

LESSON 1: INTRODUCTION TO DREAMWEAVER

INTRODUCTION

In this lesson, you'll be introduced to Dreamweaver while completing hands-on projects.

You'll begin this lesson by reading an introduction to various types of websites and the steps needed to create a website. Next, you'll turn to the textbook and walk through the steps to view and set up the Dreamweaver interface. You'll then work on your first project, exploring and setting up the site structure for the Bistro website.

SECTION 1.1: GETTING STARTED

Read the following section. Then read the Getting Started section and Lesson 1 in your textbook.

Objective

When you complete this section, you'll be able to identify the features of Dreamweaver and how to set up the workspace.

Getting Started

This section of your textbook offers a lot of important preliminary information you'll need before diving into the first textbook lesson, so be sure to read it thoroughly. Some key pieces of information include:

- *TinyURLs* (<http://www.tinyurl.com>), which are shortened versions of long website addresses, and how the lengthy, actual URLs are listed in the appendix
- A review of the conventions used throughout the book to signify code fonts, deleted markups, missing punctuation, and element references

Elements are the items and attributes of a webpage. Examples include images, buttons, hyperlinks, metadata, specifications, and more.

- The differences between Windows and macOS when it comes to using certain commands, such as **Ctrl+C** and **Cmd+C**
- Instructions for purchasing and updating Dreamweaver (*Note: This course already comes with access to Dreamweaver CC.*)
- Instructions for downloading the lesson files you'll use to follow along with the tutorials in your textbook

Follow the download instructions listed for those who purchased an eBook from a different vendor or bought a print book, which involves registering your book.

- The rationale behind completing the lessons in the order they're presented in the textbook
- The location of bonus material on the publisher's website

Use the subsection "On first launch" to guide you when you open Dreamweaver for the first time. Be sure to inform the software that you're a new user so you avoid overwhelming yourself with all the options and features. At start up, you'll be prompted to set up a workspace and choose a color theme, both of which you can change at any time.

Defining a Dreamweaver Site

Dreamweaver allows you to create webpages from scratch using files that are already on your computer's hard drive. All the files you use to make your webpages make up your *local site*. When you publish your webpages and files, the result is your *remote site*. Your textbook provides the steps you'll need to *define*, or set up, your local site in Dreamweaver. Follow along with these steps to prepare for the work you'll do in Lesson 1 of the textbook.

Customizing Your Workspace

In the Getting Started section, you learned how to set up your workspace. Now, you'll familiarize yourself with the program's interface. Then, you'll make changes to the workspace to accommodate your working style. Refer to this textbook lesson whenever you need to refresh yourself on the program's basic functions, which include the following:

- Working with the following toolbars:
 - The *Document toolbar* provides commands for switching document views.
 - The *Standard toolbar* lists commands for document and editing tasks, such as copying and saving.
 - The *Common toolbar* provides tools for working with both code and HTML elements in all document view modes.

- Switching and splitting document views between the following options:
 - *Code view* turns the Dreamweaver page into an HTML code document.
 - *Design view*, while no longer a WYSIWYG (what you see is what you get) editing mode, offers an interface that speeds up the creation and editing of your content.
 - *Live view* is the default workspace that lets you create and edit in a browser-like environment.
 - *Split view* displays the design and code side by side.
 - *Live Source Code* is an HTML code-troubleshooting display mode accessible through Live view.
 - *Inspect mode* is a CSS troubleshooting display mode accessible via Live view.
- Selecting either a Standard or Developer workspace layout:
 - The *Standard workspace* is the default workspace that's often used with the Design and Live view windows.
 - The *Developer workspace* provides panels and windows used for working with code.
- Working with panels, which can be minimized, closed, dragged, floated, grouped, stacked, docked, and rearranged
- Personalizing Dreamweaver by creating and saving your own workspace—which includes your frequently used tools and panels—as well as establishing and editing your own custom keyboard shortcuts
- Working with *Extract*, a workflow that lets you create CSS styles and image assets from a Photoshop-based mockup of your webpage
- Using the *Property inspector*, which provides information about any HTML, CSS, images, and tables in your project
- Using the *Related Files interface* to see all the files linked to or referenced by the current document
- Using tag selectors so you can quickly find, select, and edit tags used in your project
- Using the *CSS Designer*, which lets you create style sheets, media queries, and CSS rules—all of which you'll learn about in the study guide sections to come—and consists of the following windows:
 - The *Sources* window lets you create, attach, define, and remove style sheets.
 - The *@Media* window aids in defining media queries to support various types of media and devices.
 - The *Selectors* window allows you to create and edit the CSS rules that define the format and content of your page.

- The *Properties* window reveals information about elements and has the following four modes:
 1. The *default mode*, which displays all available CSS properties in an organized list of five categories: Layout, Text, Borders, Background, and More
 2. The *Show Set mode*, which limits the property display to only the properties that meet the CSS rules established in the Selectors window
 3. The *All mode*, which lets you create and edit CSS style sheets, media queries, rules, and properties
 4. The *Current mode*, which allows you to inspect individual elements and assess existing styling properties that are applied to the selected element
- Using the *Visual Media Query interface* to create, inspect, and interact with *media queries*, which enable your webpage and its content to adapt to a variety of screens and devices
- Using the *DOM Viewer*, which lets you view the *Document Object Model (DOM)*, or website hierarchy, to examine your website's structure and add, select, edit, and move elements
- Using the following *heads-up displays*, or HUDs, which appear in Live view:
 - The *Position Assist HUD*, which appears when new elements are being added
 - The *Element HUD*, which appears when an element is selected
 - The *Image HUD*, which appears when an image is selected
 - The *Text HUD*, which appears when a portion of text is selected

Most tools and panels can be found via the Window menu. Some of the key terms you'll need to remember include the following:

- The *Start Screen* provides quick access to recent pages, help topics, and page creation tools.
- The *Recent Files* options list files you last worked on.
- The *CC Files* option shows files that you added to your Creative Cloud Files folder that can also be edited in Dreamweaver.
- The *Quick Start* tab provides instant access to several basic web-compatible file types.

Basic web-compatible file types include HTML, CSS, JS, and PHP.

- The *Starter Templates* option lets you access predefined starter templates that include responsive styling, which you'll learn more about in Section 2.4 of this study guide.
- The *New* and *Open* options let you create new documents and open existing ones, respectively.
- The *Show All* option lists guided tours and video overviews of Dreamweaver.

It's natural to feel intimidated by all of these new terms and features. The best way to learn the program is to explore and experiment. This will give you firsthand experience with Dreamweaver and get you thinking about how you can use it for various projects in the future.



Self-Check 1.1

At the end of each section of *Using Dreamweaver, Part 1*, you'll be asked to pause and check your understanding of what you've just read by completing a Self-Check exercise. Answering these questions will help you review what you've studied so far. Please complete *Self-Check 1.1* now.

Answer the review questions at the end of Lesson 1 in your textbook.

Check your answers with those provided in the Review Answers at the end of the textbook lesson.

SECTION 1.2: HTML BASICS

Read the following section. Then read Lesson 2 in your textbook.

Objective

When you complete this section, you'll be able to explain how to write HTML to structure a page.

HyperText Markup Language (HTML) is a plain-text coded language that can be edited in any text editor, regardless of operating system or computer. Now in its fifth version, the language is referred to as *HTML5*. Whereas the original version of HTML simply explained how items would be displayed on a page, HTML5 adds *semantic meaning*. In other words, it more clearly conveys the intent of the tag. Instead of using *h1* to indicate a header, for example, you would instead use *header*.

HTML code consists of *tags*, which essentially act as signals for styles, attributes, or actions on a webpage. For example, the tag *br* indicates a line break without creating a new paragraph. Each tag is inserted between angle brackets (< >). Therefore, the line break tag would resemble
.

Tags are often used to indicate when an action or style starts and stops. For example, if you wanted to italicize the sentence *HTML is fun!* on a website while keeping the rest of the content in Roman type, you would add an opening tag (<...>) and a closing tag (</...>) around the phrase. The result would look something like this:

```
<i>HTML is fun!</i>
```

When both the opening and closing tags are present, the code is considered *balanced*. Also, these tags together comprise an element, which you learned about in Section 1.1. An example of a *void*, or empty, element in HTML5 would be the
. Void elements have tags that essentially close and open at the same time.

Even though it's been designed to sidestep writing code, Dreamweaver is essentially an HTML editor. Knowing the basics of HTML presented in textbook Lesson 2 can help you find errors in your webpage. In addition, reading and understanding code is a skill that can open up career opportunities for you.

Take a look at Tables 2.1 and 2.3 in your textbook for lists of common HTML and HTML5 tags as well as how they're used. Opposite Table 2.1 is another feature worth examining: a labeled figure of basic HTML code structure. It illustrates what you've just learned in this study guide.

Here are a few terms you'll want to keep in mind as you familiarize yourself with HTML:

- *Block elements* are tags that stand alone and make their own space on the screen. The paragraph tag `<p>` is a block element.
- *Inline elements* are tags that act within the flow of another tag. For example, to make text both bold and italicized, the tags would appear as follows:

```
<em><strong>Both italicized and bold</strong></em>
```

The bold tag is housed within the italicized tag. Therefore, it's an inline element.

- *Structural relationships* can result when several elements are collected into logical groupings.
- *Entities* are characters and symbols, such as the copyright symbol, that are expressed with assigned numeric values, often preceded by `&#` (for example, `©`). However, many entities can now be created with names (`©`).



Self-Check 1.2

Answer the review questions at the end of Lesson 2 in your textbook.

Check your answers with those provided in the Review Answers section at the end of the textbook lesson.

SECTION 1.3: CSS BASICS

Read the following section. Then read Lesson 3 in your textbook.

Objective

When you complete this section, you'll be able to describe how to use CSS to style a page.

HTML is primarily a way to display information—aside from creating bold and italicized text, it was never meant to be a design tool. This is where *cascading style sheets*, or CSS, comes in. With CSS, you establish a style for a tag at a high level, which trickles down—or *cascades*—to all instances of its use. Meanwhile, with HTML, you would have to comb through every line, searching for the tag you wanted to change. In other words, CSS allows you to make fewer edits in less time, with fewer opportunities for error.

Before CSS is applied, there's only HTML with its default ways to display content. Take a look at Table 3.1 in your textbook to get an idea of the common defaults. Note that HTML elements and CSS formatting can differ depending on the browser, and it's important that you test the style and structure of your page before it goes live.

Using CSS, you can specify fonts, line spacing, colors, borders, and more. With CSS3—the latest version of CSS—you also can add border effects, gradient fills, transparency, and so on. Your textbook introduces you to the *CSS box model*, which helps illustrate just how many formatting instructions, or *rules*, can be performed on an element.

Each CSS rule consists of a selector and one or more declarations. A *selector* indicates what element or element combination will be formatted. A *declaration* is the styling information. Take a look at the figure, Sample CSS Rule Construction, in the “Applying CSS styling” section for an example.

CSS styling can be applied in three ways:

1. *Inline*, or on the element itself
2. *Embedded*, or in an internal style sheet
3. *Linked*, or via an external style sheet

Furthermore, there are a few theories that determine how a CSS rule does its job:

- The *cascade theory* states that the order and placement of the rules determines which rule will be followed. (It's the rule listed last, or closest to the HTML code.)
- The *inheritance theory* says that instead of applying the same rule to individual *child elements* (elements contained in a single governing *parent element*), the rule should be applied to the parent element. In other words, whatever happens at the parent level also will happen for each child element.

- The *descendant theory* states that styles can be applied to multiple specified elements if those elements are near one another and then combined. The combination results in a descendant selector, which is made up of two or more selectors with a space between them. For example, a style applied to the descendant selector `footer a { }` would apply to any link in the footer.
- The *specificity theory* describes how browsers determine what formatting to apply when two or more rules conflict. This often depends on the selectors' *weight*, or overall importance.

You can use the Dreamweaver tool called *Code Navigator* to inspect an HTML element and its CSS-based formatting. This is hugely helpful when troubleshooting CSS formatting. The tool *CSS Designer* aids in troubleshooting as well. However, this tool also has the power to display all rules that pertain to a selected element, letting you create and edit rules at the same time.

To save even *more* time, CSS allows you to use CSS shorthand to combine properties and apply formatting to multiple elements at once. For example, three different headers can be assigned the same font and a color in just one line of code.

You can also use CSS to declare classes and ids. *Ids* are preceded by the pound symbol (#) (like `#header`), while *classes* are preceded by the period symbol (.) (such as `.sidebar1`). The differences between them can be murky. An id affects a single HTML element on a page (such as a header), and a class affects multiple elements (a sidebar, which involves many other elements).

Read the article "CSS Class vs. ID: Which One to Use" at <https://appendto.com/2016/04/css-class-vs-id-which-one-to-use/> for more information about ids and classes.



Self-Check 1.3

Answer the review questions at the end of Lesson 3 in your textbook.

Check your answers with those provided in the Review Answers section at the end of the textbook lesson.