



Why Drupal?

It's a powerful, extendable and open source content management system, designed to get things done without needing to code. Drupal is a good choice for mid-to-large-size web projects. If you only need a blog, use Wordpress. If you need to use custom content types, you'll appreciate Drupal's flexibility.

Getting Started

You'll need a local web server to run Drupal on your computer: [MAMP](#) for Mac, [WampServer](#) for PC. The installation process is [very well documented](#) on the Drupal website.

Modules

Drupal is like a modern web browser: much more powerful with extensions, called [modules](#). The top 5 you'll want to start with:

1. [Views](#) — control how your nodes are viewed
2. [Token](#) — provides an API for variables in node content
3. [Panels](#) — easily assemble custom layouts
4. [Media](#) — image and video content for nodes
5. [Entity Reference](#) — allows linking between nodes

Nodes

Nodes are what make Drupal powerful. A node is a unit of content, which can be anything: a blog post, a user, a page, an event, a line of text.

Theming

Drupal's powerful theme engine allows you to override any part of the way content is displayed. You can control every aspect of the look with CSS, and if that isn't enough you can write your own templates in PHP.

Example

We're going to create a site for the 2012 European football championships.

Modules

First, we're going to add our custom modules, in `/sites/all/modules`. It's important to use the default locations for everything, or a lot of things will be more difficult. After your new modules are added, go to Modules on the admin menu to enable them.

Nodes

We'll create three content types, and create a few nodes for each:

1. Teams
2. Players
3. Matches

Views

We'll build two views:

1. a grid of players, grouped by team
2. a list of teams showing their status in the tournament