

Chapter One – Getting Started

In this chapter you will take a tour of the Dreamweaver CS4 interface. You will also install the course files so that you can practice the exercises locally on your own after completing the online lessons. You will create three web sites within Dreamweaver that you will work with throughout the course. Once the sites are created, you will save an index.html file to the local root of each site. If you're not sure what a local root or an index file is now, you will by the end of Chapter One.

Chapter Two – Formatting HTML Documents

In this chapter you will get to know how to change the appearance of basic HTML elements such as headings and paragraphs. You'll become familiar with the quick keys for navigating the document window and you will experience the difference between block and inline elements. You will also learn about ordered and unordered lists. This chapter lays the groundwork for later (Level Two) when using CSS (Cascading Style Sheets) to style CSS Standards compliant documents.

Chapter Three – Adding Browsers and Working with Images

Chapter three is about working with images. You will learn to preview your documents using Live View and using various browsers. You will add additional browsers to the Preview-in-a-Browser button. You will insert images into HTML pages and you will experience the benefit of working with Smart Objects, which allow you to take advantages of the photo editing capabilities of Photoshop, right from the Dreamweaver document window!

You will also learn about using image placeholders for times when the graphics department is not completely in step with the design team.

Chapter Four – Linking

Links, links and more links! In this chapter you will create a link to a page on the Internet. You will link to a document in the same site. You will gain experience using the Tag Selector to select elements and the Properties Inspector which enables you to hold and drag using Point-to-File, ensuring that Dreamweaver CS4 is tracking all your links and assisting you in the management of the site. You will gain experience with legacy named anchors and more current methods of linking using IDs. And no chapter on linking would be complete without the email link.

As an added bonus, you will learn how to create a web photo album using Dreamweaver CS4 and Fireworks. You will also make use of Find and Replace to help save time with repetitive changes.

Chapter Five – Tables

To use a table or not use a table is a question that web designers must decide when laying out a web page. Of course CSS is now the standard for page layout. However, tables still have their place.

In this chapter you will work with tables in Standard and Expanded modes. You will select table elements using the Tag Selector. And you'll do a certain degree of HTML formatting with tables. (We're saving the more elaborate table styling for the CSS chapter in Level Two). You will add columns and rows, you'll merge cells, you create headers and you'll use the Sort command to sequence table data. You will create navigation bars with and without rollover images. And while CSS is the more accepted method, you will see how a table can sometimes be used to position images and text on the page.

Chapter Six – Time Savers

Dreamweaver offers several time saving tools that you will want to incorporate into your workflow early on. Library items are reusable images and text and Snippets are reusable pieces of code. The History panel gives a whole new meaning to undo and redo and you can even replay! In addition you will use the History panel to record commands and create your very own customized commands that will be accessible via the Commands menu.

Chapter One – Cascading Style Sheets

Cascading Style Sheets (CSS) is the current method of styling HTML pages. CSS offers more formatting choices. It takes less space. It is more efficient than using text formatting through the Properties Inspector. And if that has not sold you, it has been said that the old methods of styling will no longer be supported in future browser versions. However, keep in mind that older browsers do not all know about CSS. You see why we left this topic for Level Two?

In this chapter you will set up the Level Two files and do some review of basic HTML styling. Next you will dive in and begin with the creation of Tag Selectors which redefine HTML elements. You will export styles to an external style sheet, and then attach the external style sheet to other HTML files. This way, you can make use of the styles you create site wide and of course any changes you make to the styles will be applied to all pages in the site that are linked to the external style sheet.

You will move on to compound selectors, which include descendant selectors, allowing you to apply CSS rules to specific elements on the page. You will take a look at setting page properties, and pseudo styles. Then you will move on to class selectors, applying classes to text and to images. You will work with floated elements allowing you to float an image beside a paragraph or two blocks of text side by side.

This will lead you to the layout of the page using divs. You will use ID selectors to style them with height and width attributes, with background colors, with images and borders. You will use a 'faux column' to overcome a limitation of styling using divs.

In this chapter you will also learn about sizing using ems and you'll take a look at the liquid and elastic layouts that are supplied with Dreamweaver CS4. And finally, you will use CSS to style tables, using HTML table elements, class selectors, grouped and descendant selectors.

If this all sounds Greek to you, you can relax. Follow our lead and you will be amazed at how the pieces fall into place as you are guided through the hands-on exercises one step at a time.

Chapter Two – Templates

The purpose of a template is, not only to give the site a consistent 'look and feel', but also to prevent those people who have access to edit the site from making changes to certain aspects of the page. When a file is saved as a template, Dreamweaver CS4 locks (makes uneditable), the entire document except for those regions that have been specified as editable.

In this chapter you will create a template from an existing file and then create a new document based on the template. You will open existing documents and apply your template, thus decreasing the effort it takes to create and style pages throughout the site.

Chapter Three – AP Divs

AP Divs are used to position items on the page. AP Divs offer the ability to hide objects if desired. AP Divs have a stacking ability. This is referred to as the Z index. And if you are worried about older browsers not displaying your AP Divs, Dreamweaver CS4 allows you to work with AP Divs and then turn them into a table later!

In this chapter you will use AP divs to position text and image elements on the page. You'll layout the page with AP divs and convert the page to a table and back again. A tracing image is introduced and you will use the tracing image as your guide for the placement of AP divs.

Chapter Four – Frames

Frames are used to display more than one HTML page in a browser at once. To keep a page containing your navigation bar on screen and display the pages that your navigation bar links to in another area of the screen a frameset is required. In this chapter you will experience various methods of creating frames and framesets. You will style them using the Properties Inspector and using CSS.

Chapter Five – Image Maps

An image map is an image with hot spots. A hot spot is an area that, when clicked, links to another location.

In this chapter you will use Dreamweaver's four hotspot tools, the Rectangular Hotspot Tool, the Oval Hotspot Tool, the Polygon Hotspot Tool and the Pointer Hotspot Tool. Once a hotspot is created, you will use the Link Hotspot property to specify the destination link for a hotspot.

Chapter Six – Forms

Forms are a great tool for providing interaction and getting information from your visitors.

In this chapter you will create forms and add text inputs, check boxes, list menus, labels and buttons. You will also create a form with Spry validation, allowing the user input to be validated every time a field on the form is populated. You will create a form with and without the use of tables. And you will gain experience styling a form using CSS.

Chapter Seven – Behaviours

Behaviours are javascript programs that Dreamweaver CS4 creates for you such as creating a pick-list that links to an HTML document, creating rollover effects for navigation bars, checking for a browser version so you can redirect your visitors if needed and validating form objects.

In this chapter you will create behaviours to validate form inputs, and to create an animated rollover, a pointer rollover and a swap image effect.

Chapter Eight – Spry Widgets

Dreamweaver CS4 provides several Spry Widget tools that make use of Asynchronous JavaScript and XML (AJAX). Spry widgets allow you to easily create impressive interactive menus, collapsible, accordion and tabbed panels that will enhance the usability of your web pages.

In this chapter you will create a Spry menu bar with a drop down and style it with CSS. You will see how accordion and tabbed panels can be used to make more efficient use of the space on the page.