



# DRUPALCON LONDON

# Living, Breathing, Drupal The Biology of the Request



#dclsafari

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Presented by Kenny Silanskas [webkenny](#)

# Drupal: The System

# Observer and Visitor

Wow, this guy is boring.

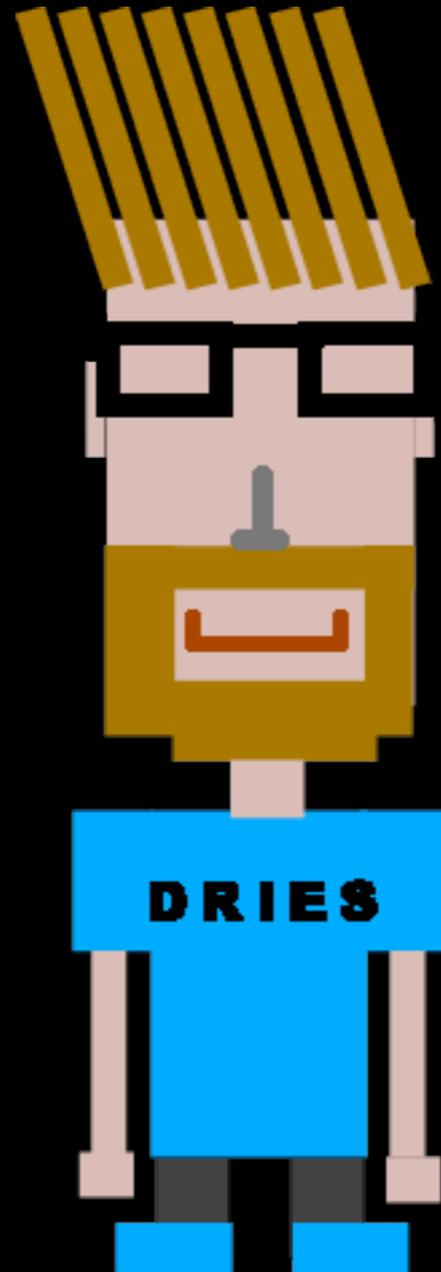
Does he really think **anyone**  
is going to learn like this?

I'd rather be eaten by a Grue  
than hear anymore.

Surely, he can't be serious.

</horriblejoke>

# The Request



**THE LEGEND OF**

# **Drupal**



**PRESS START BUTTON**



# THE BOOTSTRAP



[NEW PLAYER] ◀



SAMUS



LINK

ENTER YOUR NAME

UPDATE.PHP MODE

# CONFIGURATION PHASE

A B C D E F G H I J K  
L M N O P Q R S T U V  
W X Y Z \$ & - ! , .

```
settings.php  
ini_set('memory_limit', '128M')  
ini_set('session_lifetime', 3600)
```

REGISTER

# THE BOOTSTRAP



[NEW PLAYER]



SAMUS



Think of the Page Cache  
phase like a saved game!



LINK

ENTER YOUR NAME

UPDATE.PHP MODE

LOADING...

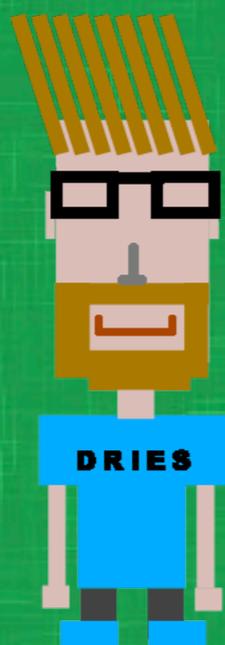
```
_drupal_bootstrap_database()
```



# THE LEGEND OF DRUPAL

MANY YEARS AGO THE EVIL PRINCE DARKNESS **KITTON** STOLE ONE OF THE **TRICORE** WITH POWER, THE GOLDEN HOOK. PRINCESS DRUPAL HAD ONE OF THE **TRICORE** WITH WISDOM. SHE TRAVELED TO THE END OF THE ISLAND TO HIDE IT FROM **KITTON** BEFORE SHE WAS CAPTURED BY HIS EVIL ARMY.

GO FIND THE CRYSTAL NODE  
"DRIES" TO SAVE HER!





**INVENTORY**

Glasses

DrupalCon  
Tee-Shirt

Hair Gel

iPhone

## Variables Phase

This is where the \$conf array in Drupal is loaded with all of the variables needed for a request.



```
<?php
function
_drupal_bootstrap_page_header() {
  bootstrap_invoke_all('boot');

  if (!drupal_is_cli()) {
    ob_start();
    drupal_page_header();
  }
}
?>
```

## Page Header Phase

hook\_boot is called for all participating modules and, if Drupal is not on the command line (e.g. drush), a HTTP header is sent.



**DRIES HAS  
FOUND A KEY!**

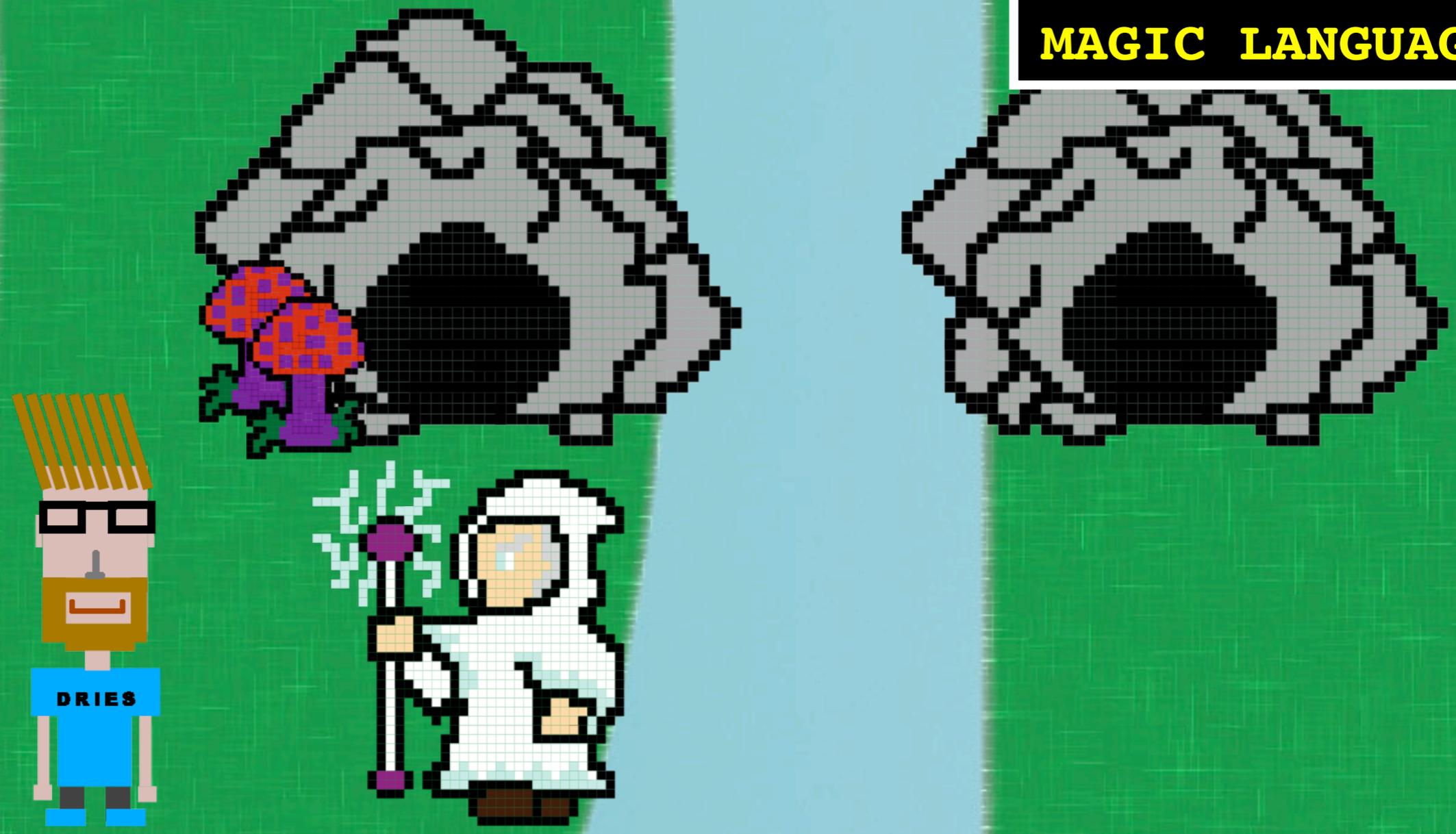


**KEY**

## **Session Phase**

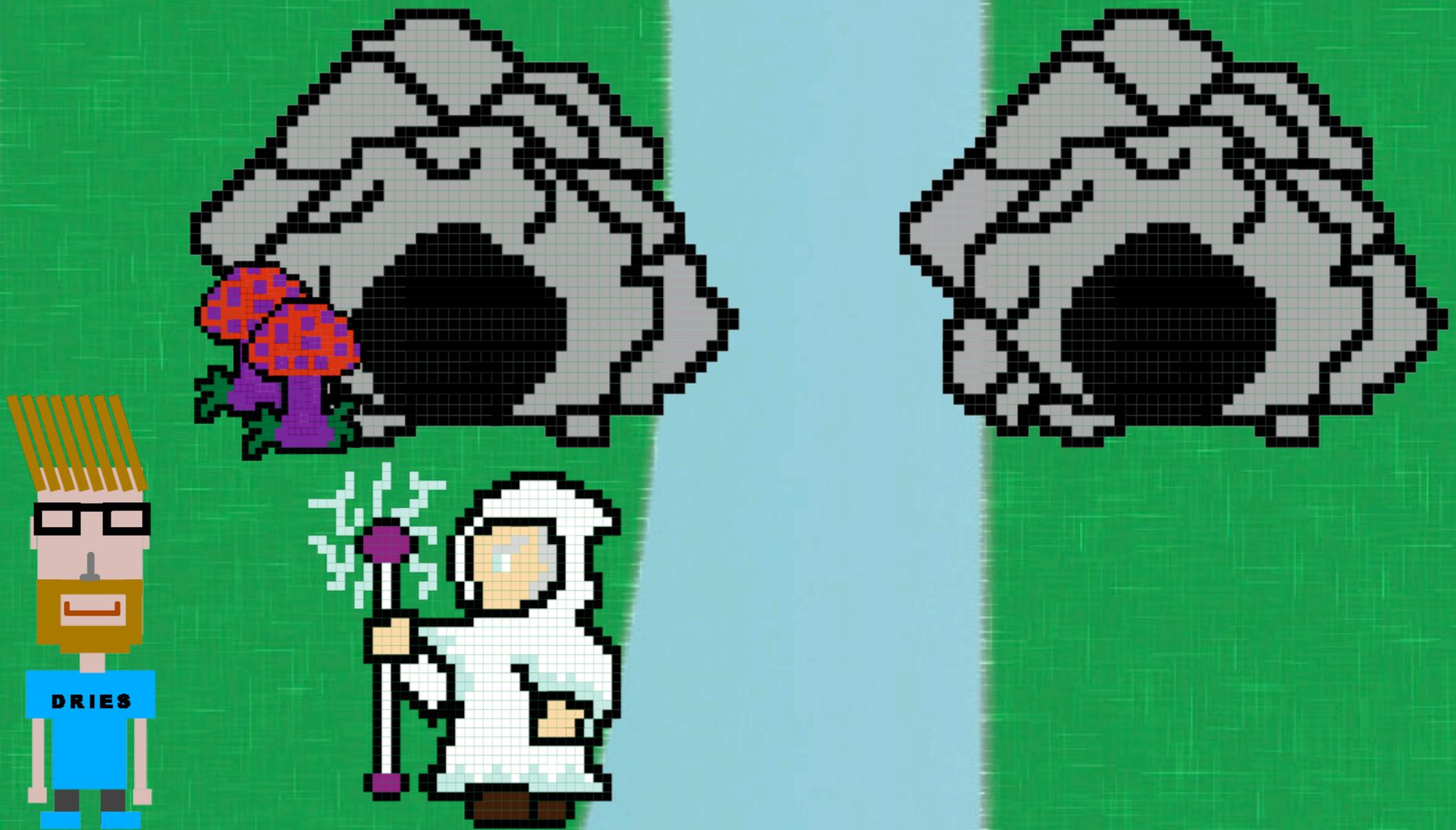
Drupal loads `session.inc` and determines if the user is logged in (authenticated) or not (anonymous).

**YOU HAVE BEEN  
TAUGHT A NEW  
MAGIC LANGUAGE!**



## Language Phase

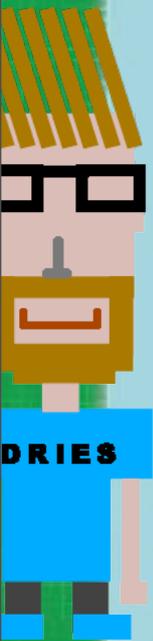
This is where the translation of Drupal's interface and strings takes place. e.g. `t()`



# Full Phase

Our Journey Begins!





HEY! PRESS  
SELECT  
FOR THE  
MAP, DRIES!



# The Menu System

How does Dries (the request) know where to go next?



Drupal

**Where are we going?**

```
$items['the_castle'] = array(...);
```



**Can we get there?**

```
= array('access callback' => user_access('foo'));
```

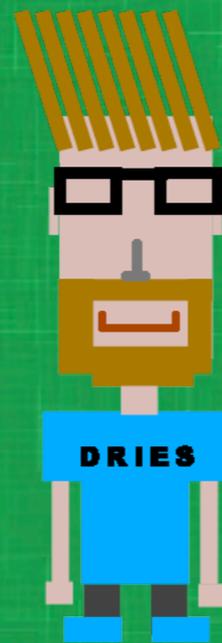


**How do we get there?**

```
= array('page callback' => '_zelda_map_page_view');
```

# Onto the Haunted Hook Forest!

Where treasure and thieves await.



# The Hook System

As Dries (the request) travels through the system, he may pick up \$treasure along the way.



# The Hook System

Variables are passed by reference. Like Dries' inventory, new things get added.



## INVENTORY

Glasses

DrupalCon  
Tee-Shirt

Hair Gel

iPhone

Shield

# Hooks don't just add.

Sometimes we use hooks, like `hook_form_alter` and `hook_menu_link_alter` to remove items we don't want.



**A thief draws near!**

Command?

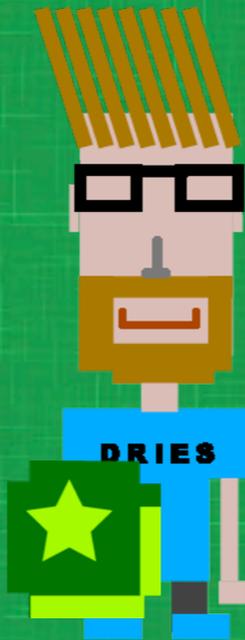
**Block**

**Fight** ◀

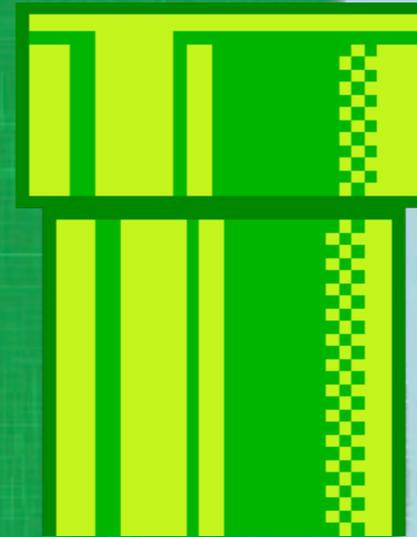
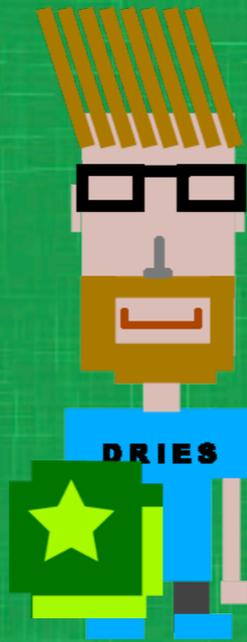
**Run**

**Cry**





```
function module_invoke_all() {
    $args = func_get_args();
    $hook = $args[0];
    unset($args[0]);
    $return = array();
    foreach (module_implements($hook) as $module) {
        $function = $module . '_' . $hook;
        if (function_exists($function)) {
            $result = call_user_func_array($function, $args);
            if (isset($result) && is_array($result)) {
                $return = array_merge_recursive($return, $result);
            }
            elseif (isset($result)) {
                $return[] = $result;
            }
        }
    }
    return $return;
}
```



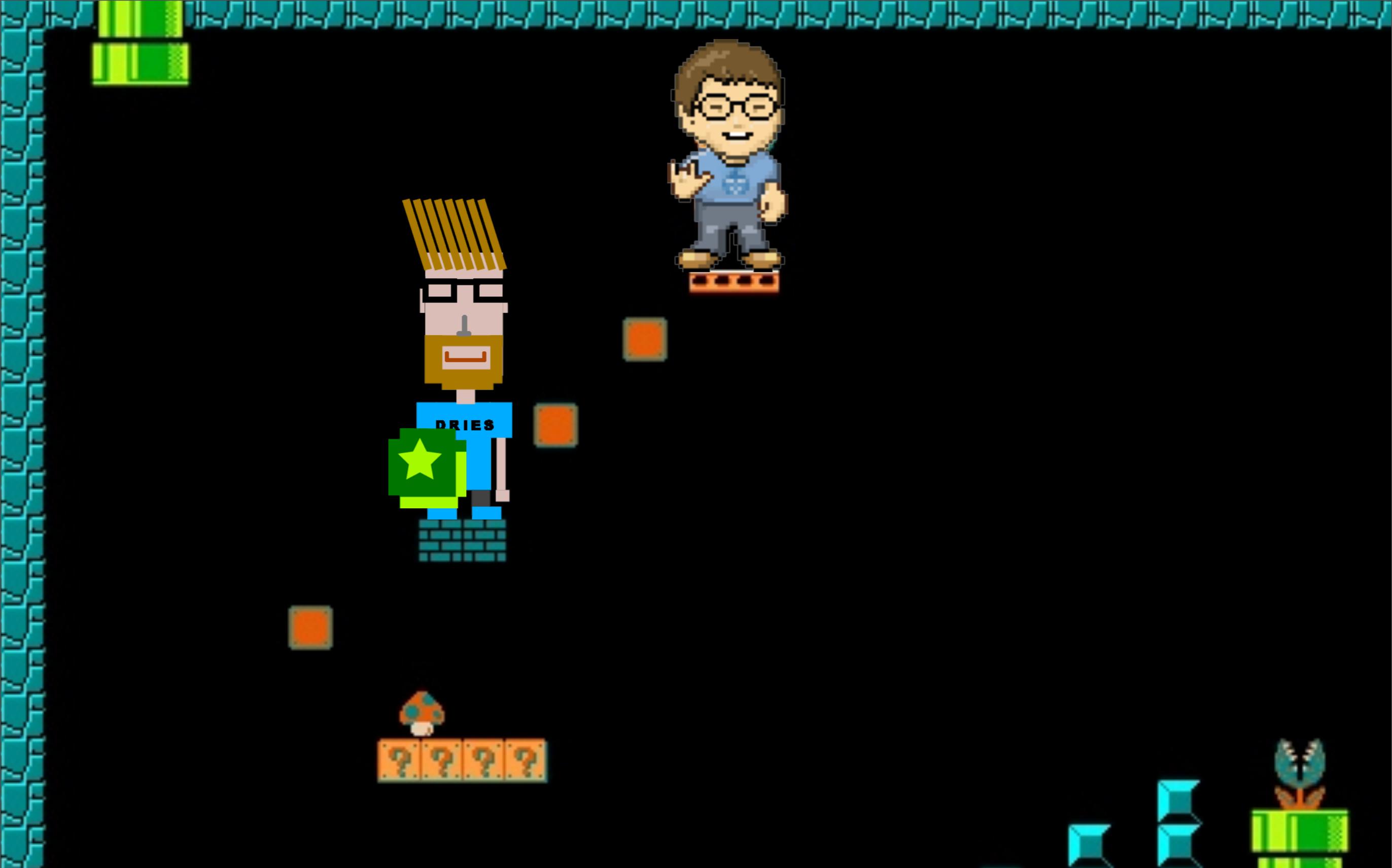
## The Dark Tubes of Themeria!

The last part of the request process is the theme where your Drupal data is output.



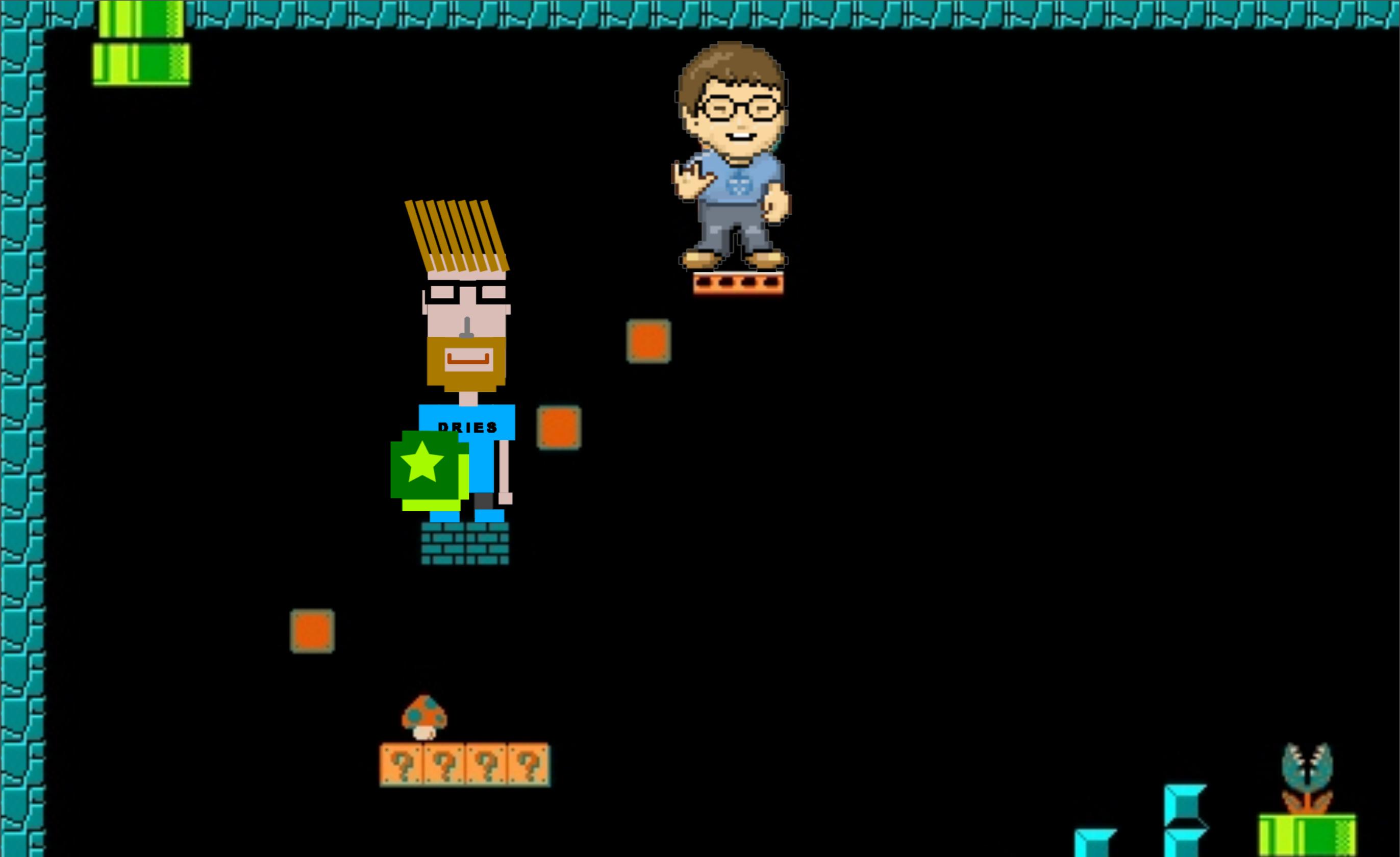
## The Dark Tubes of Themeria!

The last part of the request process is the theme where your Drupal data is output.



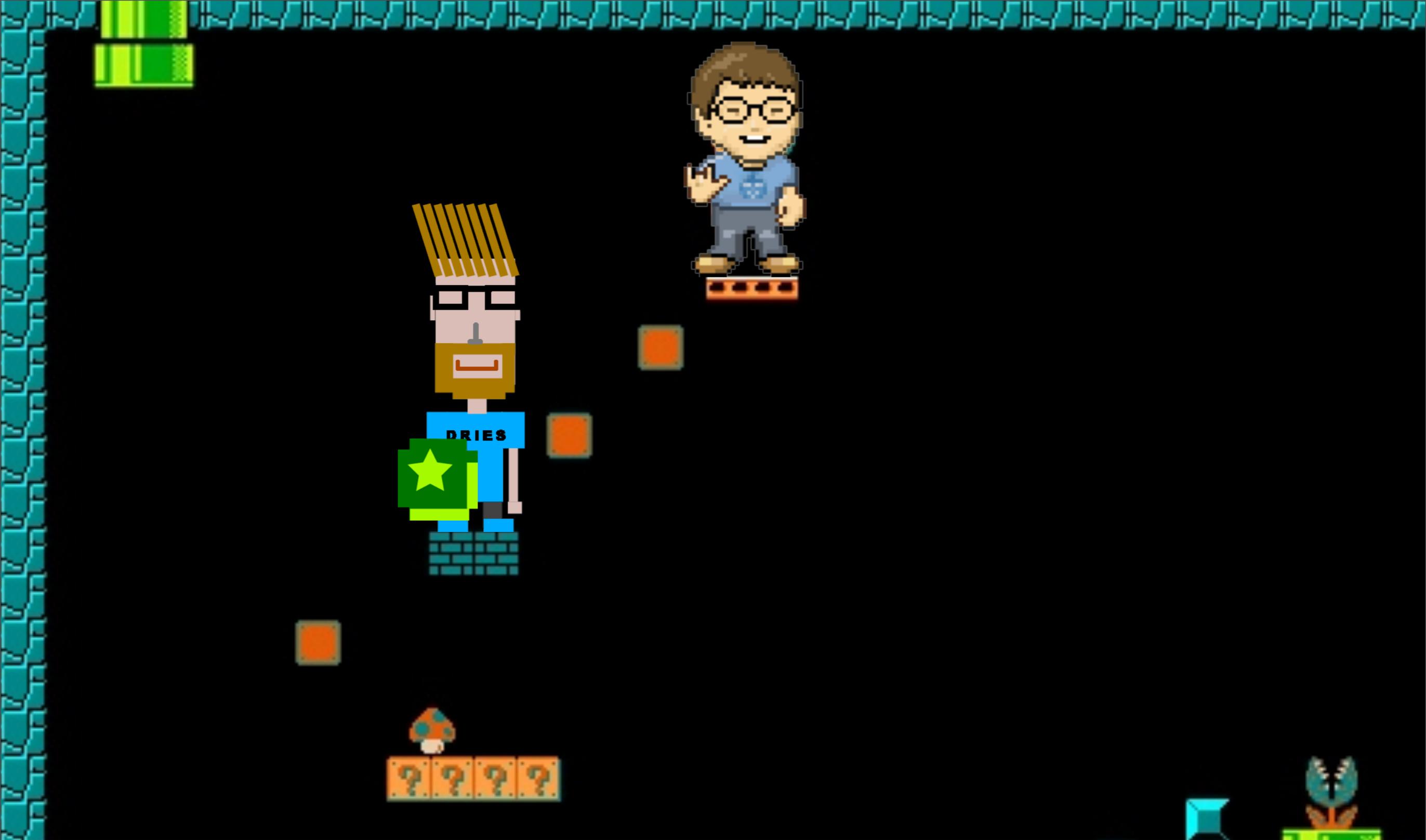
**“Teach me, oh wise one!”**

Angie (a.k.a webchick) Byron, our hero's mentor.



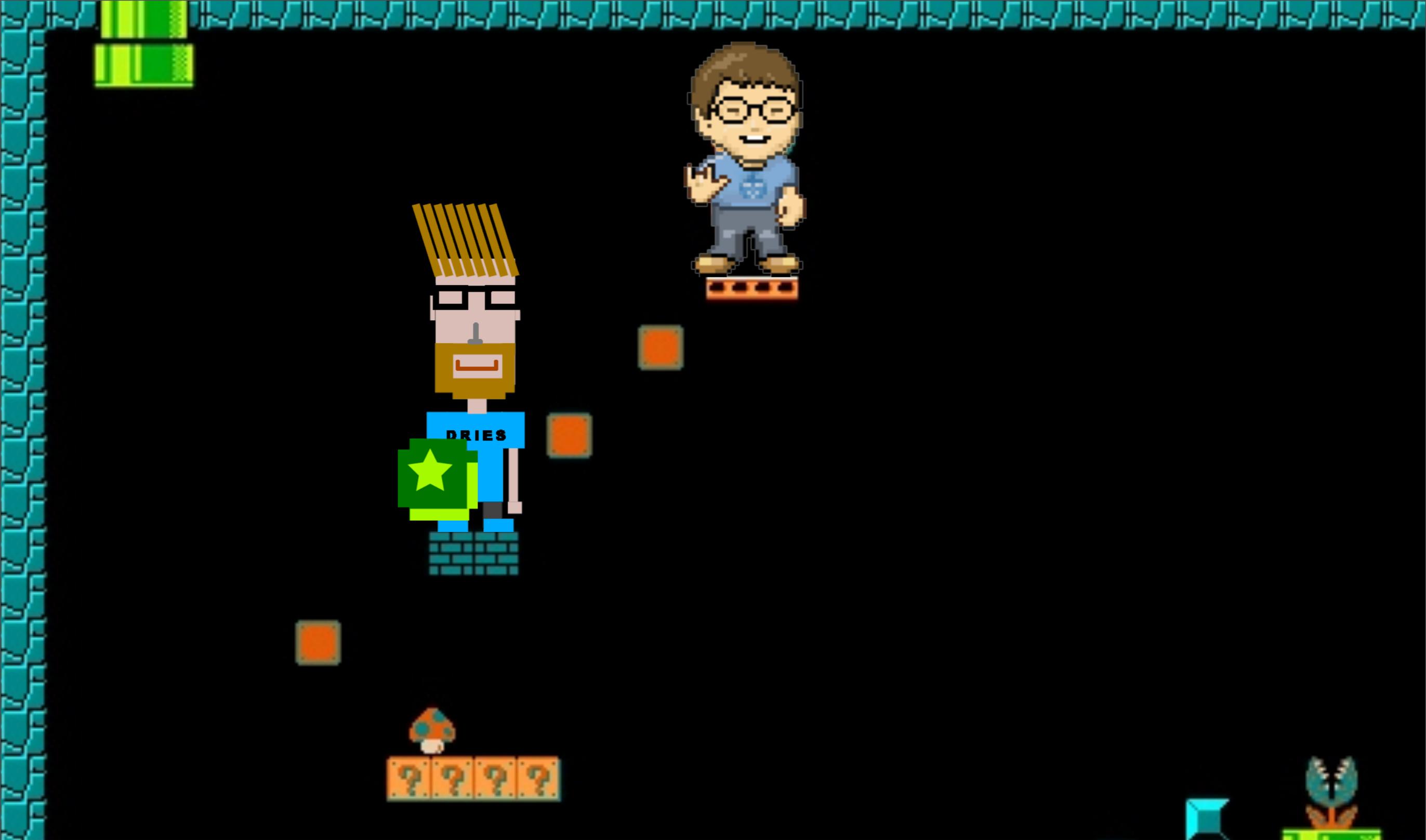
**"First, the theme has to load!"**

Drupal decides which theme it will use for the output.



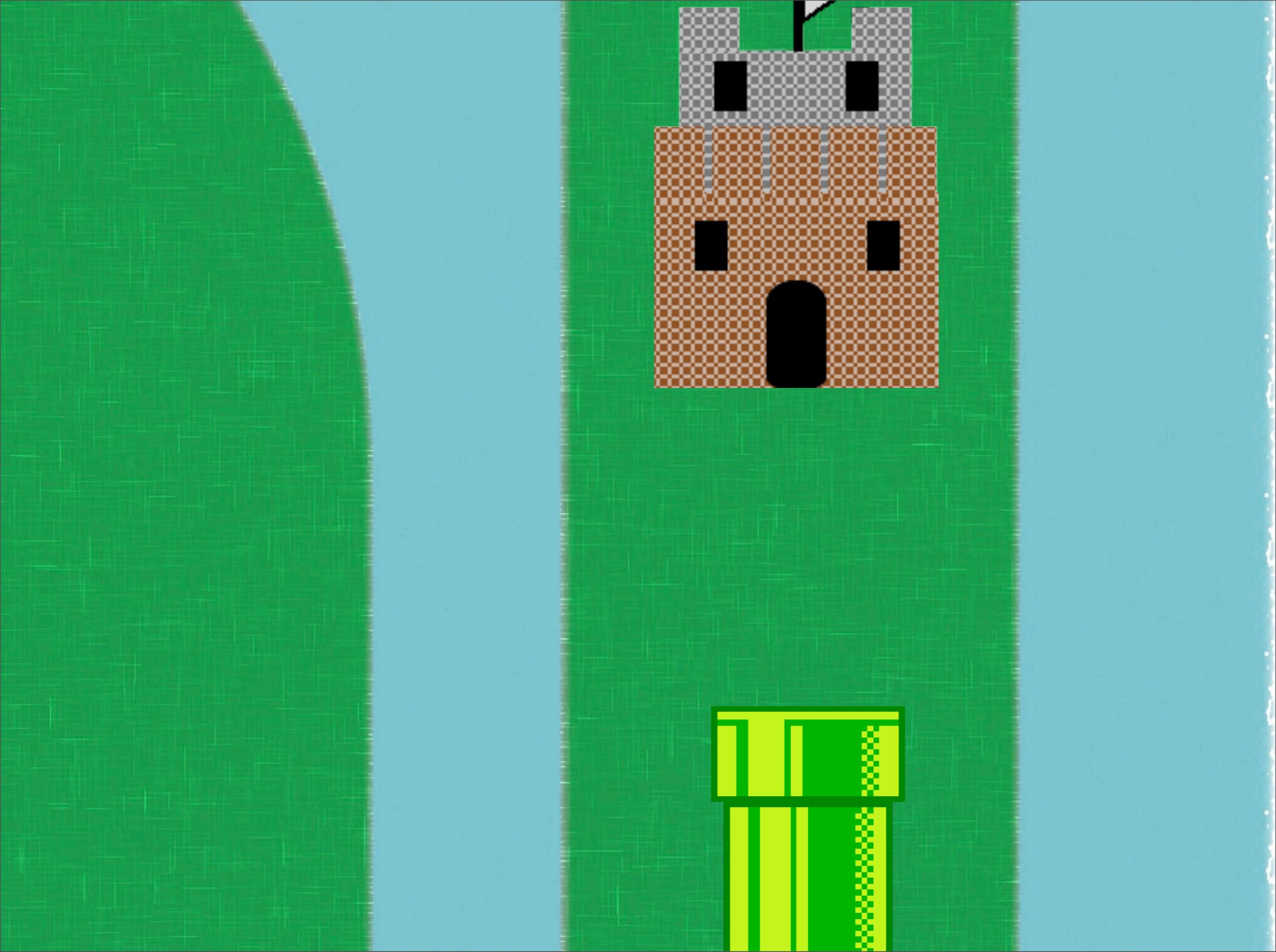
## “Then, it’s on to `template.php`”

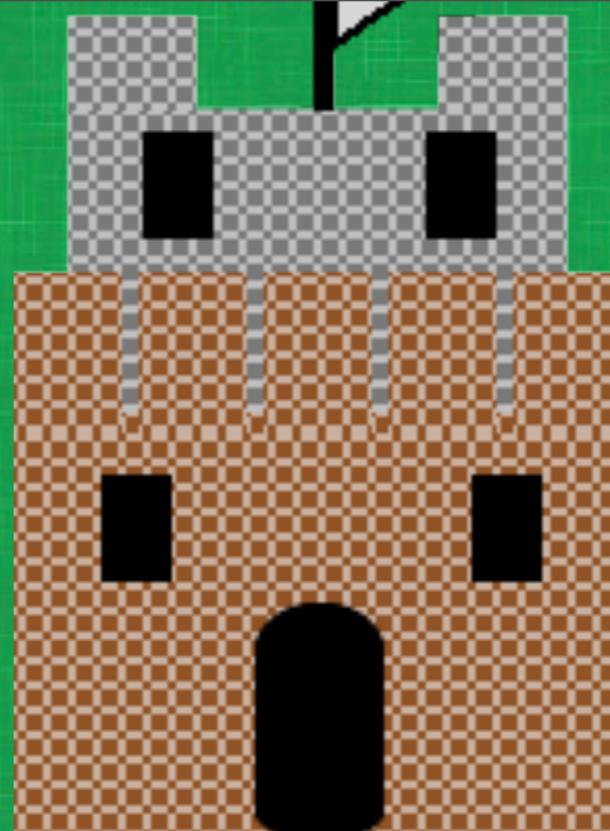
Drupal theme functions, like hooks and alters, can add or remove HTML from the theme and change the output.



**“After that, it’s tpl.php files”**

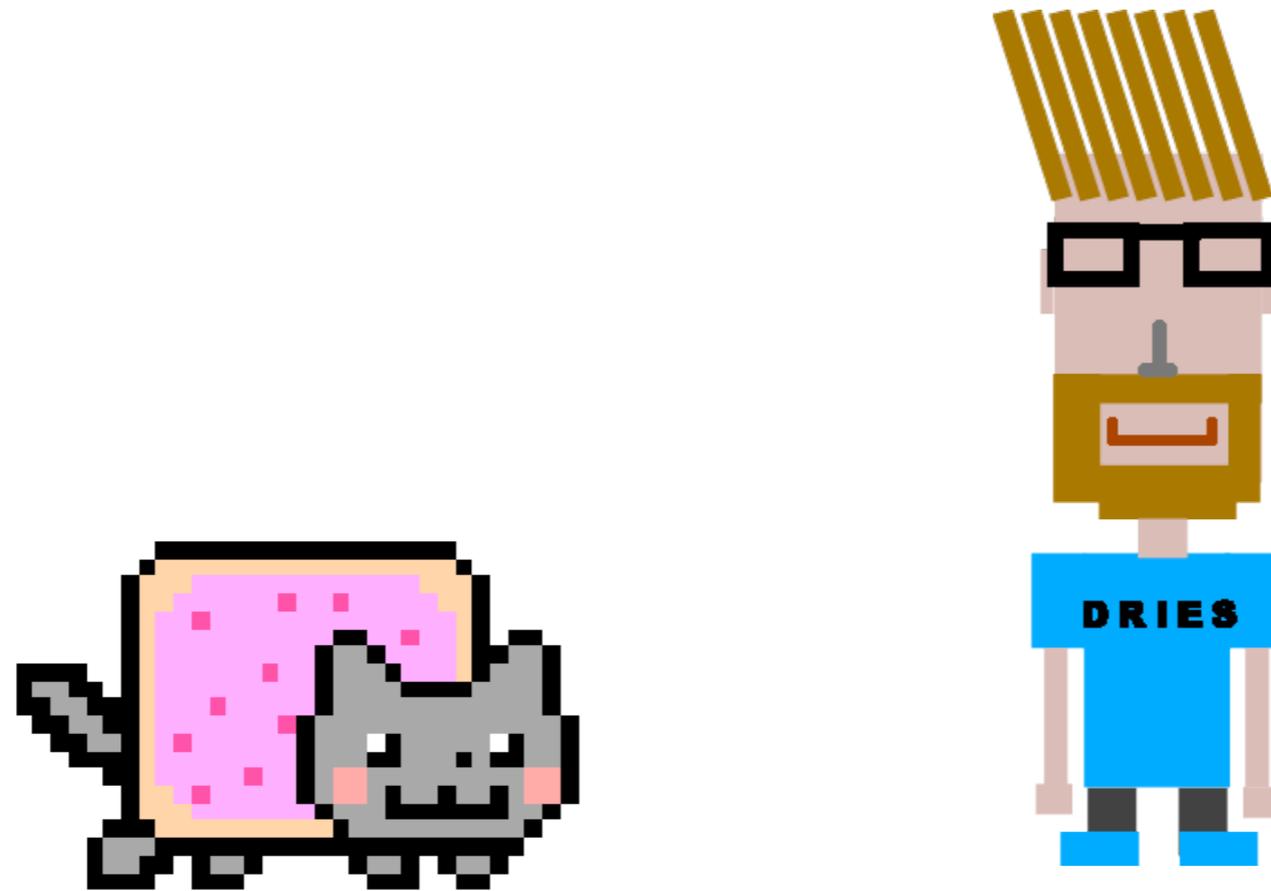
Using Drupal’s theme suggestion system and your custom registered theme hooks, Drupal loads all your files.





**Finally, the castle of Kitton!**

"I know the node is in there somewhere"



You've defeated Kitton!  
But the node is in  
another castle.

**GAME OVER**

(But wait, there's more)

# What about updates?

update.php

# The Magic System Table

It's all about the numbers. The schema column.

So what?



# What did you think?

Tweet this: **#dclsafari**

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# ***THANK YOU!***

