

Re: Modular PHP

Source: <http://coding.derkeiler.com/Archive/PHP/comp.lang.php/2004-03/1386.html>

From: Terence (tk.lists_at_fastmail.fm)

Date: 03/16/04

Date: Tue, 16 Mar 2004 16:12:19 +1100

Hayden Kirk wrote:

> *What im finding hard is the API*
>
> *Im use to Windows C++ Programming with API, this is much harded to do in*
> *PHP. How can I catch an event in PHP. Is there a way, like, if someone*
> *executes a function a module can pick that up and see what is happening,*
> *like in Windows?*
>
> *I have a basic outline of how I want to do this, but ill save you the time.*
> *I just can't get my head around making modules interact with my system that*
> *im going to design. I hope you get what I mean?*
>
> *Say if I print an invoice, I have an invoice module that someone else has*
> *created, can this pickup on that event?*
>
> *Thanks in advanced.*
>

I'm doing some work on an opensource PHP framework which supports the modularity you are speaking of. I haven't release the event-handling component yet but if you are still interested, send me an email and I will send you the source.

Everything is done with XML, so you will want to be familiar with XSLT to use the framework (I detest proprietary templating systems).

Basically it listens for certain post(or other hash) variables that you declare (these are the events) in an XML file which looks like so.

```
<?xml version="1.0" encoding="UTF-8"?>
<xao:RequestMap
xao:xmlns="http://xao-php.sourceforge.net/schema/xao\_1-0.xsd">

  <xao:RequestSet ReqName="GameTasks">
    <xao:Request ReqValue="rounds" Handler="Handle_GT_rounds" />
    <xao:Request ReqValue="edit" Handler="Handle_GT_edit" />
    <xao:Request ReqValue="close" Handler="Handle_GT_close" />
```

comp.lang.php: Re: Modular PHP

<xao:Request ReqValue="players" Handler="Handle_GT_players" /