Creating content types and workflow with ArchGenXML

http://zestsoftware.nl/



Started by a lazy Austrian prince



ArchGenXML

- Generates Plone products from a UML model
- Limited support for pure python



Handy for what?

"Bookkeeping" code

Content types

Workflow





Bookkeeping code

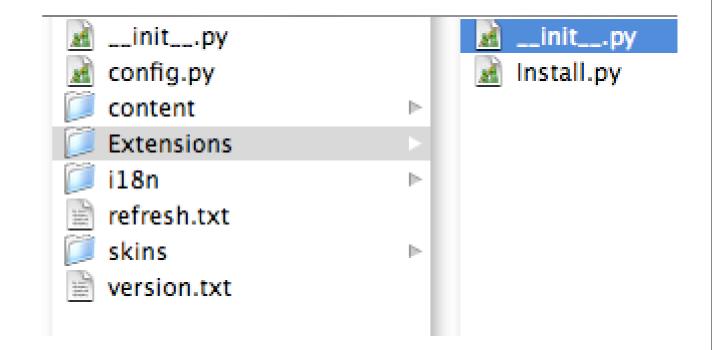
- You get most done for you for free
- Remember: we're lazy!
- Quick start, gets you over the initial hurdle as a first-time developer





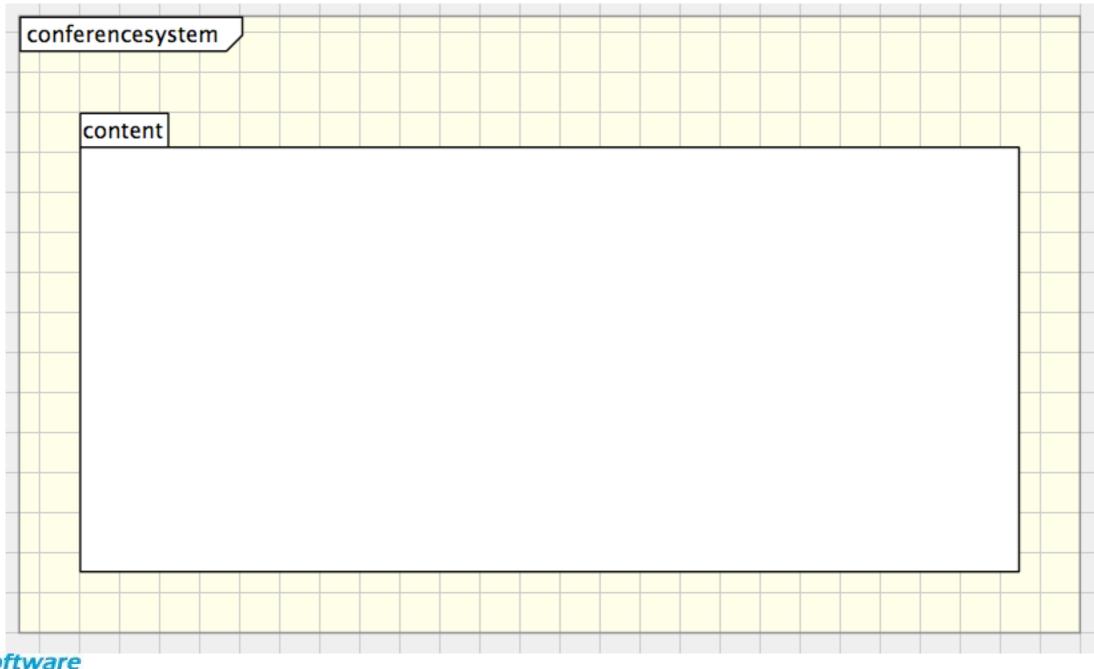
What you get

- Initializing your content types
- Skin directory registration
- Quickinstaller
- i18n basic stuff
- More time to enjoy a good glass of wine





UML starting point



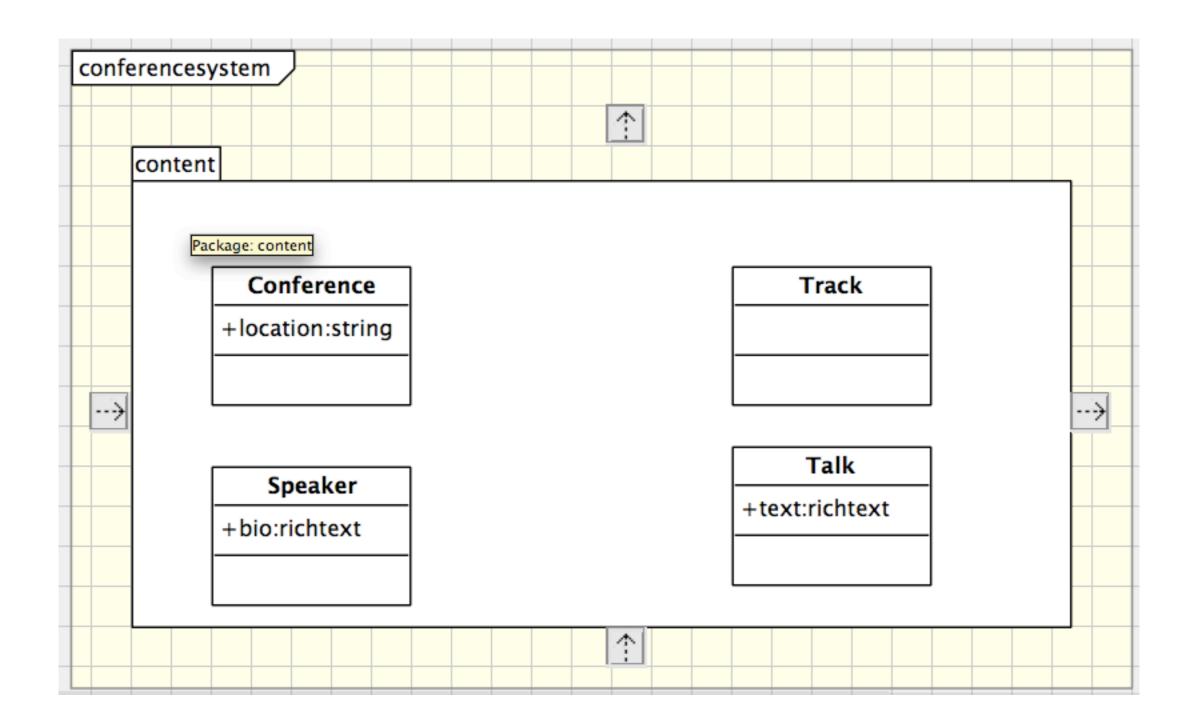


Content types

- Let's build a conference system
 - Conference
 - Track
 - Speaker
 - Talk



UML classes



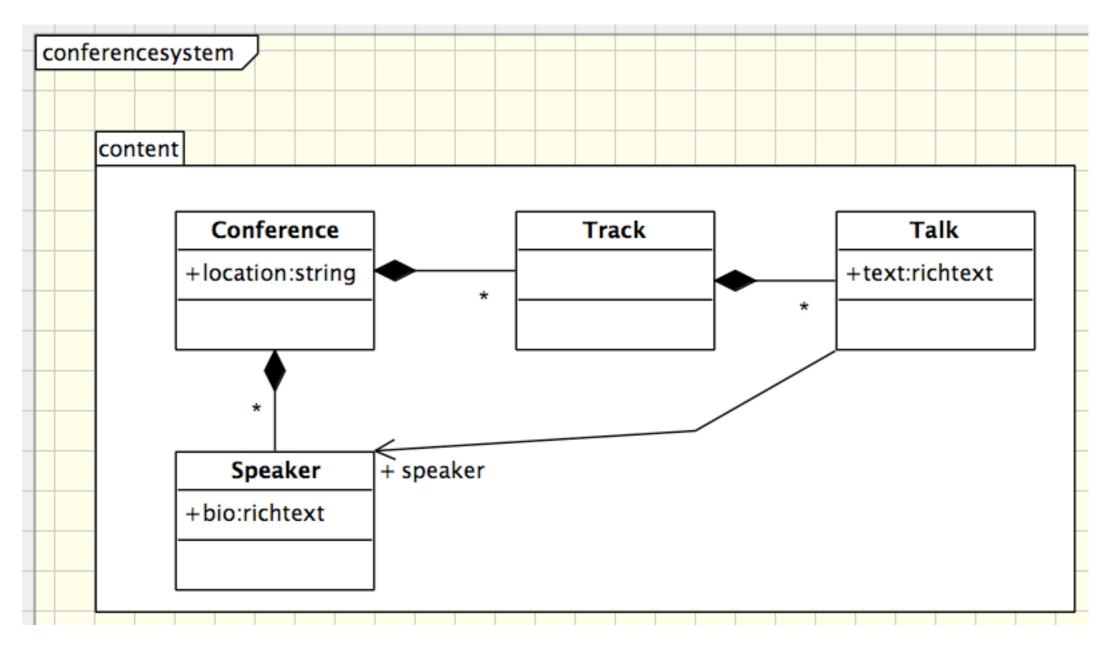


Classes

- Classes are turned into content types
- Attributes end up as archetype schema items
- Methods end up as... methods
- You can relax, the magic incantations are done for you

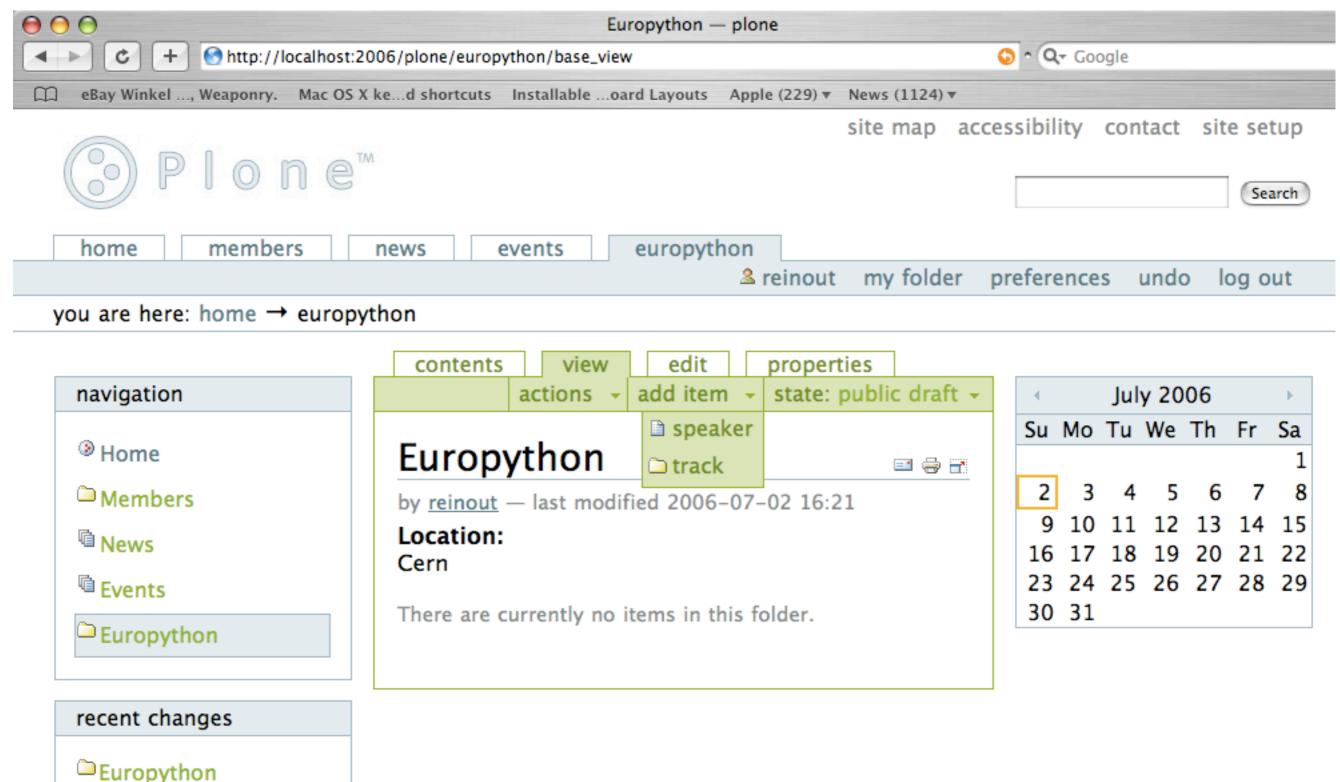


Relations between the classes





Results so far



2006-07-02

Workflow

- Workflow consists of states, transitions and permissions
- Looking at it in the ZMI is pretty hard
- You (and especially your customer) needs a picture
- Why not start with one?



Workflow in the ZMI

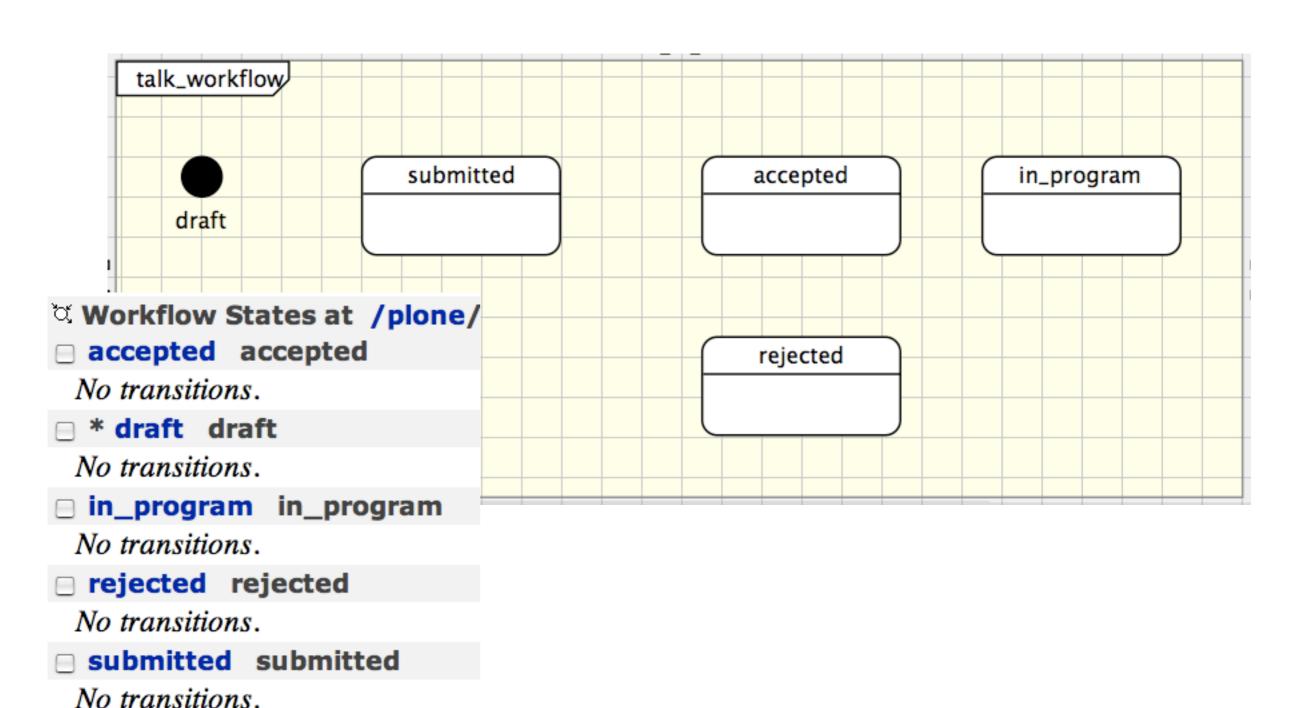
Properties | States | Transitions | Variables | Worklists | Scripts Workflow Transitions at /plone/portal_workflow/plone_workflow/transitions hide Member makes content private Destination state: private Trigger: User action Requires role: Owner Adds to actions box: Make private publish Reviewer publishes content Destination state: published Trigger: User action Requires permission: Review portal content Adds to actions box: Publish reject Reviewer rejects submission Destination state: visible Trigger: User action Requires permission: Review portal content Adds to actions box: Reject retract Member retracts submission

Destination state: visible

Trigger: User action

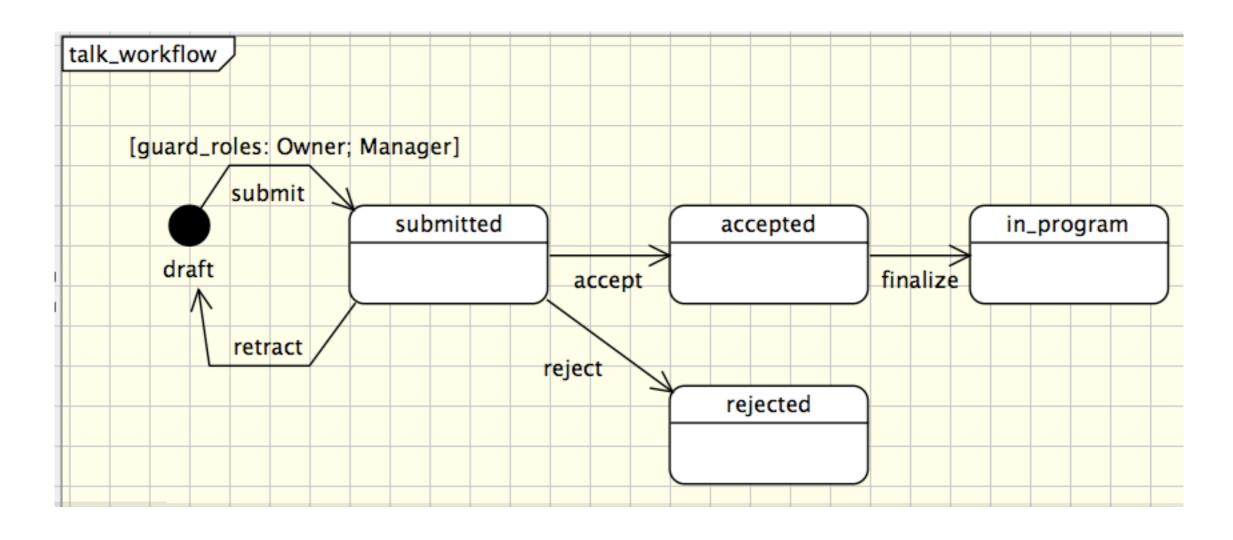


State diagram for "Talk"





Adding transitions





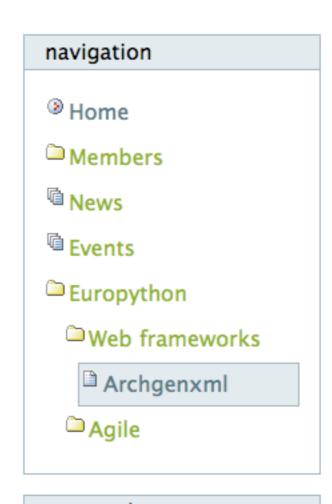
Workflow result

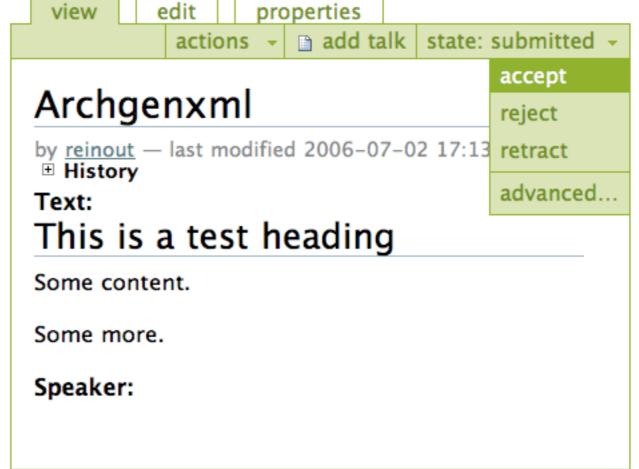


home members news events europython

2 reinout my folder p

you are here: home → europython → web frameworks → archgenxml





SILE IIIAP ALLE

recent changes



Didn't mention this yet:

- You can set the permissions attached to a state
- You can add workflow scripts (that are called when a particular transition is triggered)



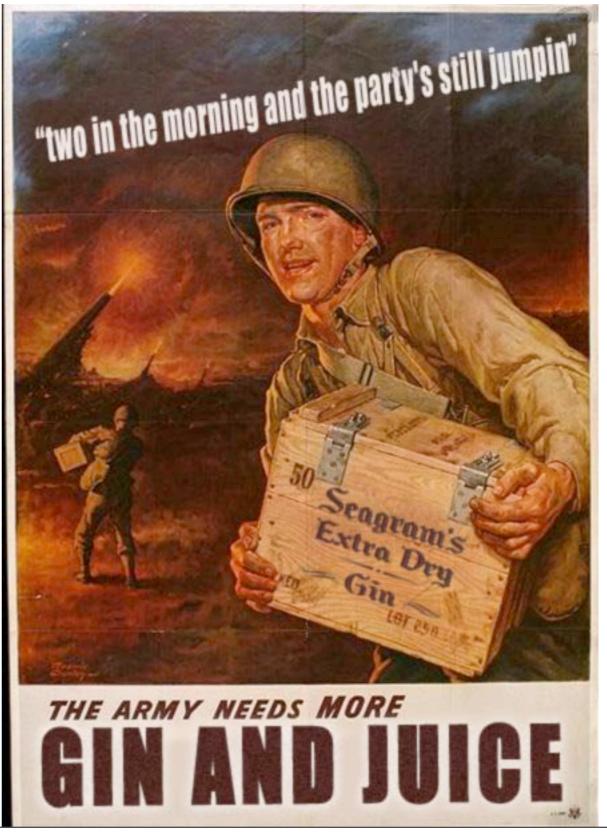
Adaptation of generated code

- Not everything can be generated
- Some things can, but are impractical
- Small tweaks
- The actual methods



Methods

- Methods in your classes are preserved
- Period
- Methods unknown to ArchGenXML get sorted to the end of the file





Tweaks

```
from AccessControl import ClassSecurityInfo
from Products.Archetypes.atapi import *
from Products.conferencesystem.config import *
##code-section module-header
#fill in your manual code here
```

```
schema = Schema((
```

##/code-section module-header

Installation/config

- Common config stuff is in config.py
- All your heart's desire can be poured into AppConfig.py
- Same with Extensions/Install.py and Extensions/Applnstall.py

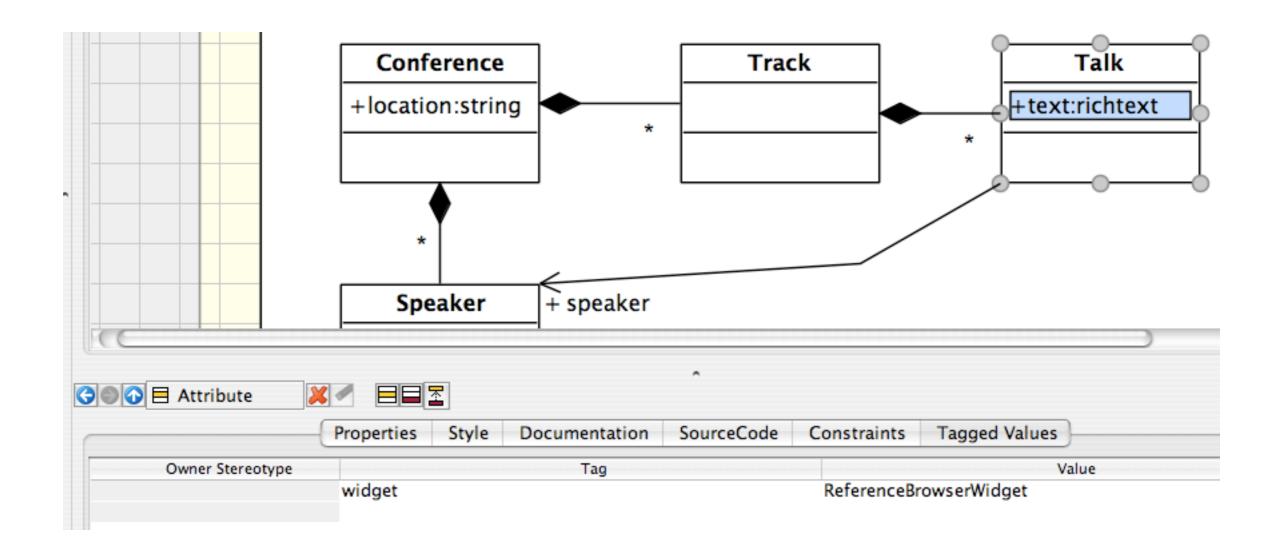


Tagged values (TGVs)

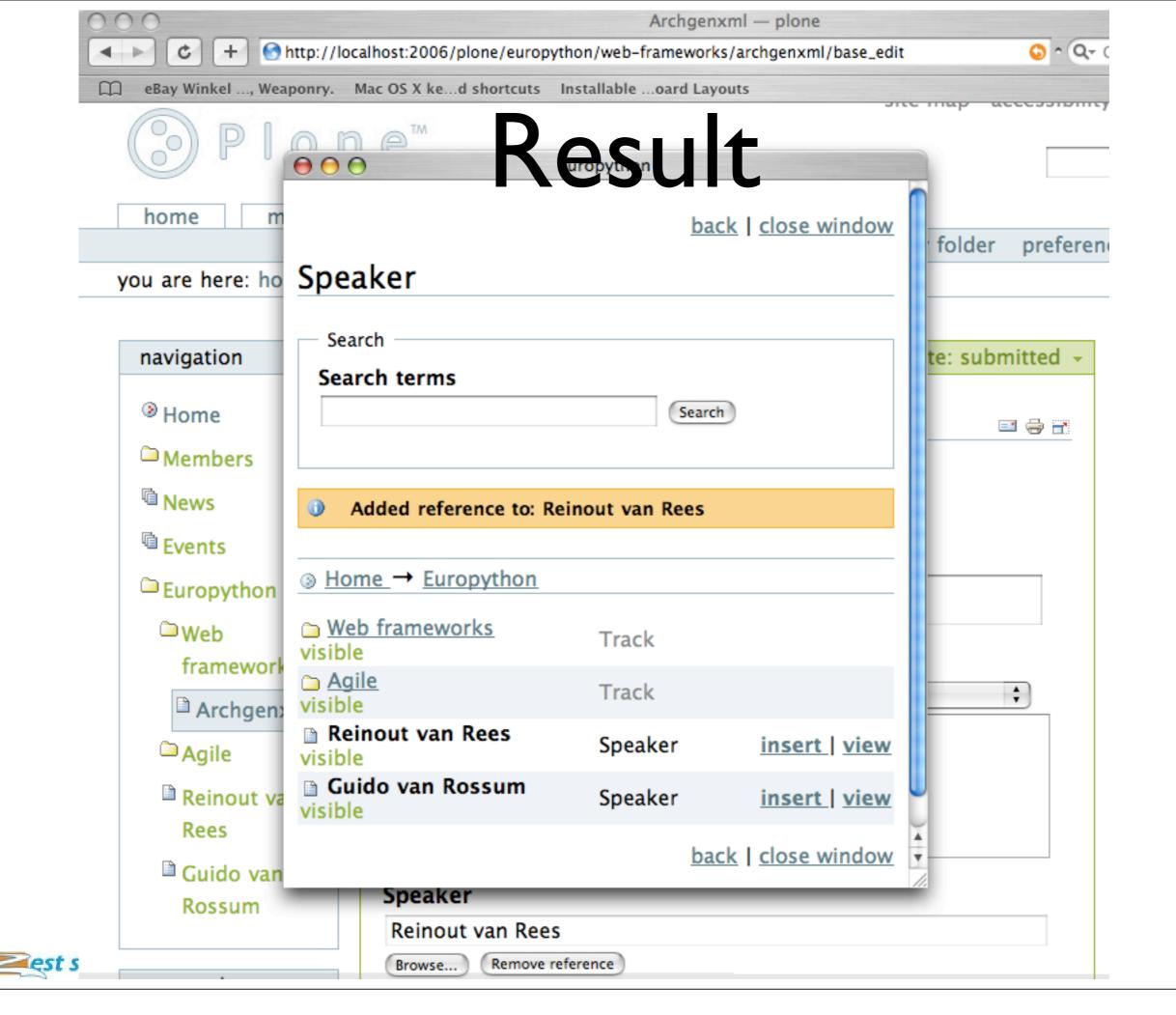
- Little tweak paradise
- Different widget on a field?
- Extra import line?
- Non-default label, accessor, view?
- Config options (yes/no \$Id\$ in your source file, for instance)



TGV: changing a widget







ArchGenXML makes you lazy

- Lazy is good, more time for interesting stuff
- Handy for beginners: gets you started, gets you over the initial hurdle, FAST
- Handy for experienced developers: still
 FAST and by now you've learned to be lazy
- (Don't when you want to hand-tweak everything or with many devs+branches)

