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BadCamp

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http://bit.ly/bad-component

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AFTER 5 YEARS, MY DREAM DRUPAL COMPONENT WORKFLOW IS FINALLY HERE!

A D8 COMPONENTS HISTORY LESSON...

Drupal 8	Twig Mapping	DC New Orleans	UI Patterns	Layout Builder	Component Blocks
Nov 19, 2015 (!!!)	???	May 2016	January 2017	Nov 2017 Experimental	July 2020
Goodbye PHP Template, hello Twig	Experimenting with the power of include/extends (and later embed) Goodbye PHP Template, hello Twig	Components module, meeting of the component minds.	Map component data in the admin UI.	Exciting new page building experience in Drupal, but how does it play with Components?	Bridging the gap between UI Patterns and Layout Builder

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OUR EXAMPLE TWIG COMPONENT

```twig
<div class="nes-container with-title is-centered">
  {% if title %}
    <p class="title">{{ title }}</p>
  {% endif %}
  {% if platform or year %}
    <div class="nes-badge is-splited">
      {% if platform %}<span class="is-dark">{{ platform }}</span>{% endif %}
      {% if year %}<span class="is-success">{{ year }}</span>{% endif %}
    </div>
  {% endif %}
  {% if image %}
    {{ image }}
  {% endif %}
  {% if body %}
    {{ body }}
  {% endif %}
  {% if link %}
    <a class="nes-btn is-primary" href={{ link }}>Press Start</a>
  {% endif %}
</div>
```
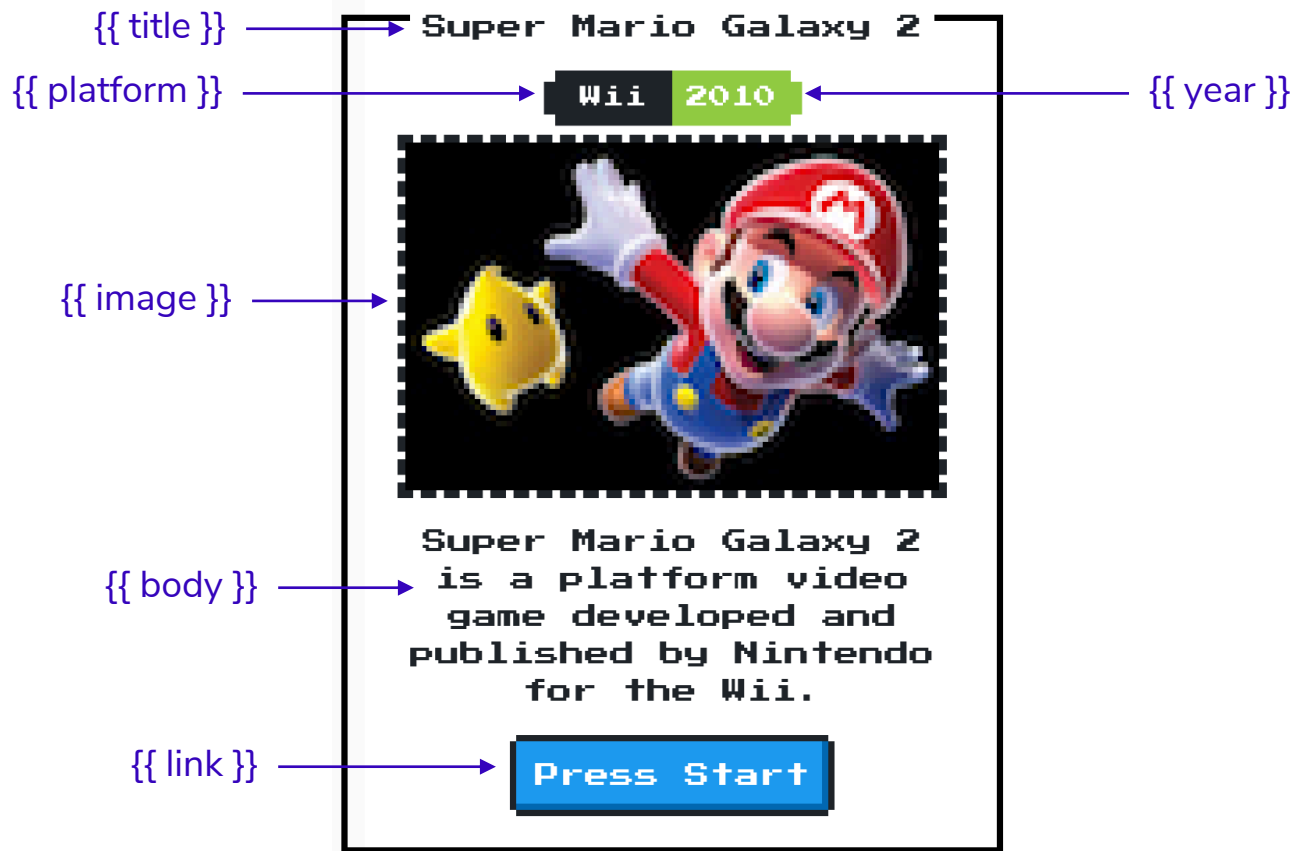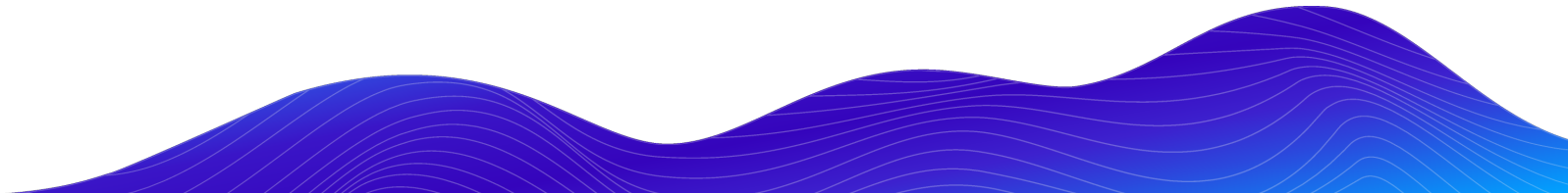
Super Mario Galaxy 2

Wii 2010

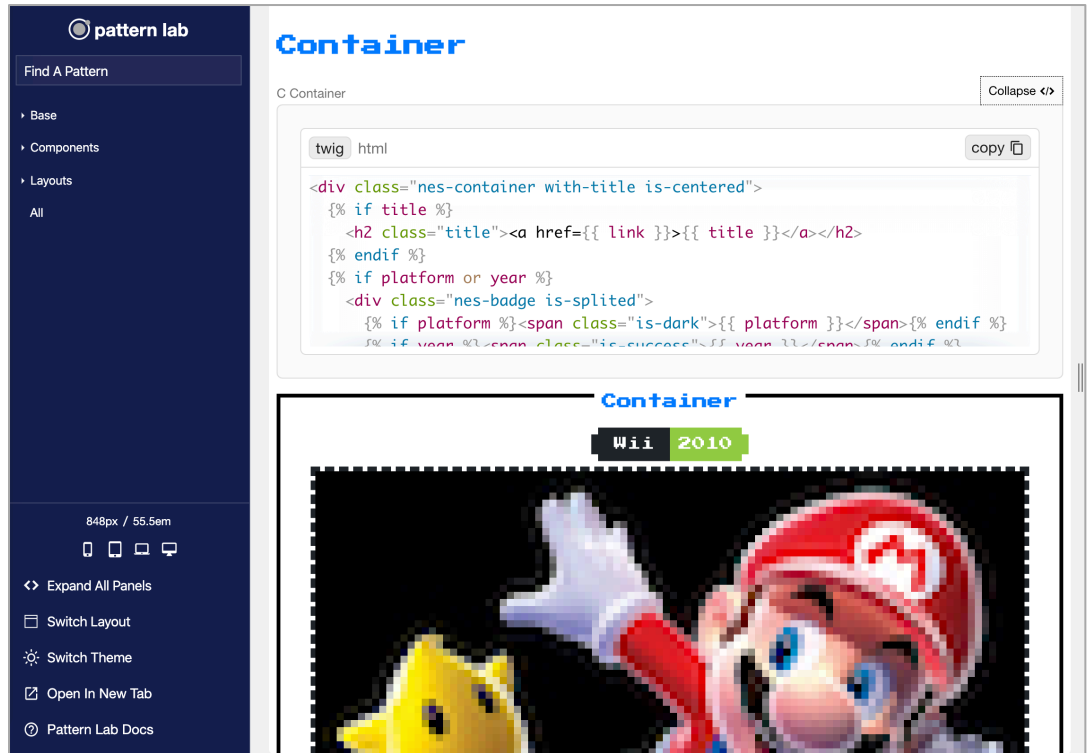Super Mario Galaxy 2 is a platform video game developed and published by Nintendo for the Wii.

Press Start

{{ title }} → Super Mario Galaxy 2

{{ platform }} → Wii 2010 ← {{ year }}

{{ image }} →

{{ body }} → Super Mario Galaxy 2 is a platform video game developed and published by Nintendo for the Wii.
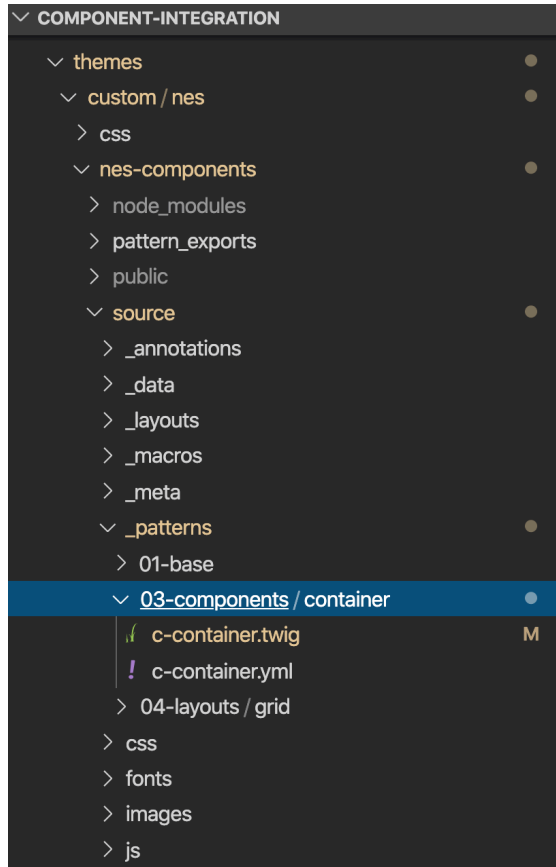
{{ link }} → Press Start

MAPPING DATA IN CODE

COMPONENT LIBRARY / PATTERN LAB

COMPONENTS MODULE

Creates Twig namespaces to access templates in non-standard locations

```yaml
component-libraries:
  components:
    paths:
      - nes-components/source/_patterns/03-components
```

INTEGRATING IN CODE

{{ label }}

{{ content.field_platform }}

{{ content.field_year }}

{{ content.field_image }}

View mode: teaser

{{ content.body }}

{{ url }}

Super Mario Galaxy 2

Wii 2010

Super Mario Galaxy 2 is a platform video game developed and published by Nintendo for the Wii.
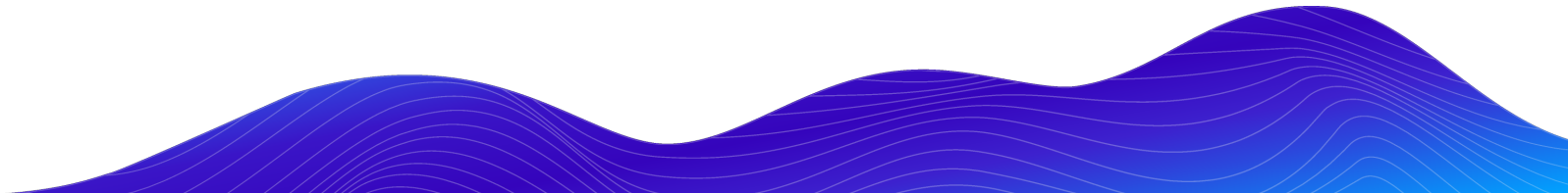
Press Start
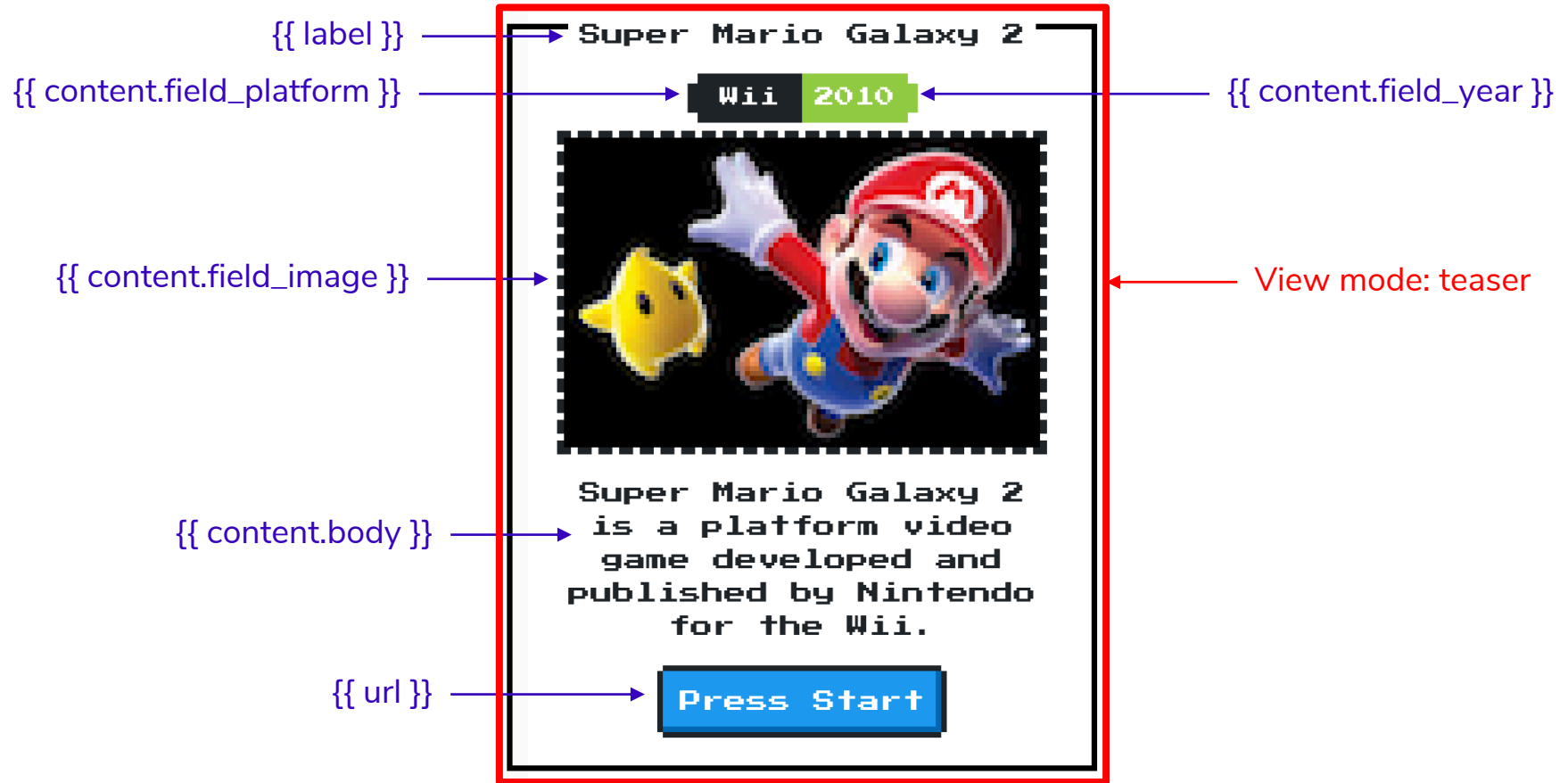
MAPPING IN TWIG PRESENTER TEMPLATE

Drupal template references template in component library

```
node--game--teaser.html.twig   web/themes/custom/nes/templates/node--game--teaser.html.twig

<article{{ attributes.addClass(classes) }}>
  {% include "@components/container/c-container.twig"
    with {
      'title': label,
      'link': url,
      'platform': content.field_platform,
      'year': content.field_year,
      'image': content.field_image,
      'body': content.body
    }
  %}
</article>
```

MAPPING DATA IN THE ADMIN UI

UI PATTERNS MODULE

Define and manage components in a way that Drupal understands

- Define UI Patterns as Drupal Plugins

- Configure data mappings in the UI

- Optional Pattern Library page exposed in Drupal

- Also allows Drupal to:

  - Preprocess patterns

  - Render patterns programmatically

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{{ title }} → Super Mario Galaxy 2

{{ platform }} → Wii 2010 ← {{ year }}

{{ image }} →

Pattern: container

{{ body }} → Super Mario Galaxy 2 is a platform video game developed and published by Nintendo for the Wii.

{{ link }} → Press Start

```yaml
container:
  label: Container
  description: A container component from NES.css
  fields:
    title:
      type: text
      label: Title
      description: Game title.
      preview: Super Mario Galaxy 2
    platform:
      type: text
      label: Platform
      description: Console or platform
      preview: Wii
    year:
      type: text
      label: Year
      description: Year of release
      preview: 2010
    image:
      type: image
      label: Image
      desciption: Box art
      preview: <img src="/themes/custom/nes/nes-components/source/images/mario.jpg"
    body:
      type: text
      label: body
      description: Body text
      preview: <p>Super Mario Galaxy 2 is a platform video game developed and publis
    link:
      type: url
      label: Link
      description: link to node
      preview: '#'
```

UI PATTERNS VIEWS

Games (Content) ☆

Displays

| Page | **+ Add** | | Edit view name/description ▼ |

Display name: Page | | View Page ▼

TITLE
Title: Games

FORMAT
Format: Unformatted list | Settings

Show: Pattern | Settings

FIELDS Add ▼
Content: Title
Content: Body
Content: Image
Content: Link to Content
Content: Platform
Content: Year

PAGE SETTINGS
Path: /games
Menu: No menu
Access: Permission | View published content
HEADER Add
FOOTER Add
NO RESULTS BEHAVIOR Add
PAGER
Use pager: Mini | Mini pager, 10 items
More link: No

▶ **ADVANCED**

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☐ Provide default field wrapper elements

If not checked, fields that are not configured to customize their HTML elements will get no wrappers at all for their field, label and fie
You can use this to quickly reduce the amount of markup the view provides by default, at the cost of making it more difficult to apply

☑ Hide empty fields

Do not display fields, labels or markup for fields that are empty.

Pattern *

Container ▾

SOURCE	PLUGIN	DESTINATION
⊕ Content: Title	Views row	Title ▾
⊕ Content: Body	Views row	body ▾
⊕ Content: Image	Views row	Image ▾
⊕ Content: Link to Content	Views row	Link ▾
⊕ Content: Platform	Views row	Platform ▾
⊕ Content: Year	Views row	Year ▾

Apply   Cancel

Super Mario Galaxy 2

Wii 2010

Super Mario Galaxy 2 is a platform video game developed and published by Nintendo for the Wii.

Press Start

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UI PATTERNS PATTERN LAB

Automatically create UI Patterns from your pattern library... really.

- End result same as previous UI Patterns Example

- No redundant ui_patterns.yml file necessary

- Some limitations

  - Requires yml or json file with pattern data

  - Requires specific approach to nested components.

UI Patterns Pattern Lab

View Version control   Automated testing

Posted by brianperry on *1 May 2018*, updated *7 May 2018*

This project is not covered by Drupal's security advisory policy.

The UI Patterns Pattern Lab module automatically discovers patterns defined in a Pattern Lab instance and makes them available to be used in Drupal as UI Patterns.

This module will recognize Pattern Lab patterns in any active module or theme's /templates directory, along with any paths defined as Twig Namespaces in your theme by the Component Libraries module. After enabling this module (which will also enable the dependencies ui_patterns and ui_patterns_library) and clearing your cache, patterns should be visible at /patterns and available to use with any of the UI Patterns integration modules.

This project would not exist without the work of Antonio De Marco who maintains the UI Patterns module and Pierre Dureau who created the UI Patterns Fractal integration that this project is based on.

LAYOUT BUILDER
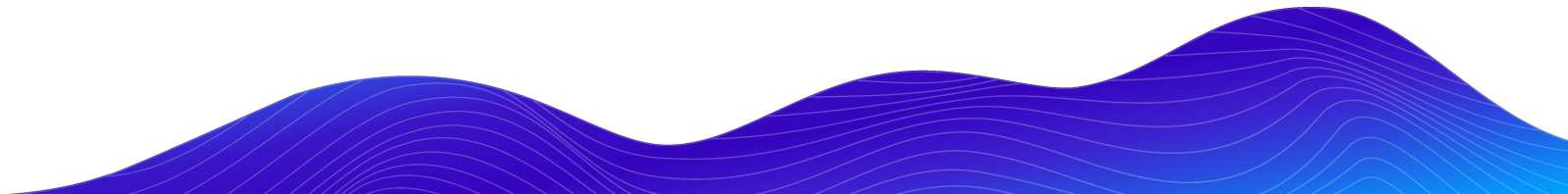
LAYOUTS

{{ region: title }}

{{ region: platform }}

{{ region: year }}

Super Mario Galaxy 2

Wii 2010

{{ region: image }}

Layout: container

{{ region: body }}

Super Mario Galaxy 2 is a platform video game developed and published by Nintendo for the Wii.

{{ region: link }}

Press Start

LAYOUTS AND LAYOUT BUILDER

```twig
<div {{ attributes.addClass('container') }}>
  <div class="nes-container with-title is-centered">
    {% if title %}
      <div {{ region_attributes.title.addClass('title-region') }}>
        <h2 class="title"><a href={{ link }}>{{ title }}</a></h2>
      </div>
    {% endif %}
    {% if platform or year %}
      <div class="nes-badge is-splited">
        {% if platform %}<span class="is-dark">{{ platform }}</span>{% endif %}
        {% if year %}<span class="is-success">{{ year }}</span>{% endif %}
      </div>
    {% endif %}
    {% if image %}
      <div {{ region_attributes.image.addClass('image-region') }}>
        {{ image }}
      </div>
    {% endif %}
    {% if body %}
      <div {{ region_attributes.body.addClass('body-region') }}>
        {{ body }}
      </div>
    {% endif %}
    {% if link %}
      <a class="nes-btn is-primary" href={{ link }}>Press Start</a>
    {% endif %}
  </div>
</div>
```

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LAYOUTS AND LAYOUT BUILDER

Add 'container' section for teaser layout

COMPONENT BLOCKS

Best of both worlds

- Recently released (stable release, but early)

- Exposes UI Patterns to Layout Builder

- Sidesteps visual layout issues

- Use any fields available to the entity, along with fixed inputs.

COMPONENT BLOCKS

To manage other areas of the page, use the block administration page.

Forms and links inside the content of the layout builder tool have been disabled.

Save layout   Discard changes

☐ Show content preview

🌐 You are editing the layout template for all Game content items.

⚠ You have unsaved changes.

+Add section

✕ Configure Container Section

+Add block

+Add section

This layout builder tool allows you to configure the layout of the main content area.

To manage other areas of the page, use the block administration page.

Forms and links inside the content of the layout builder tool have been disabled.

Save layout   Discard changes

☐ Show content preview

🌐 You are editing the layout template for all Game content items.

⚠ You have unsaved changes.

+Add section

✕ Configure Container Section

"Container" block

+Add block

✏ Configure block ✕

Block description Container with fields from Content

Title *

Container 🗏

☐ Display title

▼ Context variables

Title

Source

Title ⌄

Formatter *

Plain text ⌄

☑ Link to the Content

Platform

Source

Fixed input ⌄

Fixed value

Year

Source

To manage other areas of the page, use the block administration page.

Forms and links inside the content of the layout builder tool have been disabled.

Save layout   Discard changes

☐ Show content preview

ⓘ You are editing the layout template for all Game content items.

+Add section

✕ Configure Container Section

"Container" block

+Add block

+Add section

Year

Source
Year

Formatter *
Plain text

☐ Link to the Content

Image

Source
Image

Formatter *
Image

Image style
Pixelated

Configure Image Styles

Link image to
Nothing

Body

Source
Body

MY DREAM WORKFLOW, EVER CLOSER

Component Blocks seems like the glue

- Improve UI based component configuration process in Drupal

  - With specific focus on Layout Builder.

- Make it easier to package, distribute and use individual components

  - Track evolution of Web Components

- Evolve approaches allowing Drupal to automatically discover components

- Keep building amazing looking component based sites using Drupal

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Coming up next Saturday 2 pm

- 2pm - **Nodes of the Realm: Managing content access** with Jordan Thompson

- 2pm - **Redefining productivity during burnout** with April Sides

- 2pm - **Understanding React.js** with Mauricio Dinarte

- 2pm - 2:20pm - **Simplifying the Drupal frontend with Single File Components** with Sam Mortenson

- 2:25pm - **Building your Existing Drupal 8/9 Project with Docksal** with Sujeet Kumar Verma and Ridhima Abrol

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Coming up next
Saturday 1:45 pm

- Coffee break sponsored by **Aten** in the Expo Hall

Q&A

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