Study projects: overview

The ten graded study projects for learners - what each one builds with real Exponential features (content classes, site structure, template overrides, layouts, languages, search, the REST API, extensions, roles and a…

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The study projects turn reading into working results. Each one builds something small but real on your study installation, uses only features the help documents, and ends with a set of things to hand in and a grading rubric. Do them alone, in a study group, or as assignments from a teacher.

> **Note**
>
> These projects and their grades are practice for you, your study group or your teacher. They are not an official certification and are not issued or endorsed by 7x or the Exponential Foundation; official certifications are planned but not available yet (Certifications and certificates).

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The ten projects

#	Project	Level	Time	Main features
1	A content class of your own	Beginner	2 h	Content classes, attributes, datatypes
2	A small site structure	Beginner	3 h	Folders, articles, media, versions, trash
3	A template override	Intermediate	3 h	Designs, override rules, the template language
4	A page with layouts	Beginner	2 h	Exponential Layouts: layouts, zones, blocks, mappings
5	A multilingual site	Intermediate	3 h	Content languages, translations, `SiteLanguageList`
6	Search that finds the right things	Intermediate	2 h	Searchable attributes, the search index
7	Reading content over the REST API	Intermediate	3 h	`ezprestapi`, personal API keys, curl

#	Project	Level	Time	Main features
8	Your first extension	Intermediate	4 h	Extensions, modules, views, templates
9	Roles for a restricted editor	Intermediate	2 h	Users, groups, roles, policies, limitations
10	Capstone: a complete small site	Advanced	2 to 4 days	All of the above

Times are for a learner who has finished the steps of the matching learning path. Which projects belong to which path is in Choosing a learning path.

How every project is built

Each project page has the same parts:

Part	What it gives you
At a glance	Level, time, prerequisites and the learning path
Goal	What you will have at the end
Before you start	What to read and prepare
Tasks	Numbered tasks, each with what you should see
Hand in	The list of things to deliver
Rubric	How the work is graded
Stretch goals	Optional extras for a higher mark or for fun

What you hand in

Unless a project says otherwise:

1. **A short report** (one or two pages, Markdown is fine): what you built, the pages you used, the problems you met and how you solved them. Your study journal is the raw material.
2. **Screenshots** of the result, with no passwords, keys or personal data on screen.
3. **Files you wrote** (templates, settings, PHP, scripts), in a Git repository of your own (Using Git as a student). Never commit `settings/override/`, passwords or keys.
4. **The release** you worked on (the first line of `php bin/php/console --version`).

How projects are graded

Every project uses the same four criteria, scored 0 to 3, plus project-specific checks. The full method is on Grading your own work.

Criterion	Asks
It works	Does the result do what the goal says, on the release named?
It is built the documented way	Overrides instead of edited core files, settings in the right place, roles instead of shared accounts
It is safe	Escaped output, no secrets in files, only invented data, access control where needed

Criterion	Asks
It is explained	Can a reader follow the report and repeat the work?

Rules for every project

- Work on a **study installation**, never on a live site or a site with real data.
- Use **invented content** and test addresses at `example.invalid`.
- **Cite the pages** you used, by title and link.
- Do not copy another learner's work. Helping each other is fine; say who helped.
- If a step on a help page is wrong, report it (Improving the help as a student). That counts in your favor.

Projects and the trainers' assessments

The trainers have their own assessments: written tests, practical tasks with rubrics and capstones, written for courses they teach (Assessments and practical exercises). The study projects here are written for self study and cover similar ground. If you take a course, your trainer's assessment counts for that course; the projects are good preparation for it (Taking a course with a trainer).

Related pages

- Grading your own work
- Building a portfolio
- Student checklists
- Free documentation: this page is free to copy, translate and improve under the GNU FDL 1.3.

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