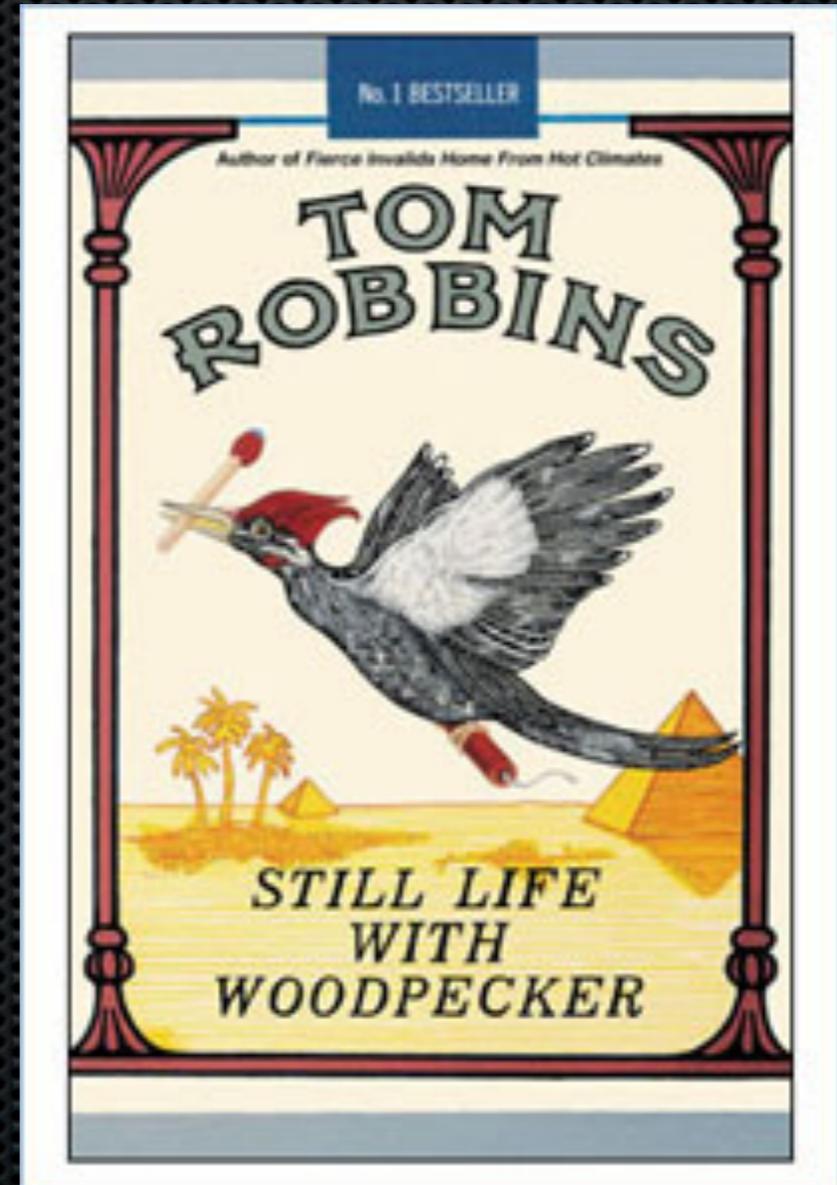


Developing with Plone

Best Practices

(a.k.a. Still Life with Plone)

A romance
full of
surprises...
...and then some.



Falling in Love

(is hard on the knees)

- ✦ Plone is...
 - ✦ Sexy
 - ✦ Misterious
 - ✦ A Real Shaker™
- ✦ Plone isn't...
 - ✦ The solution to all problems
 - ✦ Easy to learn
 - ✦ Trivial to deploy

Common Development Practices

- ✦ Revision Control
- ✦ Internationalization
- ✦ Development on the file system
- ✦ Separation of content and presentation
- ✦ Testing

Advanced Development Practices

- ✦ UML-based modeling (AGX)
- ✦ Component-based development (Zope 3)
- ✦ Wizard-like skeleton creation (Paster)
- ✦ Cache like a pro (YSlow)

...and then some.

- ✦ Deployment is initially complex for small projects
- ✦ ...and insanely complex for larger ones

Dependency. Explained.

- ✦ Plone was historically monolithic
- ✦ Later, it just had to be exploded.
- ✦ Package management at the project level
- ✦ Development vs. Production
- ✦ Single Developer vs. Distributed Team

If they throw eggs at you...

... make an omelette and then:

1. throw it back?
2. eat it for free?
3. ...
4. sell it? (profit!)

Your recipe, here.

- ✦ Enters 'buildout'.
- ✦ Another great contribution from the Zope Community
- ✦ Based on the concept of 'scriptable recipes'
- ✦ Automating common deployment tasks

Mix and match.

- ✦ 'buildout' is extensible and simple to extend
- ✦ Repeatability is the key
- ✦ There are many cool existing recipes
- ✦ But you are welcome and encouraged to contribute
- ✦ Sharing is what Free Software should be about

Avoid rotten eggs.

- ✦ 'buildout' provides simple version pinning
- ✦ You can control upgrades
- ✦ Keep your eggs in 'a' basket
(buildout-cache and offline mode)
- ✦ Stay on the safe side
- ✦ External caching might help too

Learn more...

<http://plone.org/documentation/tutorial/buildout>

<http://plone.org/documentation/how-to/use-paster>

<http://plone.org/documentation/tutorial/best-practices>

<http://www.archive.org/details/plone2006-top-20-pitfalls>

<http://maurits.vanrees.org/weblog/archive/2008/01/easily-creating-repeatable-buildouts>

...and then some. :)

<http://plone.org/documentation/manual/plone-developer-reference>

<http://plone.org/documentation/tutorial/releasing-a-plone-product>

<http://plone.org/documentation/tutorial/embrace-and-extend-the-zope-3-way>

<http://plone.org/documentation/how-to/extending-zopeskel-with-your-own-templates>

<http://plone.org/events/regional/plone-symposium-2008/buildout-and-virtualenv-a-repeatable-solution-for-plone>

Contact us.

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