

Drupal 8 Kickstart

An Overview for Developers



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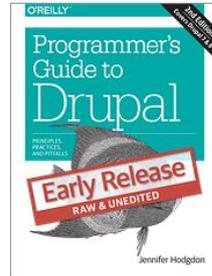
[Drupal 8](#) [Symfony](#) [PHP OOP](#) [Drush](#) [Git](#) [GitHub](#)
[Markdown](#) [Composer](#) [Linux shell](#) [zshell](#) [SSH](#)
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[Guzzle](#) [Memcache](#) [Varnish](#) [CDN Service](#)
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- **D8**: A service returning a response of format-agnostic data structures
- Whether the request comes from a desktop browser, mobile phone, or another website the response ***data*** will be returned consistently
- How the response data gets formatted is, as much as possible, a distinct and separate set of actions

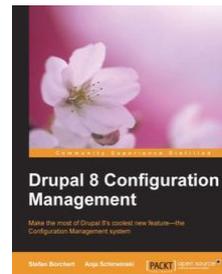
- Leverage existing industry-standard technologies so that **D8** can interface with and be programmed like other globally-recognized PHP frameworks using PHP OOP concepts
- To achieve the missions **D8** is built on top of the Symfony framework components

[Drupal 8 API Reference](http://api.drupal.org/api/drupal/8) [<http://api.drupal.org/api/drupal/8>]

[Programmer's Guide to Drupal](#) (2nd Edition)



[Drupal 8 Configuration Management](#)



- Check the documentation creation date to judge the timeliness and accuracy of online **D8** documentation
- Other than docs found on Drupal.org, **D8** online documentation older than October or November 2015 is very unlikely to be fully accurate

D8 will upgrade to Symfony 3.0 in a minor release and drop Symfony 2.x backwards compatibility

Posted by [catch](#) on *January 7, 2015*

While **Drupal 8.0.0** will likely ship using Symfony 2.7, in a subsequent minor release we will upgrade Symfony to use the 3.x branch. This will allow us to continue to get bug fixes and security releases more actively and for a longer time period.

Core, contrib and custom modules should not rely on any deprecated Symfony APIs, since these may be removed in any **Drupal 8** minor release...

Drush

Composer

YAML

PHP OOP

Comments / Annotations

Testing

Drush

A command line tool for managing Drupal that provides uncountable shortcut commands

- Drush executes Drupal admin tasks 3 - 10x faster than using the admin pages
- Install drush with [Composer](#)

Drush can run update.php, clear cache, log you in, change user passwords, disable/enable modules, execute sql queries, manage features.

Example drush commands:

```
drush status      drush uli      drush cc all      drush updb
```

```
drush en devel -y      drush pmi devel
```

```
drush upwd --password="newsecurepassword" "admin"
```

```
drush sqlq 'SELECT schema_version FROM system WHERE name="views"'
```

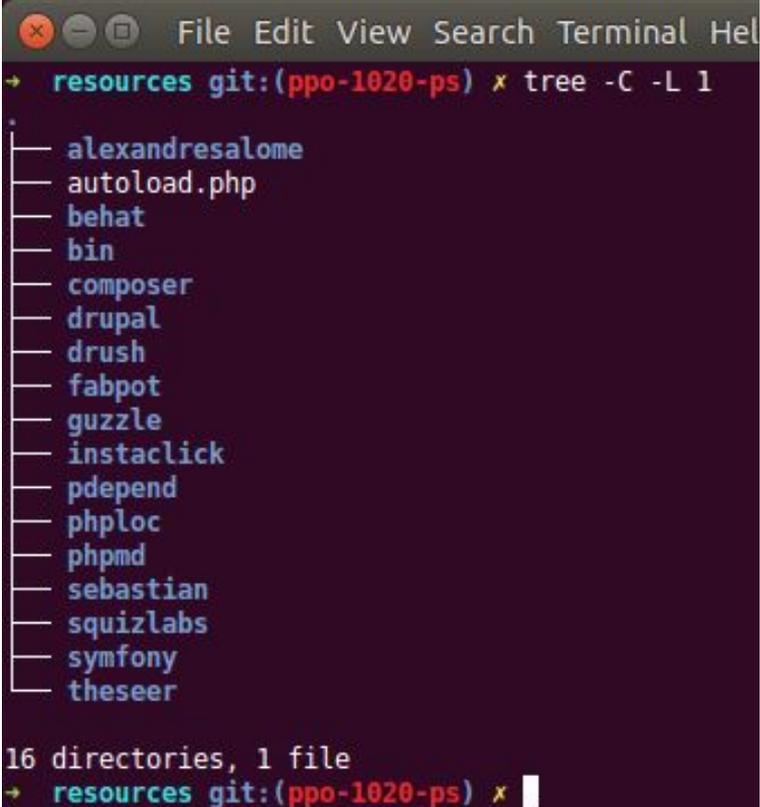
```
drush sqlq "UPDATE system SET schema_version = 12 WHERE name='views'"
```

- Composer helps you declare, manage and install dependencies of PHP projects, ensuring you have the right stack everywhere
- Composer uses .json files to keep track of the versions of php libraries and other software that you might employ in your website. Then when you need with a single composer command one can download new or update all the software

An enterprise **D8** website with a large resources dir can download and keep current all that software with two commands:

`composer -install`

`composer -update`



```
resources git:(ppo-1020-ps) x tree -C -L 1
├── alexandresalome
├── autoload.php
├── behat
├── bin
├── composer
├── drupal
├── drush
├── fabpot
├── guzzle
├── instaclick
├── pdepend
├── phploc
├── phpmd
├── sebastian
├── squizlabs
├── symfony
└── theseer

16 directories, 1 file
resources git:(ppo-1020-ps) x
```

Composer Manager Module

Allows contributed modules and your own custom modules to manage the inclusion of PHP and other supporting libraries via Composer.

[Info](#) [Documentation](#)

YAML (*.yml files)

- A simple, clean format (similar to JSON) for storing structured data that is easier to read/write than XML
- YAML is a recursive acronym for:
"YAML Ain't Markup Language"
- All Drupal 8 configuration is created using YAML and during installation pulled from *.yml files

- YAML is case sensitive
- YAML structure is created by using indenting with spaces. YAML does not allow the use of tabs
- Use 2 spaces for YAML indenting in Drupal

Schema Files (*.schema.yml files)

- Schema files define the expected structure and allowed elements of YAML files (like DTD for XML)

```
parameters:
  session.storage.options: {}
  twig.config: {}
  renderer.config:
    required_cache_contexts: ['languages:language_interface', 'theme']
  factory.keyvalue:
    default: keyvalue.database
  factory.keyvalue.expirable:
    default: keyvalue.expirable.database
services:
  # Simple cache contexts, directly derived from the request context.
  cache_context.ip:
    class: Drupal\Core\Cache\Context\IpCacheContext
    arguments: ['@request_stack']
    tags:
      - { name: cache.context }
  cache_context.headers:
    class: Drupal\Core\Cache\Context\HeadersCacheContext
    arguments: ['@request_stack']
    tags:
      - { name: cache.context }
  cache_context.cookies:
    class: Drupal\Core\Cache\Context\CookiesCacheContext
    arguments: ['@request_stack']
    tags:
      - { name: cache.context }
  cache_context.request_format:
    class: Drupal\Core\Cache\Context\RequestFormatCacheContext
    arguments: ['@request_stack']
    tags:
      - { name: cache.context }
  cache_context.url:
    class: Drupal\Core\Cache\Context\UrlCacheContext
```

**Sample
YAML file**
core-services.yml

Class

- A set of functions and properties ***organized in a file*** that offer a service
- **Controllers, Routers, Forms, and Plugins** are all major types of classes in **D8**.
- In general all functionality created for **D8**, including your custom modules, is expected to be created in class files

Interface

- A class with empty default methods that all other classes based on it must offer
- Every single method declared in an Interface will have to be implemented in the subclass. A class can implement multiple Interfaces

class MyClass implements ParentInterface

class MyClass implements SomeInterface, OtherInterface

Abstract Class

- A class with default abstract methods that classes based on it must offer
- Only Abstract methods have to be implemented by the subclass. A class can only implement one abstract class at a time.

class MyClass extends ParentClass

class MyClass extends ParentClass implements
SomeInterface, OtherInterface

Trait

- A set of php functions in one file that supply a useful set of related functions

D8: Generic PHP Class Overview

file: Mammal.php (an abstract class file)

```
abstract class Mammal {  
    protected $age_  
    //below are functions I think all mammals will have,including people  
    abstract public function setAge($age);  
    abstract public function getAge();  
    abstract public function eat($food);  
}
```

file: Plane.php (an interface file)

```
interface Plane {  
    public function Fly();  
}
```

file: Gun.php (an interface file)

```
interface Gun{  
    public function shoot();  
}
```

D8: Generic PHP Class Overview

file: Person.php (a class file)

```
use /Mammal.php
use /Person.php
use /Gun.php
class Person extends Mammal implements Plane,Gun {
    protected $job_;
    // Person features from Mammal
    public function setAge($age){ $this->age_ = $age; }
    public function getAge(){ return $this->age_; }
    public function eat($food){ echo '<br/>I eat ' , $food , ' today<br/>'; }
    // Only a person has these feature.
    public function setJob($job){ $this->job_ = $job; }
    public function getJob(){ echo 'My job is ' , $this->job_; }
    //-----
    // Below methods are implementations from interfaces
    public function fly(){ echo '<br/>I use plane,so I can fly<br/>'; }
    public function shoot(){ echo 'I use gun,so I can shoot<br/>'; }
}
```

D8: Generic PHP Class Overview

file: people_in_action.php (a regular php file)

```
use /Person.php
```

```
$People = new Person();
```

```
print '<pre>';
```

```
print_r(get_class_methods('People'));
```

```
print '</pre>';
```

```
$People->setAge(24);
```

```
print $People->getAge();
```

```
$People->eat('egg');
```

```
$People->setJob('PHP devepop');
```

```
print $People->getJob();
```

```
$People->fly();
```

```
$People->shoot();
```

Dependency Injection

- Initiating a class, but telling the class what you want it to use to work.
- See: [What is Dependency Injection?](#)
by Fabien Potencier

Services

- Something a class offers, e.g. “map this node’s location by address, returns latitude and longitude”

Plugins

- In **D8** plugins are used, for example, to make Blocks, in that your Block and what describes it, builds it, and controls access to the Block is found in a special kind of class called a plugin

Comments and special comments called Annotations are very important in **D8**

Properly formatted comments are used by D8 to create documentation, identify tests, and in some cases for D8 to make discovery of services and other plugin functionality

Links: [Drupal Comments](#) [Annotations in Drupal](#)

Method Chaining (used by jQuery, PHP, Drupal)

Allows us to run a series of methods, one after the other (or in a chain), because each method in the chain after it executes returns a full object with the the changes applied to it

jQuery Method Chaining example:

```
$("#edit-button").css("color","red").slideUp(2000).slideDown(2000);
```

jQuery method chaining (multiline):

```
$("#p1").css("color", "red")  
    .slideUp(2000)  
    .slideDown(2000);
```

D8 Example (multiline):

```
db_update('example')  
    ->condition('id', $id)  
    ->fields(array('field2' => 10))  
    ->execute();
```

Above using the Database Abstraction Layer where db_update returns an UpdateQuery object

As of PHP 5.4. In use throughout D8. The short array syntax replaces **array()** with **[]**.

```
// Array Language Construct, Constructor function
```

```
$build = array();
```

```
$build = array(0 => 'value0');
```

```
// Short Array Syntax (requires PHP 5.4)
```

```
$build = [];
```

```
$build = [0 => 'value0'];
```

```
$build = ['value0', 'value1', 'key2' => ['value2', 'value3']];
```

Use type hinting to specify the expected data type of an argument in a function declaration. When you call the function, PHP checks whether or not the arguments are of the specified type. If not, the run-time will raise an error and execution will be halted.

```
function tracking_inject_page_attachments(array &$page) {
    $tracking = new TrackingInject();
    $tracking_header_items = $tracking->getTrackingInjectCollections();
    $tracking_header = $tracking_header_items['html_head'];
    // Add each header tracking element into page HEAD area.
    if (!empty($tracking_header)) {
        foreach ($tracking_header as $tracking_header_item) {
            ....
        }
    }
}

public function onResponse(FilterResponseEvent $event) {
    $response = $event->getResponse();
    if ($response instanceof RedirectResponse && !level_silent()) {
        ....
    }
}
```

Drupal 8

Install Drupal 8

[Create your database]

```
mkdir <new site name>
```

```
cd <new site name>
```

```
git clone http://git.drupal.org/project/drupal.git
```

```
git tag
```

```
git checkout -b tags/<tagname> <tagname>
```

[Perform Apache config updates, e.g. virtual directory]

[Start the Drupal 8 install. Pauses for settings updates]

```
cd sites/default
```

```
mkdir files
```

```
chmod 777 files
```

```
mv default.services.yml services.yml
```

```
cp default.settings.php settings.php
```

```
chmod 777 services.yml
```

```
chmod 777 settings.php
```

[Continue and complete Drupal 8 install]

```
chmod 655 services.yml
```

```
chmod 655 settings.php
```

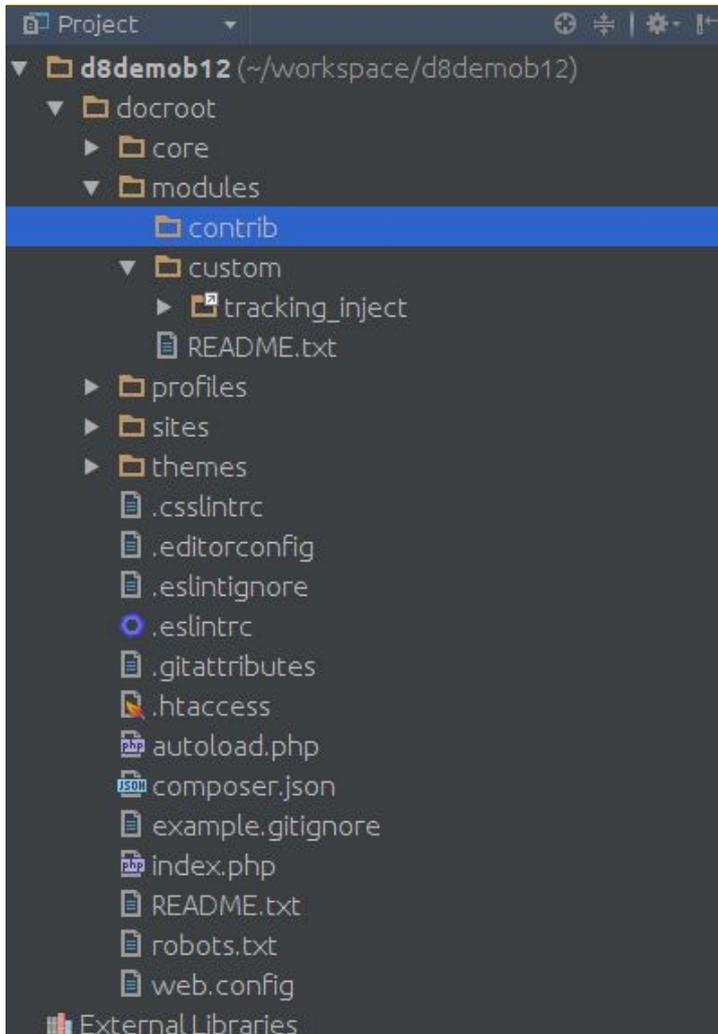
```
cd ../../
```

```
composer install
```



D8 Top-level Directory Structure

- **/core** Core modules and files provided by **D8**
- **/libraries** Create yourself when needed for common 3rd party libraries, e.g. a wysiwyg editor
- **/modules** Contrib and custom modules using sub-dirs **contrib** and **custom** (used to be sites/all/modules)
- **/profiles** Contrib and custom profiles
- **/sites** Site specific modules, themes and files. Including files uploaded by users, such as images.
The site's YAML configuration files, **active** and **staged**
- **/themes** Contrib themes, custom themes and subthemes
- **/vendor** External 3rd party libraries and projects, e.g. phpUnit, Behat



**D8 top-level
directory structure.**

**Your global custom modules
reside in:**

`/modules/custom`

**Your global contrib modules
reside in:**

`/modules/contrib`

Inside /core directory:

- **/core/assets** Various external libraries used by Core. jQuery, underscore, modernizer etc
- **/core/config** Configuration YAML files
- **/core/includes** Functionality that is too low level to be modular. Such as the module system itself
- **/core/lib** Drupal Core classes
- **/core/misc** Frontend libraries that Drupal Core depends on. (jQuery, modernizer, etc)
- **/core/modules** Drupal Core modules
- **/core/profiles** Drupal Core profiles. Empty at the time of writing
- **/core/scripts** Various CLI scripts, mostly used by developers
- **/core/tests** Drupal Core tests
- **/core/themes** Drupal Core themes
- **/core/vendor** Backend libraries that Drupal Core depends on. (Symfony, Twig, etc) <http://drupal.stackexchange.com/questions/84811/what-are-all-the-directories-for-in-the-new-drupal-8-structure>

D8 Module Structure

```
File Edit View Search Terminal Help
→ tracking_inject git:(8.x-1.x) tree -C -L 23
.
├── config
│   └── install
│       └── tracking_inject.settings.yml
├── README.txt
├── src
│   ├── EventSubscriber
│   │   └── TrackingInjectEventSubscriber.php
│   ├── Form
│   │   ├── TrackingInjectAdd.php
│   │   ├── TrackingInjectAdmin.php
│   │   ├── TrackingInjectDelete.php
│   │   ├── TrackingInjectEdit.php
│   │   └── TrackingInjectSettings.php
│   ├── TrackingInjectInterface.php
│   ├── TrackingInjectManagerInterface.php
│   ├── TrackingInjectManager.php
│   └── TrackingInject.php
├── tracking_inject.info.yml
├── tracking_inject.install
├── tracking_inject.links.action.yml
├── tracking_inject.links.menu.yml
├── tracking_inject.module
├── tracking_inject.permissions.yml
├── tracking_inject.routing.yml
└── tracking_inject.services.yml

5 directories, 20 files
→ tracking_inject git:(8.x-1.x) █
```

1. Bootstrap configuration

- Read the settings.php file, generate some other settings dynamically, and store them both in global variables and the Drupal\Component\Utility\Settings singleton object
- Start the **class loader**, takes care of loading classes
- Set the Drupal error handle.
- Detect if Drupal is actually installed. If it is not, redirect to the installer script

2. Create the Drupal kernel
3. Initialize the service container
(either from cache or from rebuild)
4. Add the container to the Drupal static class
5. Attempt to serve page from static page cache
6. Load all variables
7. Load other necessary include files

8. Register stream wrappers
(public://, private://, temp:// and custom wrappers)
9. Create the HTTP Request object
(using the Symfony HttpFoundation component)
10. Let DrupalKernel handle it and return response
11. Send response
12. Terminate request
(modules can act upon this event)

Replaces .info files and used for Configuration, Routes, Menu Links, and Services

Pronounced: “YA-MUL” is short for: “YAML Ain’t Markup Language”

D8

	D8	D7
<module_name>.info.yml	<-->	<module_name>.info file
<module_name>.routing.yml	<-->	hook_menu for page paths
<module_name>.links.menu.yml	<-->	hook_menu for entries on admin menu
<module_name>.permissions.yml	<-->	hook_permissions
<module_name>.services.yml	<-->	Describes a class: machine name, class path, mandatory arguments

services:

tracking_inject.manager:

class: Drupal\tracking_inject\TrackingInjectManager

arguments: ['@database']

tags:

- { name: backend_overridable }

tracking_inject.response_event:

class: Drupal\tracking_inject\EventSubscriber\TrackingInjectEventSubscriber

tags:

- { name: event_subscriber }

tracking_inject.injections:

class: Drupal\tracking_inject\TrackingInject

arguments: ['@config.factory']

D8 Hooks

Request Event Example

D8 uses Symfony kernel and events. Kernel events available in **D8** are as follows:

- **KernelEvents::CONTROLLER**
CONTROLLER event occurs once a controller was found for handling a request
- **KernelEvents::EXCEPTION**
EXCEPTION event occurs when an uncaught exception appears
- **KernelEvents::FINISH_REQUEST**
FINISH_REQUEST event occurs when a response was generated for a request

- **KernelEvents::REQUEST**
REQUEST event occurs at the very beginning of request dispatching
- **KernelEvents::RESPONSE**
RESPONSE event occurs once a response was created for replying to a request
- **KernelEvents::TERMINATE**
TERMINATE event occurs once a response was sent
- **KernelEvents::VIEW**
VIEW event occurs when the return value of a controller is not a Response instance

Sample D8 EventSubscriber class file

```
<?php

/**
 * @file
 * Contains \Drupal\tracking_inject\EventSubscriber\TrackingInjectEventSubscriber.
 */

namespace Drupal\tracking_inject\EventSubscriber;

use Symfony\Component\HttpFoundation\RedirectResponse;
use Symfony\Component\HttpKernel\KernelEvents;
use Symfony\Component\HttpKernel\Event\GetResponseEvent;
use Symfony\Component\EventDispatcher\EventSubscriberInterface;

class TrackingInjectEventSubscriber implements EventSubscriberInterface {

    /**
     * {@inheritdoc}
     */
    static public function getSubscribedEvents() {
        $events[KernelEvents::REQUEST][] = array('initiateTracking');
        return $events;
    }

    /**
     * Stub function.
     */
    public function initiateTracking(GetResponseEvent $event) {
        // Redirect example:
        // print "<br /> init event subscriber tracking REQUEST event<br />";
        // if ($event->getRequest()->query->get('redirect-me')) {
        // $event->setResponse(new RedirectResponse('http://example.com/'));
        // }
    }
}
```

Core functionality in **D8** such as current user info, current path, node info, is logged in, module exists... these are all called services

- Core services in **D8** are declared in: `/core/core.services.yml`
- Services can be accessed throughout **D8** via the global Drupal namespace `\Drupal`

Examples of using **D8** core services:

```
\Drupal::moduleHandler()->moduleExists('content_translation');
```

```
$account = \Drupal::currentUser();
```

```
$config = \Drupal::config('some_module.settings');
```

Examples of using **D8** core services:

```
$id = $config->get('domain_id');
```

```
$request = \Drupal::request();
```

```
$exception = $request->attributes->get('exception');
```

```
$status = $exception->getStatusCode();
```

- Replaced by using a **D8** core service...
(also understand states, settings and overrides)
- **Config** is the global **D8** configuration object and holds the changeable site or module configurations, e.g.:
`\Drupal::config('system.site') ->get('page.front');`

- Getting a variable:

```
\Drupal::config('module_name.settings')->get('var_name');  
\Drupal::config('system.site') ->get('page.front');
```

- Setting a variable:

```
\Drupal::configFactory()->getEditable('module_name.settings')  
    ->set('var_name', 'some_value')->save;
```

- Unsetting a variable value:

```
$config = \Drupal::config('system.performance');  
$config->clear('cache.page.max_age')->save();
```

Settings is the global D8 settings object and holds site settings like the database settings that are in settings.php.

- A get settings example:

```
use\Drupal\Core\Site\Settings
```

```
$theme = Settings::get()->('maintenance_theme', 'bartik');
```

- A set settings in settings.php example:

```
$settings['maintenance_theme'] = 'my_custom_theme';
```

D8 Caching has two main concepts: Caching and Cache Invalidation

“**Caching** is easy: it's merely storing the result of an expensive computation, to save time the next time you need it. **Cache invalidation** is hard: if you fail to invalidate all the things that should be invalidated, you end up with incorrect results. If you invalidate *too many* things, your cache hit ratio is going to suffer, and you'd be inefficiently using your caches. Invalidating *only the affected things* is very hard.”

-- **Wim Leers**

Key concepts:

BigPipe

SmartCache

Dynamic Page Caching

Cache Keys

Cache Contexts

Cache Tags

Max-Age

References:

[D8 Block Cache](#)

[Exploring the Cache API in D8](#)

[Caching in D8](#)

[Cachability of Render Arrays](#)

[Cache Contexts](#)

D8: Caching Thought Process

1. Render Array Caching. I'm rendering something. That means think of cacheability.
My Render Array Caching
2. Is this something that's expensive to render, and therefore is worth caching? If the answer is "yes", then what identifies this particular representation of the thing I'm rendering? Those are the **cache keys**.
My Render Array Caching Invalidation (Cacheability Metadata)
3. Does the representation of the thing I'm rendering vary per combination of permissions, per URL, per interface language, per ... something? Those are the **cache contexts**. *Note: cache contexts are completely analogous to HTTP's `Vary` header.*
4. What causes the representation of the thing I'm rendering to become outdated? I.e. which things does it depend upon, so that when those things change, so should my representation? Those are the **cache tags**.
5. When does the representation of the thing I'm rendering become outdated? I.e. is the data valid for a limited period of time only? That is the **max-age** (maximum age). It defaults to "permanently (forever) cacheable" (`Cache::PERMANENT`). When the representation is only valid for a limited time, set a max-age, expressed in seconds. Zero means that it's not cacheable at all.

Cache contexts, tags and max-age **must always be set**, because they affect the cacheability of the entire response.

Therefore they "bubble": parents automatically receive them.

Cache keys must only be set if the render array should be cached.

Cache Contexts

cookies

.name

headers

.name

ip

languages

.type

request_format

route

.book_navigation

.menu_active_trails

.menu_name

.name

session

theme

timezone

url

.host

.query_args

.key

.pagers

.pager_id

.site

user

.is_super_user

.node_grants

.operation

.permissions

.roles

.role

Cache max-age

What max-age allows you to do:

When **`$build['#cache']['max-age']`** is not set:

permanent cacheability (Cache::PERMANENT) is assumed.

To indicate that a render array is not cacheable at all, set: **`$build['#cache']['max-age'] = 0`** (i.e. zero seconds).

And to indicate that a render array is cacheable only for a limited amount of time, e.g. 5 minutes, set:

`$build['#cache']['max-age'] = 300;` // set in seconds, i.e. $300 / 60 = 5$ min.

D8: Render Array w/ Caching

```
function my_module_build_array() {
  $build = [
    '#prefix' => '<aside>',
    '#markup' => t('Hi, %name, welcome back to @site!', [
      '% name' => $current_user->getUsername(),
      '@site' => $config->get('name'),
    ]),
    '#suffix' => '</aside>',
    '#theme' => 'my_module_build_arr_theme',
    '#cache' => [
      'contexts' => ['user', 'url . query_args:quantity'],
      'keys' => ['my_module_build_render', 'cache', 'demo'],
      'tags' => ['node:42:en', 'config . system . performance'],
      'max-age' => 300,
    ],
    '#pre-render' => 'my_module_build_pre_render',
    '#attached' => [
      'library' => 'core / jquery',
      'drupalSettings' => ['foo' => 'bar'],
    ],
  ];
}
```

Render Array Reference

Basic Variables

```
{{ title }}
```

Conditional Logic

```
{% if title %}  
  <h3>{{ title }}</h3>  
{% endif %}
```

Filters

```
{{ ponies|safe_join(", ")|lower }}
```

Attributes

Attributes is an object available to every twig template. Its job is to store all the relevant attributes of the parent container and give the themer helpful methods to interact with that data.

There should not be any space between the tag name and the twig syntax. See red text in below:

```
<div{{ attributes }}></div>
```

```
{%  
  set classes = [  
    'red',  
    'green',  
  ]  
%}  
<div{{ attributes.addClass(classes) }}>  
  {% if options.alignment == 'horizontal' %}  
    {% for row in items %}  
      <div{{ row.attributes.addClass(row_classes, options.  
row_class_default ? 'row-' ~ loop.index) }}>  
        {% endfor %}  
      </div>  
    {% endif %}
```

Routing System in D8

A route is a path which is defined for Drupal to return some sort of content on. For example, the default front page, '/node' is a route. When Drupal receives a request, it tries to match the requested path to a route it knows about. If the route is found, then the route's definition is used to return content. Otherwise, Drupal returns a 404.

Drupal's routing system works with the Symfony HTTP Kernel.

The routing system is responsible for matching paths to controllers, and you define those relations in routes. You can pass on additional information to your controllers in the route. Access checking is integrated as well.

example.routing.yml

example.content:

path: '/example'

defaults:

 _controller: '\Drupal\example\Controller\ExampleController::content'

 _title: 'Example Route Response '

requirements:

 _permission: 'access content'

Block plugin creation overview.

D8 is looking for block content to be returned as render arrays.

Configuration Management Initiative

- Saving **D8** global and module settings into and reading settings from *.yml files and also special **D8** CMI tables in the database. Links:

[Configuration Management Initiative](#)

[Principles of Configuration Management - Pt 1](#)

[Principles of Configuration Management - Pt 2](#)

[D8 CMI critical analysis](#)

Drupal Configuration Inspector

- A module that exposes the configuration settings in use throughout your site using nice visual organization. Links:

[Configuration Inspector Module](#)

Drupal Console

- An app that you can use to quickly make the scaffold of a **D8** module and a **D8** service within that module.

Links:

[Drupal Console on Github](#)

[Install Drupal Console](#)

[Drupal Console Docs](#)

[Available Commands](#)

Partial list of **D8** Console commands:

<code>generate:controller</code>	Generate and register a controller
<code>generate:entity:config</code>	Generate a new "EntityConfig"
<code>generate:entity:content</code>	Generate a new "EntityContent"
<code>generate:form:config</code>	Generate a new "ConfigFormBase"
<code>generate:module</code>	Generate a module.
<code>generate:plugin:block</code>	Generate plugin block.
<code>generate:plugin:imageeffect</code>	Generate image effect plugin.
<code>generate:service</code>	Generate service

[See all Console commands](#)

Module Upgrader

- A **D8** module that can analyze your Drupal 7 module for needed changes and/or attempt the actual upgrade. Links:

[About Module Upgrader](#)

[Download D8 'Module Upgrader' Module](#)

PHPUnit, Mink, Goutte headless or a browser

Above paradigm to replace SimpleTest in the long run
with Behat

[Drupalize.me](https://drupalize.me)

[Buildamodule.com](https://buildamodule.com)

[Safaribooksonline.com](https://safaribooksonline.com)

<http://youtube.com/user/DrupalAssociation>