Magento

Programming & development

Course Curriculum

Basic + Intermediate + Advanced – 60 Hours

Magento

Module 1: PHP Basics

Module Goals: In this part we will revise our PHP skills and we will learn how to configure PHP based website in production.

Topics

Revising PHP Basics
Constants
Namespaces
Extensions
Config
What is LAMP, WAMP?
Configuring PHP and MySql
Implementing Apache Tomcat
Functions
Arguments
Variable Scope
Forms - Handling
Validation

Module 2: Magento Basics

Module Goals: After completing this session you will have a clear understanding of what is OOPs and MVC Architecture in Magento. We will also learn the naming convention of files in this framework.

Topics

What is Magento?
OOP and MVC concepts
Magento Architecture
Magento directory structure
Naming conventions
Namespaces
Module structure
Configuration XML

Class overrides
Event observer
Request Flow
Application initialization
Front controller
URL rewrites
Request routing
Modules initialization
Design and layout initialization
Structure of block templates

Module 3: Rendering

Module Goals: In this part we will learn how to work with templates and CMS directives. We will also learn how to work with a database in Magento framework.

Topics

Template structure
Blocks
Design layout SML schema
CMS content directives
Write, install and upgrade scripts using set up resources
Working with Database in Magento
Models resource and collections
Magento Object Relational Mapping

Module 4:Entity-Attribute-Value model

Module Goals: After completing this session you will be able to understand different model concepts and how to do configuration of files in Magento.

Topics

Model concepts
EAV entity
Common structure/architecture
Form and Grid Widgets
ACL (permissions)
System configuration XML and configuration scope
Enabling and configuring extensions

Load and Save
Attributes management
AdminHTML

Module 5: Flow

Module Goals: In this part we will dig deeper in the Magento framework to understand advanced topics like Rendering, Themes, Skins etc.

Topics
Code Pools
Initial XML File and Main XML File
Defining and creating Controllers
Module Skeleton
Add Method
Define layout update file
Layout Implementation
Creating and defining blocks
Templates
Skins
Themes
Rendering

Module 6: Resource Model

Module Goals: After completing this session you will be able to understand what are observers, how explore and resource model works.

Topics

Create the Layout Update File
Create a Template for the Frontend
Register the Observer
Create the Observer
Explore Model and Resource Model
Defining and creating the Setup Script
Define and creating Model and the Resource Model Display Comments Collection
Create a Collection
Display Single Comment
Explore Collections

Module 7: Project Discussion

Module Goals: This module covers a detailed description of real ecommerce website with complete scope of project including payment integration.

Topics

Project description
Project Architecture
Database details
User interface
Admin interface
External Modules or Extension
Development of Extension Module