. Kent Beck, who is credited with having developed or 'rediscovered' the technique, stated in 2003 that TDD encourages simple designs and inspires confidence

There are several different types of testing that you can do for your application

Unit Testing

Unit Testing is a programming approach to ensure functions, classes and methods are working as expected, from the point you build them all the way through the development cycle. By checking values going in and out of various functions and methods, you can make sure the internal logic is working correctly. By using Dependency Injection and building "mock" classes and stubs you can verify that dependencies are correctly used for even better test coverage.

When you create a class or function you should create a unit test for each behavior it must have. At a very basic level you should make sure it errors if you send it bad arguments and make sure it works if you send it valid arguments. This will help ensure that when you make changes to this class or function later on in the development cycle that the old functionality continues to work as expected. The only alternative to this would be `var_dump()` in a `test.php`, which is no way to build an application - large or small.

The other use for unit tests is contributing to open source. If you can write a test that shows broken functionality (i.e. fails), then fix it, and show the test passing, patches are much more likely to be accepted. If you run a project which accepts pull requests then you should suggest this as a requirement.

¹http://en.wikipedia.org/wiki/Test-driven_development

[PHPUnit](#)² is the de-facto testing framework for writing unit tests for PHP applications, but there are several alternatives

- [atoum](#)³
- [Enhance PHP](#)⁴
- [PUnit](#)⁵
- [SimpleTest](#)⁶

Integration Testing

From [Wikipedia](#)⁷:

Integration testing (sometimes called Integration and Testing, abbreviated “I&T”) is the phase in software testing in which individual software modules are combined and tested as a group. It occurs after unit testing and before validation testing. Integration testing takes as its input modules that have been unit tested, groups them in larger aggregates, applies tests defined in an integration test plan to those aggregates, and delivers as its output the integrated system ready for system testing.

Many of the same tools that can be used for unit testing can be used for integration testing as many of the same principles are used.

Functional Testing

Sometimes also known as acceptance testing, functional testing consists of using tools to create automated tests that actually use your application instead of just verifying that individual units of code are behaving correctly and that individual units can speak to each other correctly. These tools typically work using real data and simulating actual users of the application.

Functional Testing Tools

- [Selenium](#)⁸
- [Mink](#)⁹
- [Codeception](#)¹⁰ is a full-stack testing framework that includes acceptance testing tools
- [Storyplayer](#)¹¹ is a full-stack testing framework that includes support for creating and destroying test environments on demand

²<http://phpunit.de>

³<https://github.com/atoum/atoum>

⁴<https://github.com/Enhance-PHP/Enhance-PHP>

⁵<http://punit.smf.me.uk/>

⁶<http://simpletest.org>

⁷http://en.wikipedia.org/wiki/Integration_testing

⁸<http://seleniumhq.com>

⁹<http://mink.behat.org>

¹⁰<http://codeception.com>

¹¹<http://datasift.github.io/storyplayer>

9.2 Behavior Driven Development

There are two different types of Behavior-Driven Development (BDD): SpecBDD and StoryBDD. SpecBDD focuses on technical behavior of code, while StoryBDD focuses on business or feature behaviors or interactions. PHP has frameworks for both types of BDD.

With StoryBDD, you write human-readable stories that describe the behavior of your application. These stories can then be run as actual tests against your application. The framework used in PHP applications for StoryBDD is Behat, which is inspired by Ruby's [Cucumber](#)¹² project and implements the Gherkin DSL for describing feature behavior.

With SpecBDD, you write specifications that describe how your actual code should behave. Instead of testing a function or method, you are describing how that function or method should behave. PHP offers the PHPSpec framework for this purpose. This framework is inspired by the [RSpec project](#)¹³ for Ruby.

BDD Links

- [Behat](#)¹⁴, the StoryBDD framework for PHP, inspired by Ruby's [Cucumber](#)¹⁵ project;
- [PHPSpec](#)¹⁶, the SpecBDD framework for PHP, inspired by Ruby's [RSpec](#)¹⁷ project;
- [Codeception](#)¹⁸ is a full-stack testing framework that uses BDD principles.

9.3 Complementary Testing Tools

Besides individual testing and behavior driven frameworks, there are also a number of generic frameworks and helper libraries useful for any preferred approach taken.

Tool Links

- [Selenium](#)¹⁹ is a browser automation tool which can be [integrated with PHPUnit](#)²⁰
- [Mockery](#)²¹ is a Mock Object Framework which can be integrated with [PHPUnit](#)²² or [PHPSpec](#)²³
- [Prophecy](#)²⁴ is a highly opinionated yet very powerful and flexible PHP object mocking framework. It's integrated with [PHPSpec](#)²⁵ and can be used with [PHPUnit](#)²⁶.

¹²<http://cukes.info/>

¹³<http://rspec.info/>

¹⁴<http://behat.org/>

¹⁵<http://cukes.info/>

¹⁶<http://www.phpspec.net/>

¹⁷<http://rspec.info/>

¹⁸<http://www.codeception.com>

¹⁹<http://seleniumhq.org/>

²⁰<http://phpunit.de/manual/current/en/selenium.html>

²¹<https://github.com/padraic/mockery>

²²<http://phpunit.de/>

²³<http://www.phpspec.net/>

²⁴<https://github.com/phpspec/prophecy>

²⁵<http://www.phpspec.net/>

²⁶<http://phpunit.de/>

10 Servers and Deployment

PHP applications can be deployed and run on production web servers in a number of ways.

10.1 Platform as a Service (PaaS)

PaaS provides the system and network architecture necessary to run PHP applications on the web. This means little to no configuration for launching PHP applications or PHP frameworks.

Recently PaaS has become a popular method for deploying, hosting, and scaling PHP applications of all sizes. You can find a list of [PHP PaaS “Platform as a Service” providers](#) in our [resources section](#).

10.2 Virtual or Dedicated Servers

If you are comfortable with systems administration, or are interested in learning it, virtual or dedicated servers give you complete control of your application’s production environment.

nginx and PHP-FPM

PHP, via PHP’s built-in FastCGI Process Manager (FPM), pairs really nicely with [nginx](#)¹, which is a lightweight, high-performance web server. It uses less memory than Apache and can better handle more concurrent requests. This is especially important on virtual servers that don’t have much memory to spare.

- [Read more on nginx](#)²
- [Read more on PHP-FPM](#)³
- [Read more on setting up nginx and PHP-FPM securely](#)⁴

Apache and PHP

PHP and Apache have a long history together. Apache is wildly configurable and has many available [modules](#)⁵ to extend functionality. It is a popular choice for shared servers and an easy setup for PHP frameworks and open source apps like WordPress. Unfortunately, Apache uses more resources than nginx by default and cannot handle as many visitors at the same time.

Apache has several possible configurations for running PHP. The most common and easiest to setup is the [prefork MPM](#)⁶ with mod_php5. While it isn’t the most memory efficient, it is the simplest to get working and

¹<http://nginx.org>

²<http://nginx.org>

³<http://php.net/manual/en/install.fpm.php>

⁴<https://nealpoole.com/blog/2011/04/setting-up-php-fastcgi-and-nginx-dont-trust-the-tutorials-check-your-configuration/>

⁵<http://httpd.apache.org/docs/2.4/mod/>

⁶<http://httpd.apache.org/docs/2.4/mod/prefork.html>

to use. This is probably the best choice if you don't want to dig too deeply into the server administration aspects. Note that if you use `mod_php5` you **MUST** use the `prefork` MPM.

Alternatively, if you want to squeeze more performance and stability out of Apache then you can take advantage of the same FPM system as `nginx` and run the [worker MPM](#)⁷ or [event MPM](#)⁸ with `mod_fastcgi` or `mod_fcgid`. This configuration will be significantly more memory efficient and much faster but it is more work to set up.

- [Read more on Apache](#)⁹
- [Read more on Multi-Processing Modules](#)¹⁰
- [Read more on mod_fastcgi](#)¹¹
- [Read more on mod_fcgid](#)¹²

10.3 Shared Servers

PHP has shared servers to thank for its popularity. It is hard to find a host without PHP installed, but be sure it's the latest version. Shared servers allow you and other developers to deploy websites to a single machine. The upside to this is that it has become a cheap commodity. The downside is that you never know what kind of a ruckus your neighboring tenants are going to create; loading down the server or opening up security holes are the main concerns. If your project's budget can afford to avoid shared servers you should. Martin Fowler*

There are different ways to implement continuous integration for PHP. Recently [Travis CI](#)¹³ has done a great job of making continuous integration a reality even for small projects. Travis CI is a hosted continuous integration service for the open source community. It is integrated with GitHub and offers first class support for many languages including PHP.

Further reading:

- [Continuous Integration with Jenkins](#)¹⁴
- [Continuous Integration with PHPCI](#)¹⁵
- [Continuous Integration with Teamcity](#)¹⁶

⁷<http://httpd.apache.org/docs/2.4/mod/worker.html>

⁸<http://httpd.apache.org/docs/2.4/mod/event.html>

⁹<http://httpd.apache.org/>

¹⁰http://httpd.apache.org/docs/2.4/mod/mpm_common.html

¹¹http://www.fastcgi.com/mod_fastcgi/docs/mod_fastcgi.html

¹²http://httpd.apache.org/mod_fcgid/

¹³<https://travis-ci.org/>

¹⁴<http://jenkins-ci.org/>

¹⁵<http://www.phptesting.org/>

¹⁶<http://www.jetbrains.com/teamcity/>

11 Caching

PHP is pretty quick by itself, but bottlenecks can arise when you make remote connections, load files, etc. Thankfully, there are various tools available to speed up certain parts of your application, or reduce the number of times these various time-consuming tasks need to run.

11.1 Bytecode Cache

When a PHP file is executed, under the hood it is first compiled to bytecode (also known as opcode) and, only then, the bytecode is executed. If a PHP file is not modified, the bytecode will always be the same. This means that the compilation step is a waste of CPU resources.

This is where Bytecode cache comes in. It prevents redundant compilation by storing bytecode in memory and reusing it on successive calls. Setting up bytecode cache is a matter of minutes, and your application will speed up significantly. There's really no reason not to use it.

As of PHP 5.5, there is a built-in bytecode cache called [OPcache](#)¹. This is also available for earlier versions.

Other popular bytecodes caches are:

- [APC](#)² (PHP 5.4 and earlier)
- [XCache](#)³
- [Zend Optimizer+](#)⁴ (part of Zend Server package)
- [WinCache](#)⁵ (extension for MS Windows Server)

11.2 Object Caching

There are times when it can be beneficial to cache individual objects in your code, such as with data that is expensive to get or database calls where the result is unlikely to change. You can use object caching software to hold these pieces of data in memory for extremely fast access later on. If you save these items to a data store after you retrieve them, then pull them directly from the cache for following requests, you can gain a significant improvement in performance as well as reduce the load on your database servers.

Many of the popular bytecode caching solutions let you cache custom data as well, so there's even more reason to take advantage of them. APCu, XCache, and WinCache all provide APIs to save data from your PHP code to their memory cache.

The most commonly used memory object caching systems are APCu and memcached. APCu is an excellent choice for object caching, it includes a simple API for adding your own data to its memory cache and is very

¹<http://php.net/manual/en/book.opcache.php>

²<http://php.net/manual/en/book.apc.php>

³<http://xcache.lighttpd.net/>

⁴<http://www.zend.com/products/server/>

⁵<http://www.iis.net/download/wincacheforphp>

easy to setup and use. The one real limitation of APCu is that it is tied to the server it's installed on. Memcached on the other hand is installed as a separate service and can be accessed across the network, meaning that you can store objects in a hyper-fast data store in a central location and many different systems can pull from it.

Note that when running PHP as a (Fast-)CGI application inside your webserver, every PHP process will have its own cache, i.e. APCu data is not shared between your worker processes. In these cases, you might want to consider using memcached instead, as it's not tied to the PHP processes.

In a networked configuration APCu will usually outperform memcached in terms of access speed, but memcached will be able to scale up faster and further. If you do not expect to have multiple servers running your application, or do not need the extra features that memcached offers then APCu is probably your best choice for object caching.

Example logic using APCu:

```
1 <?php
2 // check if there is data saved as 'expensive_data' in cache
3 $data = apc_fetch('expensive_data');
4 if ($data === false) {
5     // data is not in cache; save result of expensive call for later use
6     apc_add('expensive_data', $data = get_expensive_data());
7 }
8
9 print_r($data);
```

Note that prior to PHP 5.5, APC provides both an object cache and a bytecode cache. APCu is a project to bring APC's object cache to PHP 5.5+, since PHP now has a built-in bytecode cache (OPcache).

Learn more about popular object caching systems:

- [APCu](#)⁶
- [APC Functions](#)⁷
- [Memcached](#)⁸
- [Redis](#)⁹
- [XCache APIs](#)¹⁰
- [WinCache Functions](#)¹¹

⁶<https://github.com/krajoe/apcu>

⁷<http://php.net/manual/en/ref.apc.php>

⁸<http://memcached.org/>

⁹<http://redis.io/>

¹⁰<http://xcache.lighttpd.net/wiki/XcacheApi>

¹¹<http://www.php.net/manual/en/ref.wincache.php>

12 Resources

12.1 From the Source

- [PHP Website](#)¹
- [PHP Documentation](#)²

12.2 People to Follow

- [Rasmus Lerdorf](#)³
- [Fabien Potencier](#)⁴
- [Derick Rethans](#)⁵
- [Chris Shiflett](#)⁶
- [Sebastian Bergmann](#)⁷
- [Matthew Weier O'Phinney](#)⁸
- [Pádraic Brady](#)⁹
- [Anthony Ferrara](#)¹⁰
- [Nikita Popov](#)¹¹

12.3 Mentoring

- [phpmentoring.org](#)¹² - Formal, peer to peer mentoring in the PHP community.

12.4 PHP PaaS Providers

- [PagodaBox](#)¹³
- [AppFog](#)¹⁴

¹<http://php.net/>

²<http://php.net/docs.php>

³<http://twitter.com/rasmus>

⁴<http://twitter.com/fabpot>

⁵<http://twitter.com/derickr>

⁶<http://twitter.com/shiflett>

⁷http://twitter.com/s_bergmann

⁸<http://twitter.com/weierophinney>

⁹<http://twitter.com/padraigb>

¹⁰<http://twitter.com/ircmaxell>

¹¹http://twitter.com/nikita_ppv

¹²<http://phpmentoring.org/>

¹³<https://pagodabox.com/>

¹⁴<https://appfog.com/>

- [Heroku](#)¹⁵ (PHP support is undocumented but based on stable Facebook partnership [link](#)¹⁶)
- [fortrabit](#)¹⁷
- [Engine Yard Cloud](#)¹⁸
- [Red Hat OpenShift Platform](#)¹⁹
- [dotCloud](#)²⁰
- [AWS Elastic Beanstalk](#)²¹
- [cloudControl](#)²²
- [Windows Azure](#)²³
- [Zend Developer Cloud](#)²⁴
- [Google App Engine](#)²⁵
- [Jelastic](#)²⁶

12.5 Frameworks

Rather than re-invent the wheel, many PHP developers use frameworks to build out web applications. Frameworks abstract away many of the low-level concerns and provide helpful, easy-to-use interfaces to complete common tasks.

You do not need to use a framework for every project. Sometimes plain PHP is the right way to go, but if you do need a framework then there are three main types available:

- Micro Frameworks
- Full-Stack Frameworks
- Component Frameworks

Micro-frameworks are essentially a wrapper to route a HTTP request to a callback, controller, method, etc as quickly as possible, and sometimes come with a few extra libraries to assist development such as basic database wrappers and the like. They are prominently used to build remote HTTP services.

Many frameworks add a considerable number of features on top of what is available in a micro-framework and these are known Full-Stack Frameworks. These often come bundled with ORMs, Authentication packages, etc.

Component-based frameworks are collections of specialized and single-purpose libraries. Disparate component-based frameworks can be used together to make a micro- or full-stack framework.

- [Popular PHP Frameworks](#)²⁷

¹⁵<https://heroku.com>

¹⁶<http://net.tutsplus.com/tutorials/php/quick-tip-deploy-php-to-heroku-in-seconds/>

¹⁷<http://fortrabit.com/>

¹⁸<https://www.engineyard.com/products/cloud>

¹⁹<http://www.redhat.com/products/cloud-computing/openshift/>

²⁰<http://docs.dotcloud.com/services/php/>

²¹<http://aws.amazon.com/elasticbeanstalk/>

²²<https://www.cloudcontrol.com/>

²³<http://www.windowsazure.com/>

²⁴<http://www.phpcloud.com/develop>

²⁵<https://developers.google.com/appengine/docs/php/gettingstarted/>

²⁶<http://jelastic.com/>

²⁷<https://github.com/codeguy/php-the-right-way/wiki/Frameworks>

12.6 Components

As mentioned above “Components” are another approach to the common goal of creating, distributing and implementing shared code. Various component repositories exist, the main two of which are:

- [Packagist](#)²⁸
- [PEAR](#)²⁹

Both of these repositories have command line tools associated with them to help the installation and upgrade processes, and have been explained in more detail in the [Dependency Management](#)³⁰ section.

There are also component-based frameworks, which allow you to use their components with minimal (or no) requirements. For example, you can use the [FuelPHP Validation package](#)³¹, without needing to use the FuelPHP framework itself. These projects are essentially just another repository for reusable components:

- [Aura](#)³²
- [FuelPHP \(2.0 only\)](#)³³
- [Laravel’s “Illuminate Components”](#)³⁴
- [Symfony Components](#)³⁵

²⁸[/#composer_and_packagist](#)

²⁹[/#pear](#)

³⁰[/#dependency_management](#)

³¹<https://github.com/fuelphp/validation>

³²<http://auraphp.github.com/>

³³<https://github.com/fuelphp>

³⁴<https://github.com/illuminate>

³⁵<http://symfony.com/doc/current/components/index.html>

13 Community

The PHP community is as diverse as it is large, and its members are ready and willing to support new PHP programmers. Consider joining your local PHP user group (PUG) or attending larger PHP conferences to learn more about the best practices shown here. You can hang out on IRC in the #phpc channel on irc.freenode.com¹ and follow the [@phpc](https://twitter.com/phpc)² twitter account. Get out there, meet new developers, learn new topics, and above all, make new friends! Other community resources include the Google+ PHP [Programmer community](#)³ and [StackOverflow](#)⁴.

[Read the Official PHP Events Calendar](#)⁵

13.1 PHP User Groups

If you live in a larger city, odds are there's a PHP user group nearby. Although there's not yet an official list of PUGs, you can easily find your local PUG by searching on [Google](#)⁶, [Meetup.com](#)⁷ or [PHP.ug](#)⁸. If you live in a smaller town, there may not be a local PUG; if that's the case, start one!

[Read about User Groups on the PHP Wiki](#)⁹

13.2 PHP Conferences

The PHP community also hosts larger regional and national conferences in many countries around the world. Well-known members of the PHP community usually speak at these larger events, so it's a great opportunity to learn directly from industry leaders.

[Find a PHP Conference](#)¹⁰

¹<http://webchat.freenode.net/?channels=phpc>

²<https://twitter.com/phpc>

³<https://plus.google.com/u/0/communities/104245651975268426012>

⁴<http://stackoverflow.com/questions/tagged/php>

⁵<http://www.php.net/cal.php>

⁶<https://www.google.com/search?q=php+user+group+near+me>

⁷<http://www.meetup.com/find/>

⁸<http://php.ug>

⁹<https://wiki.php.net/usergroups>

¹⁰<http://php.net/conferences/index.php>