



Magento™
Open Source eCommerce

Magento

Programming & development
Course Curriculum

Basic + Intermediate – 30 Hours



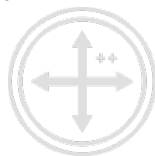
Magento

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



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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

