
Syllus Training



2 days (14hours)



Up to 8 participants

Contact :
hello@knplabs.com

Training goal

Get to know Sylius components for your e-commerce apps in Symfony.

Detailed contents

- The training is regularly updated to be consistent with the latest Sylius evolutions.
- The training material is a web application project developed by each participant. Hands on work takes place throughout the training.
- The emphasis is on **good practices**.

Program

- 1. Quick history of Sylius**
- 2. Sylius architecture**
 - Bundle / Component
 - Main Bundle (Core / Admin / Shop / API)
 - Essential 3rd party library
- 3. Sylius configuration**
- 4. Sylius core: SyliusResourceBundle**
 - Introduction
 - Configuration
 - Manage entities via SyliusResource
 - How to use services
- 5. Adding SyliusGridBundle**
 - Introduction
 - Implementation
 - Sorting
 - Filters
- 6. WinzouStateBundle**
 - How to add a workflow
 - Transitions
 - How to use events
- 7. SyliusMailer**
 - How to install SyliusMailer
 - How to use Sylius events
- 8. Sylius backoffice**
 - How to add and modify a page
 - How to update the menu
- 9. How to modify Sylius' behavior**
 - How to modify products
 - How to add a discount
 - How to modify the checkout process
 - How to modify templates
- 10. Bonus content**

Prerequisites

To obtain the best learning experience, the participants must have some professional experience in the following:

- PHP5 object oriented development
- Using a relational database
- **Mastering Symfony 3** (knowledge of Symfony 4 is a plus)

To be able to perform all the practical exercises throughout the training, participants must have a computer with

admin rights and the following LAMP environment preferably including the following:

- Unrestricted internet access.
- A good PHP code editor (sublime text, php storm ...)
- A UNIX shell
- PHP 7.1 \leq installed (as recent a version as possible)
- Git installed (useful for composer dependencies)
- docker & docker-compose supporting schema version 3

It is recommended for the participants to use a text editor they are comfortable with, so that they can focus on the training.

If the training is held in the Client's premises, we require for the Client to provide a separate **room** for the training to take place, big enough to accommodate all participants and the trainer, for the whole duration of the training. A video **projector** or wide screen TV must be provided so that the participants can see the trainer's laptop computer screen. A paperboard or whiteboard, and Internet access would be appreciated.

Provided learning material

The training will give out training material in digital format at the end of the training.

During this 2 day training, participants will create a web application versioned step by step. The trainer will also give out his application at the end of the training. Each participant is advised to keep on their PC the training project they wrote with the trainer, since this code can later be used as technical basis for other projects.