



Adobe Dreamweaver CS5

Duration: 3 Days | 24 Hrs

Website Development provides web designers with the knowledge and hands-on practice they need to build and manage professional web sites using Dreamweaver CS5.

Audience :

This course is for people new to web design and development and want to use Dreamweaver CS5 to build intuitive, attractive and accessible web sites.



Course Outline

Unit 1. Customizing Your Workspace

- Touring the workspace
- Switching and splitting views
- Working with panels
- Selecting a workspace layout
- Adjusting toolbars
- Personalizing preferences
- Creating custom keyboard shortcuts
- Using the Property inspector

Unit 2. HTML Basics

- What is HTML?
- Where did HTML begin?
- Writing your own HTML code
- Frequently used HTML 4 codes
- Where Is HTML Going?

Unit 3. CSS Basics

- What is CSS?
- HTML vs. CSS formatting
- CSS box model
- HTML defaults
- Formatting text
- Formatting objects
- Multiples, classes, and IDs, oh my!

Unit 4. Getting a Quick Start

- Defining a Dreamweaver site
- Using the Welcome screen
- Selecting a CSS layout
- Saving a page
- Modifying the page title
- Changing headings
- Inserting text
- Inserting images
- Selecting and modifying CSS styles
- Adjusting text fonts, colors, and sizes



- Using the Property inspector
- Previewing a page in Live view
- Previewing pages in a browser

Unit 5. Creating a Page Layout

- Web design basics
- Working with thumbnails and wireframes
- Previewing your completed file
- Modifying an existing CSS layout
- Adding a background image to the header
- Inserting new <div> components
- Modifying the page width and background color
- Modifying existing content and formatting
- Inserting an image placeholder
- Inserting placeholder text
- Modifying the footer
- Checking browser compatibility

Unit 6. Working with Cascading Style Sheets

- Previewing a completed file
- Working with the CSS Styles panel
- Creating new CSS rules
- Creating an interactive menu
- Modifying hyperlink behavior
- Creating faux columns
- Moving rules to an external style sheet
- Creating style sheets for other media types

Unit 7. Working with Templates

- Previewing completed files
- Creating a template from an existing layout
- Inserting editable regions
- Producing child pages
- Updating a template
- Using Library items
- Using server-side includes



Unit 8. Working with Text, Lists, and Tables

- Previewing a completed file
- Importing text
- Creating headings
- Creating lists
- Creating text indents
- Creating and styling tables
- Spell checking web pages
- Finding and replacing text

Unit 9. Working with Images

- Reviewing web image basics
- Previewing the completed file
- Inserting an image
- Adjusting image positions with CSS classes
- Working with the Insert panel
- Using Adobe Bridge
- Inserting incompatible file types
- Working with Photoshop Smart Objects
- Copying and pasting images from Fireworks and Photoshop
- Inserting images by drag and drop
- Optimizing images with the Property inspector

Unit 10. Working with Navigation

- Hyperlink basics
- Previewing your completed file
- Creating internal hyperlinks
- Creating an image-based link
- Creating an external link
- Setting up e-mail links
- Targeting page elements
- Inserting Spry menu bars
- Inserting Spry menus as Library items
- Checking your page



Unit 11. Adding Interactivity

- Learning about Dreamweaver behaviors
- Working with Dreamweaver behaviors
- Previewing a completed file
- Working with Spry Accordion widgets

Unit 12. Working with Flash

- Understanding Flash
- Adding Flash animation to a page
- Previewing a completed file
- Adding an FLV file to a page

Unit 13. Working with Forms

- Previewing a completed file
- Working with lists
- Learning about forms
- Adding a submit button
- Adding a form to a page
- Specifying a form action
- Inserting text form elements
- Emailing form data
- Inserting checkboxes
- Styling forms
- Creating radio buttons

Unit 14. Working with Online Data

- Working with dynamic content
- Configuring a local web server
- Previewing the completed file
- Setting up a testing server
- Using HTML and XML data
- Building database applications
- Choosing a server model



Unit 15. Building Dynamic Pages with Data

- Building pages with ASP, ColdFusion, or PHP
- Creating a master/detail page set
- Creating a detail page

Unit 16. Working with Code

- Code tools overview
- Selecting code
- Collapsing code
- Expanding code
- Adding new code
- Using Code Navigator
- Accessing Live Code
- Using Inspect mode
- Working in related files
- Accessing Split Code view
- Commenting your code

Unit 17. Publishing to the Web

- Defining a remote site
- Cloaking folders and files
- Wrapping things up
- Putting your site online
- Synchronizing local and remote sites