

Dreamweaver Class Outline v1.0

1) Introduction of class and instructor(s)

2)The Workspace

- a)Default (designer)
- b)Panels (insert, styles, elements, files, assets, properties)
- c)Menu items
- d)Other workspaces (Designer Compact, Coder, etc.)
- e)Views (code, split, design)
- f)Preview button - view site in progress in browser - best way to view progress

3)Overview of HTML and CSS languages

- a)Differences - HTML - HyperText Markup Language - CSS - Cascading Style Sheets (html is content, css is how it should look)
- b)When to use each - HTML is source code - CSS is style code. (show example of .html (source code) and .css (sly sheet)
- c)How to use each - Direct Code vs. WYSIWYG (panel entry) (Show example)
- d)Global changes using CSS - Difference between single definition of a style vs an overall style application (p vs #content p)
- e)Importance of correct sytnax
- f)Adding in notes

4)Staring your layout

- a)Start with quick sketch that outlines the layout you wish to achieve and a navigation map (Show example)
- b)Can use Photoshop to make a rough of the site to pull the images needed from later.
- c)Think in terms of pixels vs. inches

5) Starting a new document

- a) Using a template within Dreamweaver (explain the different types of template ie. liquid, fixed, 2 column, 3 column) (CSS already attached)
- b) Starting with a blank document - Choose HTML and doctype
- c) Starting a new CSS document - Choose CSS
- d) Attach your new CSS to the HTML (Use panel)
- e) Explain head and body (Head contains meta data and doctype. Body contains the content of the site itself)
- f) Title - insert title to identify your site.

6) Divs - The major building blocks of your site

- a) What is a div?
- b) Id vs Class - id = single use / class = multiple use
- c) Applying CSS to the div
- d) Basic properties of divs - height, width, background, background-color, border, float, clear
- e) Next level properties of divs - margin, padding,
- f) Position properties of divs - Fixed, absolute, relative (Insert good explanation on how positioning works here)

7) Tables - the other building blocks

- a) What is a table and when to use it
- b) Add in a table from the "Insert" panel
- c) Define your rows and columns
- d) Define your spacing and padding
- e) Inserting content into the table - Use divs to show how they can be nested into tables

8) Working with Text

- a) Various tags - p, h1, h2, h3
- b) Putting text in using design view
- c) Putting text in using code
- d) Applying styles to your text - Apply styles to the tags and not directly to the text. Font-size, Font-family, color, weight, line height. (Importance of global styles vs single use styles)
- e) Using lists - unordered lists vs ordered lists and inline lists (inline function makes makes the list out horizontal)

9)Working with images

- a)Best to have images correctly sized and ready to go before insertion - correct ppi and naming conventions in place (image_title.jpg)
- b)Inserting your images - insert panel, drag and drop, and direct code
- c)Adjusting properties - height, width, border
- d)Using the alt tag - Allows images to have titles when images in browsers are turned off

10)Adding navigation and interactivity

- a)Linking to other html - through the properties panel and code - have to include http://www.
- b)Can be applied to text and images - employs the a:href tag to indicate a link -thumbnails linking to larger images
- c)CSS that can be applied to this - a:link, a:visited, a:hover, a:active (Love before Hate lv ha - correct order) (Border in images and text styles - underline and such)
- d)Using anchors to link within a single page
- e)Opening a new page or image in a new tab - Properties panel or using the code target="_blank"
- f)Inserting Flash into your document - insert > Media > FLV or SWF
- d)Sprys - inserting sprys and their uses (Adds in the Javascript for you as well as a separate css)

11)Forms

- a)Creating simple forms
- b)Text entry boxes
- c)Labels on forms
- d)Check boxes
- e)Radio buttons
- f)Add in submit button

12)Going “Live” with your site - Publishing to the web

- a)Validating your files - important for web standards compliance
- b)Publishing through Dreamweaver
- c)Publishing through other programs (FTP - File Transfer Protocol) - Filezilla and Fetch
- d)Editing and republishing

13)The Extra stuff

- a)Meta tags - keywords, descriptions,
- b)Other coding languages - Javascript, PHP (Jquery as Javascript Library)
- c)CMS - Content management systems - Wordpress, Joomla
- d)Mobile sites, Jquery Mobile, working directly in Dreamweaver