

## Pulp - Story #4845

As a plugin API user subclassing `pulpcore.plugin.content.Handler`, I know which parts I can customize and which parts I can't

05/17/2019 08:01 PM - bmbouter

<b>Status:</b> NEW	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0:00 hour
<b>Sprint/Milestone:</b>	<b>Tags:</b>
<b>Platform Release:</b>	<b>Sprint:</b>
<b>Groomed:</b> No	<b>Quarter:</b>
<b>Sprint Candidate:</b> No	

**Description**

**Problem.**

It's not clear which methods of the `pulpcore.plugin.content.Handler` object should be customized versus use as is. Here are some questions I'm interested in:

Are they all safe to customize?  
Do some methods depend on other methods in ways that customization may cause breakages?  
Are these methods the right way to position this Handler?

### History

#### #1 - 05/17/2019 09:08 PM - bmbouter

With subclassing I believe the non-changing interface are all public methods, and the possibly changing interface are private methods. We should sort the existing methods into these two categories as a start.

#### #2 - 05/17/2019 09:11 PM - bmbouter

- Description updated

#### #3 - 07/21/2019 08:06 PM - bmbouter

- Sprint/Milestone set to 3.0.0

This needs to be finalized or plugin writers could receive breaking changes post 3.0 GA

#### #4 - 09/13/2019 05:39 PM - daviddavis

- Sprint/Milestone deleted (3.0.0)