



# Introduction to Symfony2

#symfony2workshop

# Agenda

Time	
09:00	Doors Open
10:00	Introduction to Symfony Presentation (1:00 hour)
11:00	Workshop Part 1 (2:00 hour)
13:00	Lunch and Q&A (1 hour)
14:00	Workshop Part 2 (2:00 hour)
16:00	Close

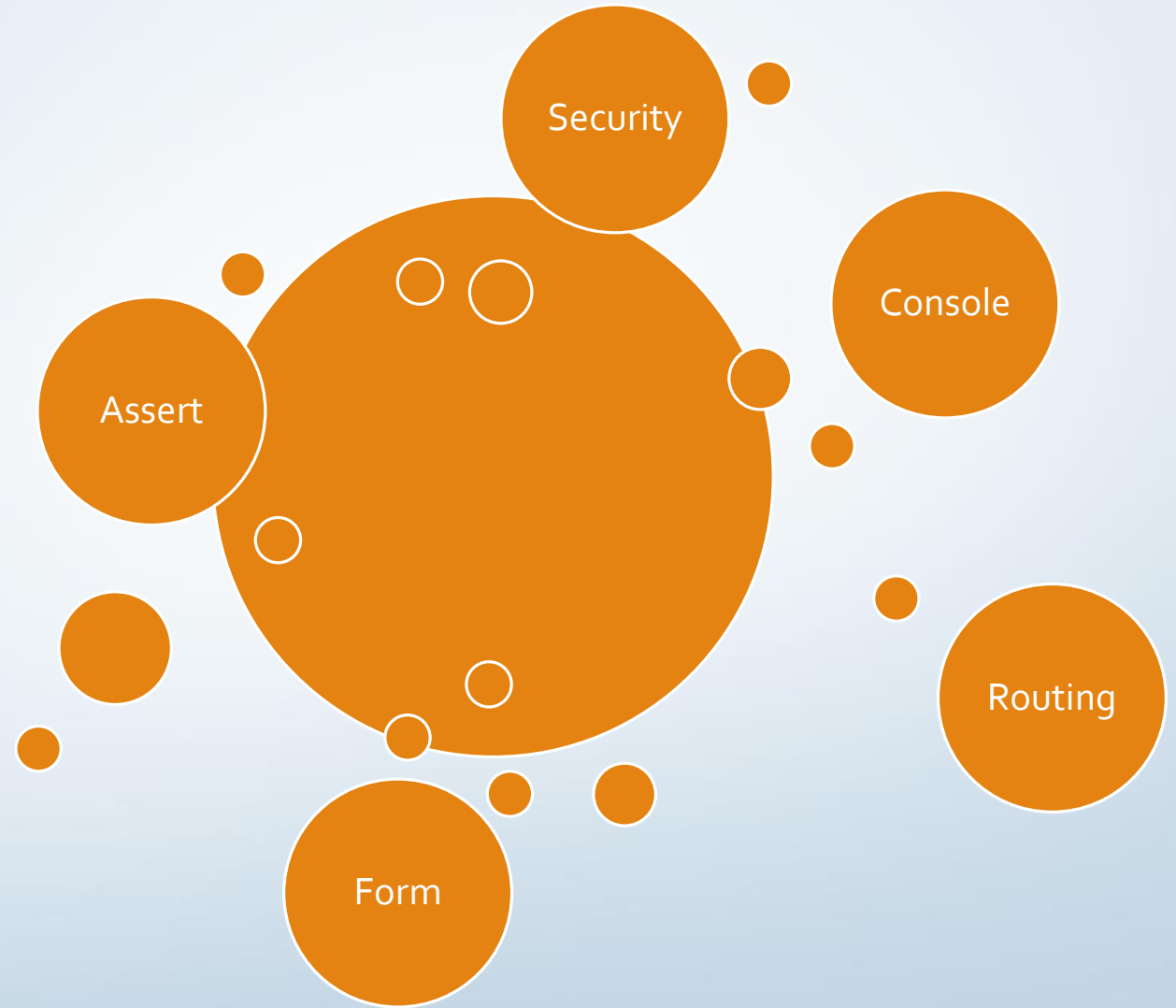


## What Symfony **is not**

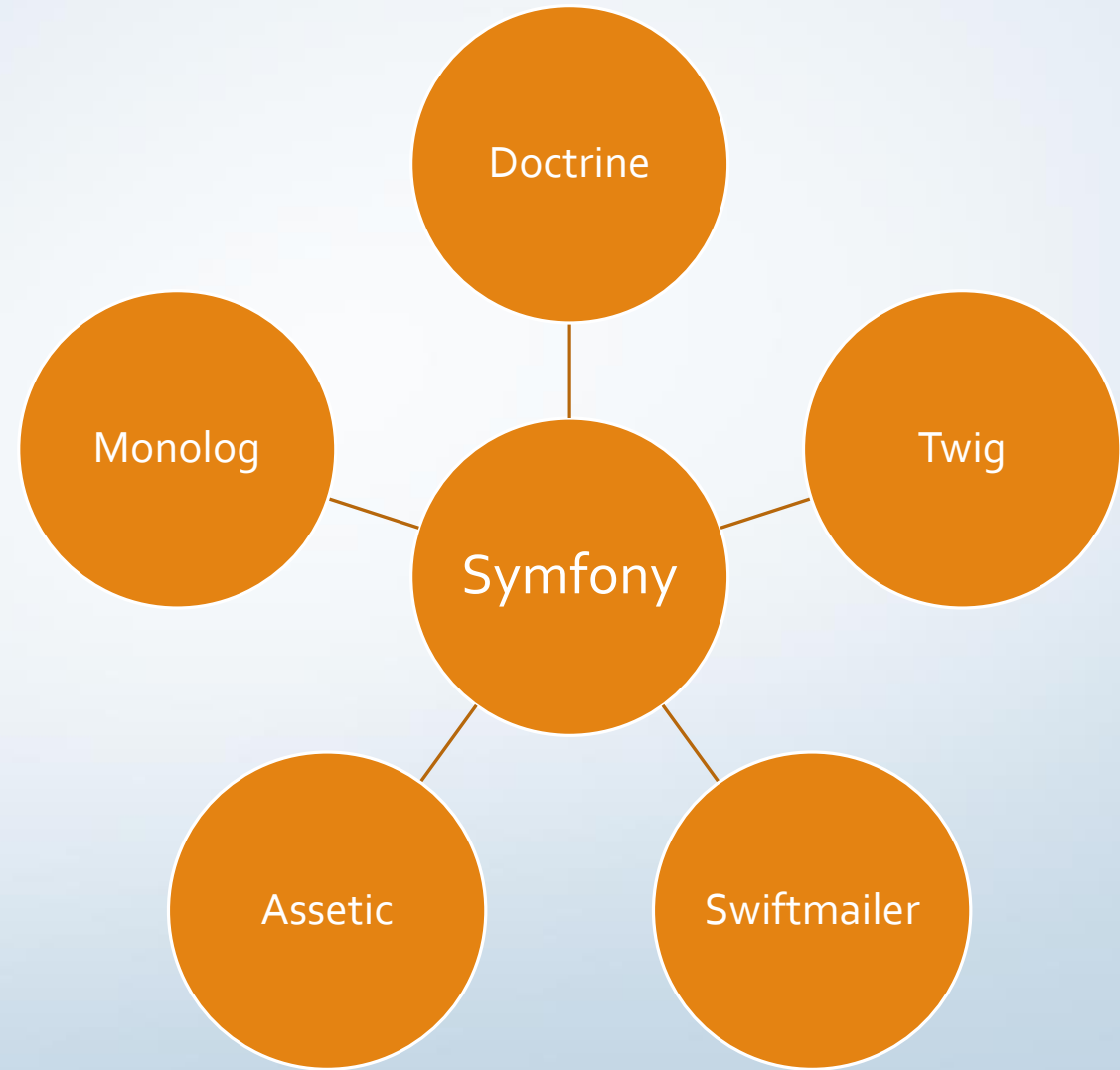
- An MVC framework
- Magic
- Written in French
- “Low Level” Code
- Only suitable for “Enterprise” applications

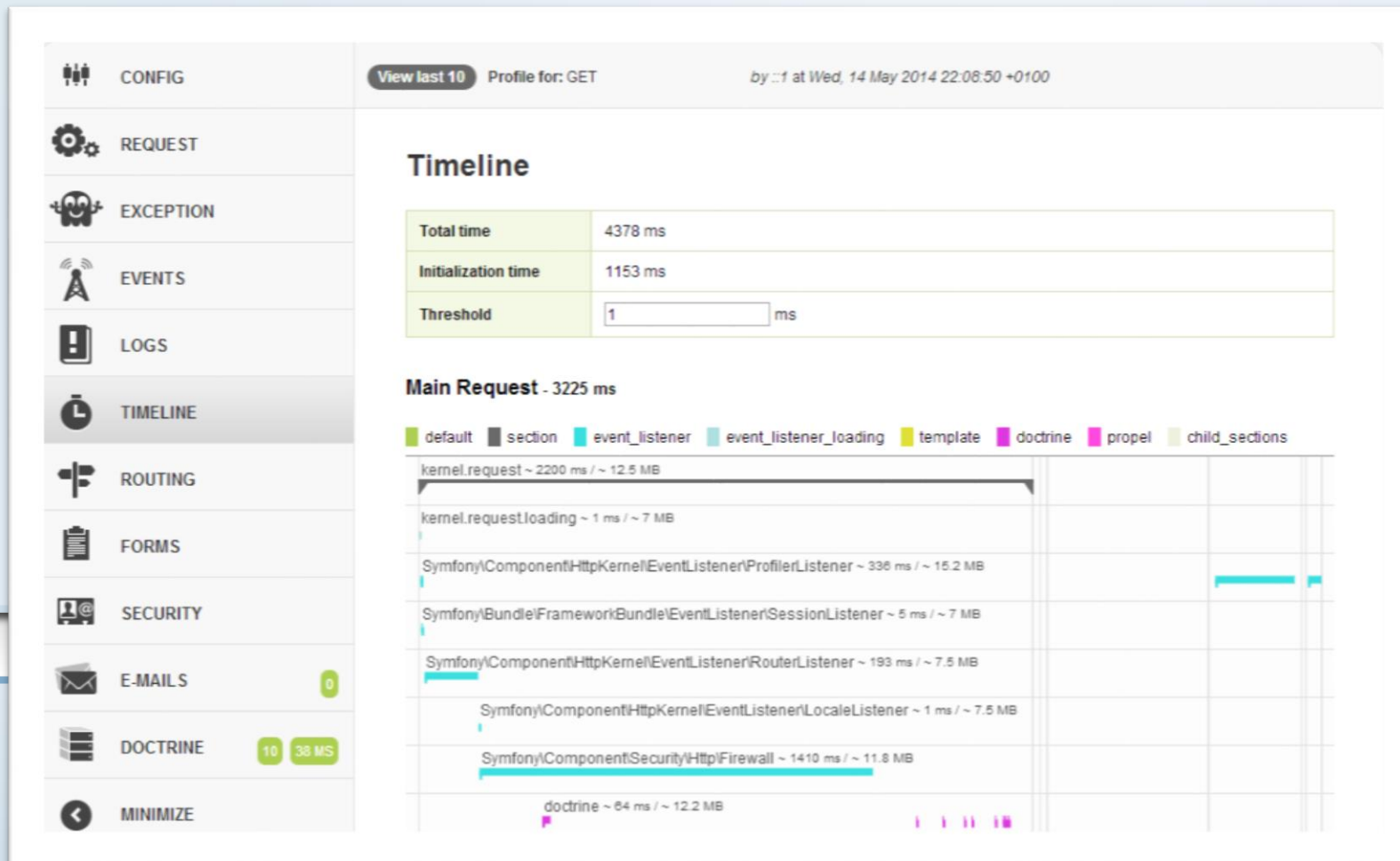
It is... a collection of pretty  
awesome **decoupled** tools  
for web app development...

25 to date



combine it with some other  
**independent** tools and you  
have a pretty epic HTTP  
framework





## The Symfony Profiler

The not-so-secret weapon on every page to inspect every element of the web app



# Symfony is also... a methodology

- Think of it to your code like an orthopaedic chair is to your back...
- Lastly it is a community... People that have adopted the methodology and genuinely think this is a positive change



# Doctrine

Pretty awesome when it works



# Doctrine

## DBAL

- PDO “like”, it abstracts the database.
- Also supports management of schema, can create, update and drop columns and tables.
- Supports: MySQL, Oracle, MSSQL, PostgreSQL, SAP Sybase SQL Anywhere, SQLite, Drizzle

## ORM

- Uses the DQL to query and manipulate the DB.
- Provides an easy to use model for your controllers and services to manipulate.
- Uses annotations on properties within your PHP model (entities) and relationships between them to create and manage your schema

# Documentation

- Available at: <http://docs.doctrine-project.org/projects/doctrine-dbal/en/latest/reference/introduction.html>
- Documentation is thorough but difficult to digest
- Caution: When Googling Doctrine related information, the results are littered with older information.

# Watch your namespaces in annotations

## Doctrine Documentation

```
/**
 * @OneToOne(targetEntity="Shipping")
 * @JoinColumn(name="shipping_id",
 *   referencedColumnName="id")
 */
private $shipping;
```

## Your Code in Symfony

```
use Doctrine\ORM\Mapping as ORM

/**
 * @ORM\OneToOne(targetEntity="Shipping")
 * @ORM\JoinColumn(name="shipping_id",
 *   referencedColumnName="id")
 */
private $shipping;
```



# Using Doctrine to update your SQL Schema

- You have already defined your entities and attached annotations to the properties
- Doctrine can keep your PHP Model and your SQL Schema in sync
- Relationships between entities have already been defined

# Entities

- To mark a PHP class as being an entity you use the `@ORM\Entity()` annotation.
- By default Doctrine will apply defaults such as setting the DB table name as the unqualified class name
- You can override this by specifying your own table name using `@ORM\Table()` annotation

```
use Doctrine\ORM\Mapping as ORM
/**
 * @ORM\Entity
 * @ORM\Table(name="address")
 */
class CustomerAddress
{
    //...
}
```

# Property Mapping

- You can specify that a PHP class property to be persisted to the database by using the `@ORM\Column` annotation.
- This annotation will assume defaults (type=string), so it's always best to override.
- All built in property types are portable across databases.
- Each property type can have specific attributes depending on the nature of the property.
- If all the built-in types do not fit your application, you can build your own.

```
use Doctrine\ORM\Mapping as ORM
/**
 * @ORM\Entity
 * @ORM\Table(name="address")
 */
class CustomerAddress
{
    /**
     * @ORM\Column(name="postcode",length="8")
     */
    private $postcode
}
```

# Available Property Types

## Types

- string: Type that maps an SQL VARCHAR to a PHP string.
- integer: Type that maps an SQL INT to a PHP integer.
- smallint: Type that maps a database SMALLINT to a PHP integer.
- bigint: Type that maps a database BIGINT to a PHP string.
- boolean: Type that maps an SQL boolean to a PHP boolean.
- decimal: Type that maps an SQL DECIMAL to a PHP double.
- date: Type that maps an SQL DATETIME to a PHP DateTime object.
- time: Type that maps an SQL TIME to a PHP DateTime object.
- datetime: Type that maps an SQL DATETIME/TIMESTAMP to a PHP DateTime object.
- text: Type that maps an SQL CLOB to a PHP string.
- object: Type that maps a SQL CLOB to a PHP object using serialize() and unserialize()
- array: Type that maps a SQL CLOB to a PHP object using serialize() and unserialize()
- float: Type that maps a SQL Float (Double Precision) to a PHP double. IMPORTANT: Works only with locale settings that use decimal points as separator.

## Arguments

- type: (optional, defaults to 'string') The mapping type to use for the column.
- name: (optional, defaults to field name) The name of the column in the database.
- length: (optional, default 255) The length of the column in the database. (Applies only if a string-valued column is used).
- unique: (optional, default FALSE) Whether the column is a unique key.
- nullable: (optional, default FALSE) Whether the database column is nullable.
- precision: (optional, default 0) The precision for a decimal (exact numeric) column. (Applies only if a decimal column is used.)
- scale: (optional, default 0) The scale for a decimal (exact numeric) column. (Applies only if a decimal column is used.)

# Associations

- Relationships can be defined between entities by using the following annotations on a property:
  - @ORM\OneToOne()
  - @ORM\OneToMany()
  - @ORM\ManyToOne()
  - @ORM\ManyToMany()
- In addition, the relationship can also be:
  - Unidirectional
  - Bi-Directional
  - Self Referencing
- Depends on whether you want both entities to be able to access the other (not always a good idea)
- Bi-Directional relationships will need an 'owning' side



# Owning Side?

Doctrine will only check the owning side of an association for changes.

## Bi-Directional One to Many/Many to One

- The inverse side has to use the mappedBy attribute of the OneToOne, OneToMany, or ManyToMany mapping declaration. The mappedBy attribute contains the name of the association-field on the owning side.
- The owning side has to use the inversedBy attribute of the OneToOne, ManyToOne, or ManyToMany mapping declaration. The inversedBy attribute contains the name of the association-field on the inverse-side.
- ManyToOne is always the owning side of a bidirectional association.
- OneToMany is always the inverse side of a bidirectional association.
- The owning side of a OneToOne association is the entity with the table containing the foreign key.

## Bi-Directional Many-to-Many

- You can pick the owning side of a many-to-many association yourself.

# Inheritance!

- If you like to use polymorphic classes in your model (we really do), then you'll love how Doctrine can persist these classes to the database either as:
  - A single super table comprising of all the columns required to cover all the child classes
  - Or as separate tables per class, each with the specific columns required for each entity.
- Doctrine will handle all the database actions such as schema updates and CRUD actions to the database.
- This is an advanced topic ... for another time.

# Getters and Setters

- All your classes will require the standard getters and setters for each property that you wish to use, e.g.:
  - `$private postcode`
  - `getPostcode()`
  - `setPostcode($postcode)`
- IDE's can automatically generate these for you, but beware when doing them on relationship properties as Symfony expects add/remove/get vs. get/set
  - `addAddress($address)`
  - `removeAddress($address)`
  - `getAddress()`
- Doctrine can automatically generate these with the console command:  
**`$ doctrine:generate:entities`**
- Although beware when using it on Polymorphic entities.

# How to Sync the Model and the Schema

## Development

- `$ doctrine:schema:update`
- It's quick and dirty
- It will create **and drop** tables **and data**
- No rollbacks, no version control
- It will only update the schema (no data modifications)
- Do not use for anything but initial development.

## Production

- `$ doctrine:migrations:diff`  
`$ doctrine:migrations:migrate`
- Can modify the data (not just the schema) using SQL commands and container aware high level logic migrations
- Version control
- Beware! It does not support transactions during a migration, if a migration fails halfway you could be left with an unstable database. Always test with a recent copy of the production DB before migrating!



# Further Reading...

- Doctrine is a very powerful tool, it is also not the most forgiving if you get things wrong.
- The documentation isn't great but if you can overcome this you can be rewarded with some serious time savings.



# Twig

Sweeter than Smarty

# Twig

- Not just for HTML
- Templates can inherit and override others
- Can be 'sandboxed'
- Supports
  - Loops,
  - Conditions
  - Filters

# Documentation

- Available at: <http://twig.sensiolabs.org/documentation>
- Easy to understand, concise



# Variables

- In a twig template you use `{{ }}` to echo a statement
- Imported objects can be accessed using the key names so if you imported `['form'=>$form]` into a template you can output `$form` by using `{{ form }}`
- If `$form` is an array you can access key/value pairs using the `'.'` syntax. `{{ form.url }}`
- If `form` was an object you could access the getter methods using the same `'.'` syntax. `{{ form.url }}` would call `$form->getUrl()` and `$form->isUrl()` on the object.

# Expressions

- You can use expressions to modify variables, twig supports a wide range of common operators
- `{{ 1 + 1 }}` = 2
- `{{ 1 and 0 }}` = false
- `{{ 11 % 7 }}` = 4
- `{{ 1 in [1, 2, 3] }}` = true
- There are countless operators and expressions, the documentation is very easy to digest and is worth a read.

# Macros

- Macros are a way of defining reusable code within a template.
- Beware at using them as a twig should only really be used at displaying data, keep business logic outside of the templates.
- We find them useful for example with disabling links (stripping the `<a></a>` tags from commands that the user does not have permission to use.

# Filters

- On any expression you can apply a filter that will take the result of an expression and output the modified result. Filters are used by the `|` syntax.
  - There are a number of built-in filters, although you can always create your own.
  - Most of the built-in filters are shortcuts to PHP functions, although it's preferable to use them in the twig templates rather than using the PHP functions in the controllers/services.
- Examples on `$form['price'] = 9.432599`
  - `{{ form.price|number_format(2) }}` = 9.43
  - `{{ form.price|abs }}` = 9
  - `{{ form.price|round(1,'ceil') }}` = 9.5

# Conditions

- Conditions work pretty much the same way in PHP, except using the twig syntax.
- Use the `{% %}` syntax to escape from the template into twig

```
{% if users|length > 0 %}  
    <p>User is logged in</p>  
{% else %}  
    <p>User is not logged in</p>  
{% endif %}
```

# Loops

- Loops again work pretty much the same way in PHP, except using the twig syntax.

```
<ul>
```

```
{% for user in users %}
```

```
<li>{{ user.username }}</li>
```

```
{% else %}
```

```
<li>No users</li>
```

```
{% endfor %}
```

```
</ul>
```

An abstract graphic in the top-left corner consisting of several parallel lines in orange and grey, creating a sense of depth and movement.

# Service container

Because life isn't always easy

# Imagine

- We have a simple logging class that logs to a text file
- Fancy new Logging as a Service website comes along
- We now want to log to this LaaS website but our log class is directly used in multiple classes and multiple projects



# Dependency injection

## Tightly coupled - bad

- Dependent upon other classes/modules
- Less flexible to change
- Cannot be shared amongst projects easily
- Changes cause a “ripple effect” because of fragile design and deeply tangled code

## Loosely coupled - good

- Remove dependencies of other classes/modules
- Flexible to change, different implementations can be substituted – e.g. logger
- Functionality can be easily shared
- Separation of concerns leads to better, more flexible design decisions
- Easier to test

# Service Container

- Acts as a registry of classes
- Loads classes based on an ID, rather than the actual class
- The class behind an ID can be substituted for other classes with enhanced or different functionality
- Injects the dependencies for each class directly, meaning the calling class doesn't have to pass them in itself.
- Classes are no longer tightly coupled