

PhpStorm workshop materials



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This page describes how to get started with the hands-on PhpStorm workshop materials available from GitHub.

In the hands-on PhpStorm workshop materials, you'll learn about many of the features and productivity tools available in the PhpStorm IDE. Here's a 5-minute screencast guiding you through the materials:

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Prerequisites

To complete the workshop materials, you will need at least [PhpStorm 2016.1](#) or later installed on your system, either the full version or a free trial. Many things will work with earlier versions too, but to do everything in these materials version 2016.1 or later is recommended (as it uses a pre-configured vagrant machine).

You will need [Vagrant 1.8+](#) and [VirtualBox: 5+](#) (both are free).

A git command line will be great to have as well.

1. What is covered?

This course does not cover every option and feature in PhpStorm. Instead, it gives a number of practical exercises to enhance your everyday workflow as a PHP developer.

Those exercises come as a PhpStorm project, in which every file is a new exercise that may contain code and tips to get things done. There are exercises focusing on navigation, editing, inspections, live templates, refactoring, tools like Composer and the REST client, and other areas.

This workshop is self-paced, meaning you can work your way through exercises on your own, whenever and wherever you want.

2. Keyboard shortcuts

We'll cover a vast number of keyboard shortcuts to boost your productivity in PhpStorm. Other IntelliJ-IDEA-based IDEs use the same keyboard shortcuts, so if you know how to work with PhpStorm, you'll know how to work with [WebStorm](#), [RubyMine](#), [PyCharm](#), and [IntelliJ IDEA](#), and vice versa. A [cheat sheet is available online](#) and is also included in the workshop download.

3. Getting started

Let's fetch the workshop materials!

3.1. Create a new project in PhpStorm using Check out from version control

Create a new project in PhpStorm using Check out from version control, and select the "Git" option.



PhpStorm

Version 2017.1.1 EAP (171.4073.14)

Create New Project

Open

Create New Project from Existing Files

Check out from Version Control ▾

- GitHub
- CVS
- Git**
- Mercurial
- Subversion

Configure ▾ Get Help ▾

3.2. Clone PhpStorm Workshop repository

Clone the repository with the Git Repository URL: <https://github.com/JetBrains/phpstorm-workshop>.

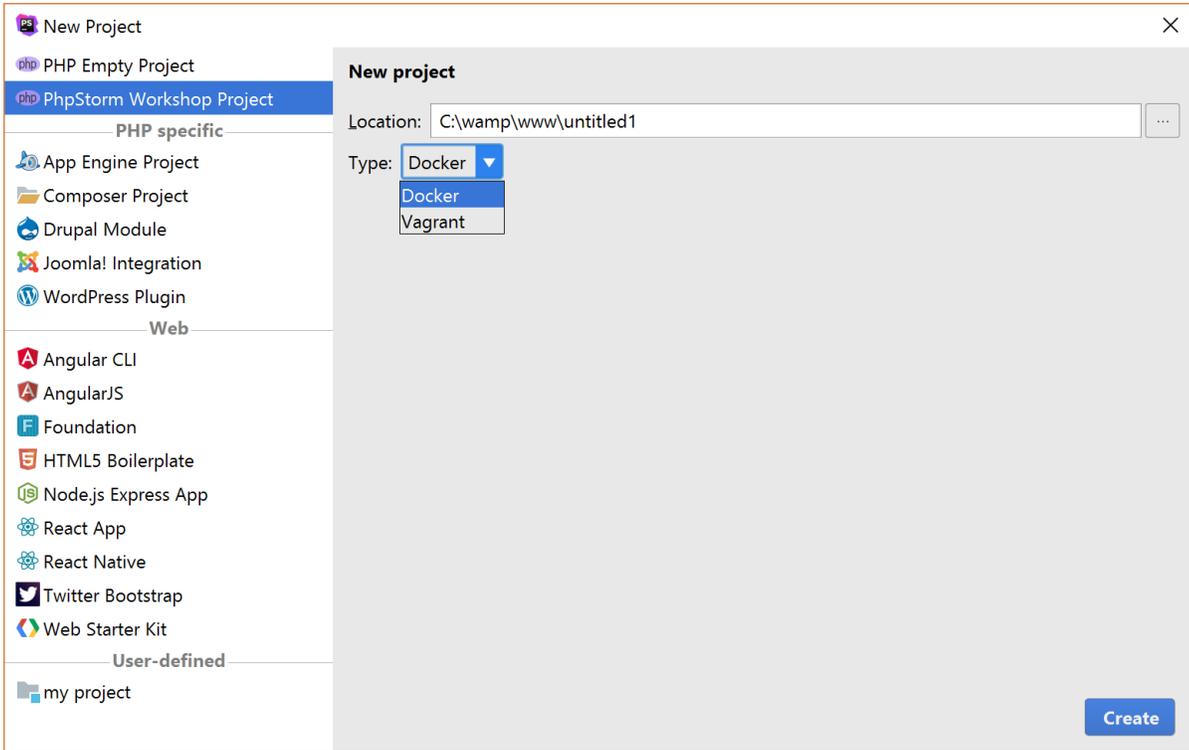
The dialog box titled "Clone Repository" contains the following fields and buttons:

- Git Repository URL:** A text field containing `https://github.com/JetBrains/phpstorm-workshop` and a "Test" button to its right.
- Parent Directory:** A text field containing `C:\wamp\www` and a browse button (`...`) to its right.
- Directory Name:** A text field containing `phpstorm-workshop`.
- Buttons:** "Clone", "Cancel", and "Help" buttons are located at the bottom right of the dialog.

Click Clone to download the contents.

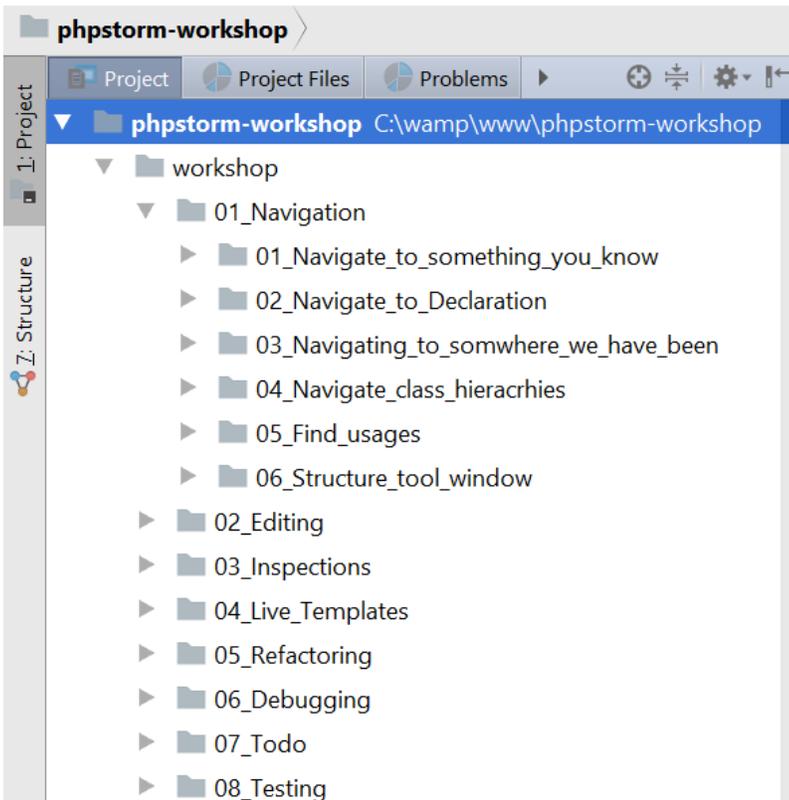
Note: In PhpStorm 2017.1.1 or later, you can create a PhpStorm Workshop project directly from the Create New Project dialog.

Choose the "PhpStorm Workshop" project type in the left-hand side menu, then select the Vagrant or Docker project type (we recommend using Vagrant).



3.3. Explore the project

The project contains a number of different folders and files. These correspond with the topics in the slide deck. Each folder includes one or more exercises. Most exercises are self-contained, but some build on previous ones.

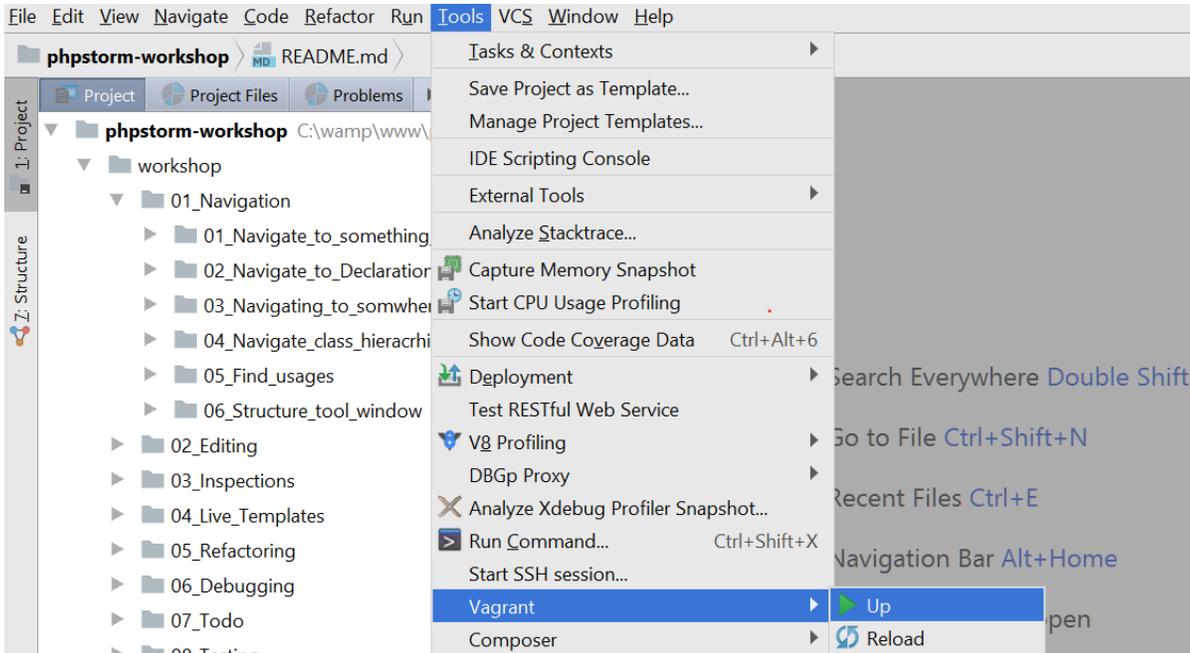


The project root includes a few other files as well:

- Readme.md with additional information about PhpStorm Workshop.
- PhpStorm Reference Card.pdf – the PhpStorm keymap. The latest version can always be found on the [PhpStorm website](#).

3.4.1 Start Vagrant machine

Most exercises require having a Vagrant box running. You may start it by selecting Tools->Vagrant->Up inside PhpStorm (make sure you have Vagrant installed).



3.4.2 Run Docker (if you have chosen Docker project type)



Note

If you are a Windows user, we recommend that you use Vagrant for PhpStorm Workshop. You can use Docker as an alternative, but this may require additional configuration efforts. MacOS and Linux users, however, are advised to use Docker. PhpStorm 2016.3 or later is required for this.

If you have chosen the Docker project type, the Workshop project will contain a pre-configured environment based on Docker containers. Most exercises not related to the editor require having Docker containers running.

1. Install Docker from <https://www.docker.com/> (free).
2. In PhpStorm, open Settings | Build, Execution, Deployment | Docker and enter the following API URL:
 - * Windows: `tcp://localhost:2375`
 - * Linux, MacOS: `unix:///var/run/docker.sock`
3. Update XDEBUG_CONFIG variable in `docker-compose.yml` with your IP address. This is necessary for Web Debugging.

To get the right IP address that is available from Docker, use one of the following commands:

- * Windows: execute `ipconfig` and copy ip from DockerNAT interface from IPv4 Address field
- * MacOS: execute `ifconfig en0` and copy IP from inet field
- * Linux: execute `ifconfig docker0` and copy IP from inet addr field

4. Uncomment the appropriate line for `sftp` service in the same `docker-compose.yml`. This is necessary for Deployment to work correctly.

5. Start all required Docker containers by executing `docker-compose up` inside Terminal.

4. Feedback and pull requests

If you find an error and know what is wrong, feel free to fix it and [send a pull request](#). If you discover an interesting PhpStorm

feature which is not covered, fork [our GitHub repository](#), add your content and [send us a pull request](#).

Feedback is welcome through the comments below or [on GitHub](#). Thanks!

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