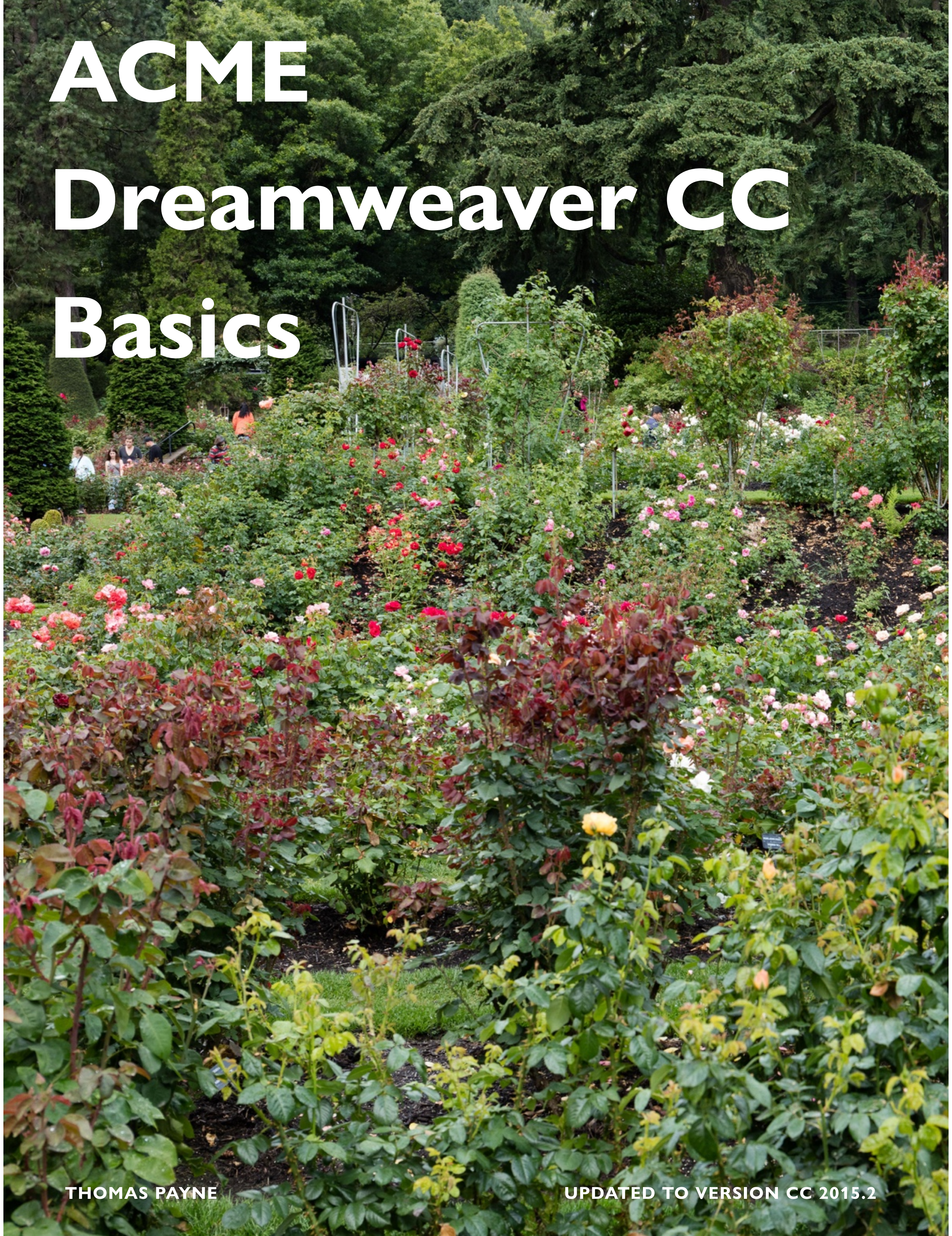


ACME Dreamweaver CC Basics

THOMAS PAYNE

UPDATED TO VERSION CC 2015.2

ACME Dreamweaver CC Basics

These lessons are designed to get you through the basics of making web sites in Dreamweaver with the most flexibility and the least amount of work. Think of them as supplying you with a toolbox full of tools to start making good websites. Perhaps more importantly these lessons are also designed to give you a familiarity with how web sites (and HTML and CSS) work.

They are deceptively packed with information, and they are designed to also act as reference after you are finished completing them. Web pages across the web have many similarities, and the information here is designed to cover many of these similarities.

The fancy stuff is not covered here—you are on your own for those techniques. But many fancy things are not too difficult to learn if you have the firm foundation that these lessons provide. But as you learn more, keep in mind that fancier is not always better than clean and simple.

It is very important that you try to somewhat understand what you are doing in these lessons, and I would recommend doing each at least twice, the second time trying not to look at the instructions. Lessons not done this way have a tendency to go in one ear and out the other.

If you have problems with doing the lessons, just go back as many steps as needed and try again. Terms in dark red can be defined by touching the word (with the iBook edition).

The lessons are designed to be done on a Macintosh, and assume a basic familiarity with the Mac, although you could certainly do them on a Windows computer without much trouble.

The illustrations in these lessons are from Dreamweaver CC, August 2016. If you need lessons designed for CS5, 5.5, or 6, there is a book for those versions also.

A disclaimer and a brag here: I am not an expert at programming for the web. I see this as a good thing for you. The terms and methods I present are as simple as they can be while still giving you a basic understanding of how Dreamweaver works. I am not showing you the best ways of doing things here, just the easiest ways. And by the way: ‘responsive design’ is not covered here, as it is best looked at as an advanced option.

And finally: as programs such as Muse and Wordpress get better and more flexible there would seem to be little need for raw code programs like Dreamweaver. That is partially true, but even in the future any complicated website that is updated frequently will be done in a program such as Dreamweaver. You will certainly need to know at least a bit about what the programmers are up to.

Thomas Payne, August 2016

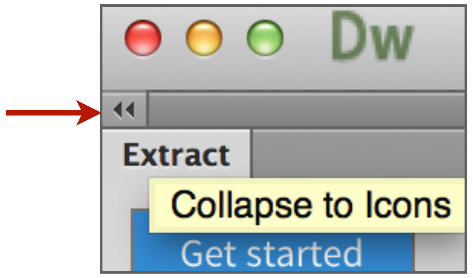
CHAPTER 1

Making simple pages and links

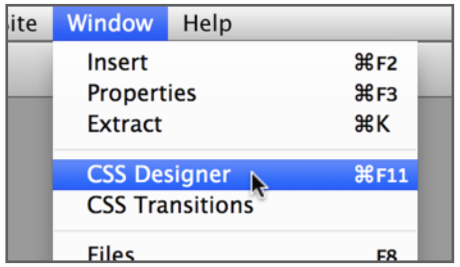
A web page is simply a bunch of words. In a browser, such as Chrome, you can go to View>Developer>View Source (go to the menu View, then click Developer, then View Source). Here you will see this 'source code'. The browser's job is to take all this source code and make it into something more visual. Much of the source code in a web page tells the browser how to do this.

This is very different from just about any other application where the 'source code' (the stuff that tells the application how to display it) is totally hidden from the person using that application.

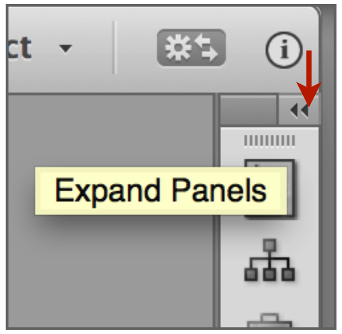
In this lesson you will be making a very simple website, and I will have you display the code on the page just to get used to it. You don't ever really need to know what all of it means, but eventually you will have to deal with it on some level.

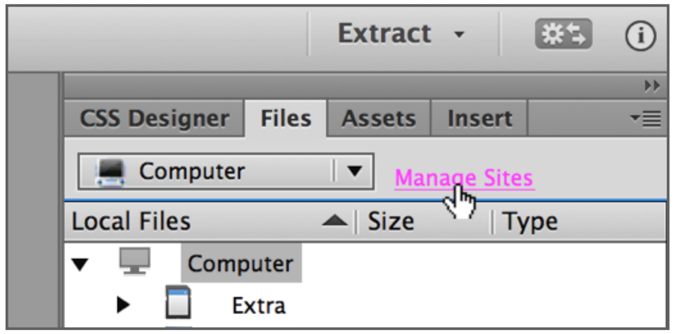


Open Dreamweaver. If the welcome screen appears you can disregard it. If it appears, get rid of the 'ad' on the left of the screen by collapsing the Extract Panel (using the small double arrows in the top right corner).

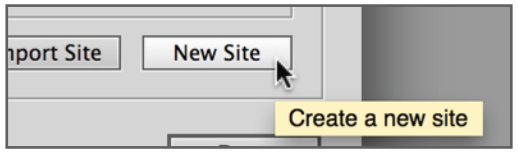


Go to Window>CSS Designer. This will get us in sync so that my examples look somewhat like what you will get. Farther down in the same menu is the option to turn off the application frame. Doing so will give you a little more space to work with, but it doesn't matter if you leave it checked.

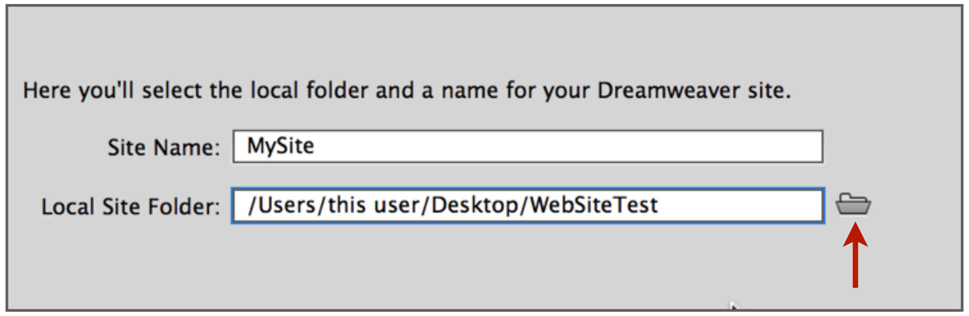




Before we get started making something we have to define a site (somewhere you want to put all your stuff). Dreamweaver likes to keep all your files straight so that your life is easier. It will come in handy later. Click on the small double arrow at the top right of the screen to open the panels if they are collapsed, then choose the Files Panel tab. Click *Manage Sites.*



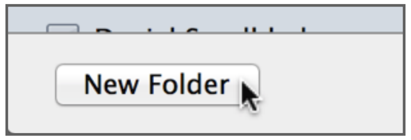
Click *New Site* in the resulting box to make a new web site.



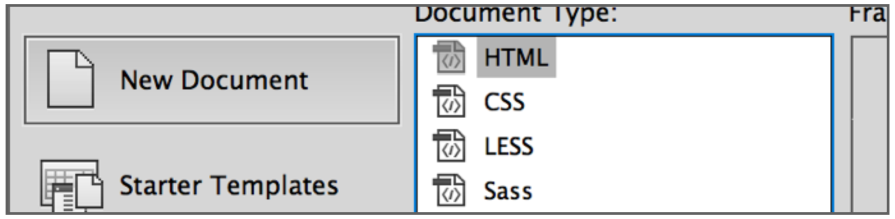
Here you'll select the local folder and a name for your Dreamweaver site.

Site Name: MySite

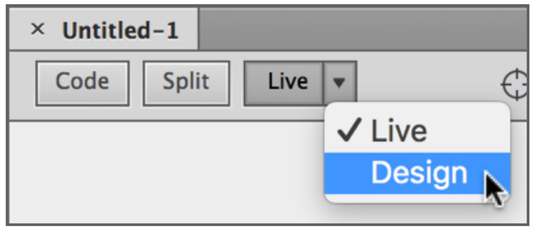
Local Site Folder: /Users/this user/Desktop/WebSiteTest



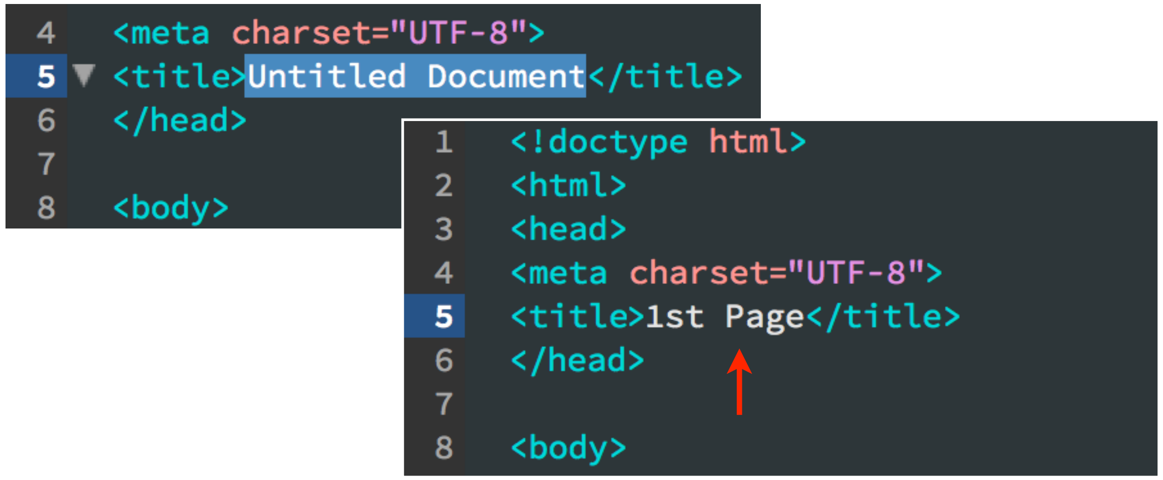
Name your site with something like your name, and specify a location to keep your files on the computer you are working on by clicking on the little folder icon. At this point you can choose a place to keep your web folder, then click *New Folder* and name it appropriately (I called mine *WebSiteTest*). All of the information for your site will be contained in this folder. Click *Save* and then *Done*.



Now you are ready to make a page. Go to the menu *File>New*. There are a lot of options here, but the most useful is the first and simplest—choose *New Document* and *HTML*, then *Create*.



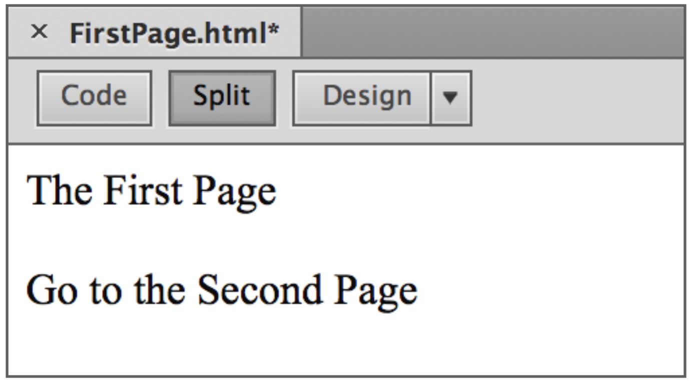
When the new window comes up choose the *Design* view by changing it from *Live* near the top left of the window, then push the *Split* button to go to Split View. Now the window on the bottom is the source code, and the window on the top is the design. Don't get intimidated by this code. We are going to have to keep track of it later (sorry about that), but you really don't have to know what everything means.



```
<meta charset="UTF-8">
<title>Untitled Document</title>
</head>

<body>
```

```
<!doctype html>
<html>
<head>
<meta charset="UTF-8">
<title>1st Page</title>
</head>

<body>
```

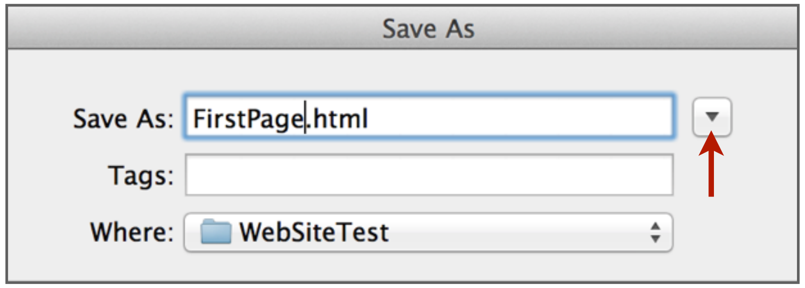
But it isn't that difficult. Look at the code and replace *Untitled Document* with *1st Page*. Now you can say that you have written some code, and you have more importantly done some good housekeeping. The title is the text that sometimes shows up in a browsers top bar or with a saved link.



The First Page

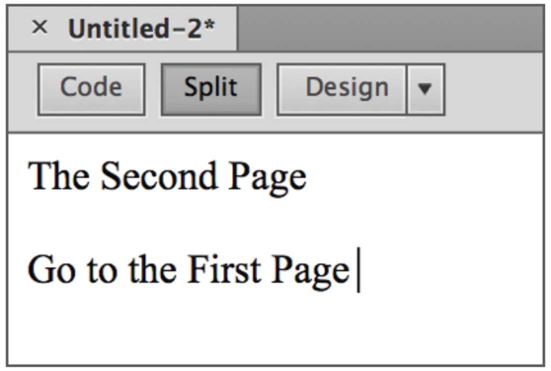
Go to the Second Page

In the Design View (make sure *Live View* is not showing in the box) type something like *The First Page*, hit the return key, and type something like *Go to the Second Page*. That will be our link to the second page pretty soon.



Save As: FirstPage.html
Tags:
Where: WebSiteTest

Save your page into the folder you defined before with your name (File>Save). Call it something like FirstPage (and leave the .html). Try to get out of the habit of using spaces (or punctuation) in a filename. You can use camel-case like in this example, or use underscores or hyphens to separate words. If you need to navigate to your web folder, click the small discloser triangle to the right of the filename. After you save your file you can close its window.

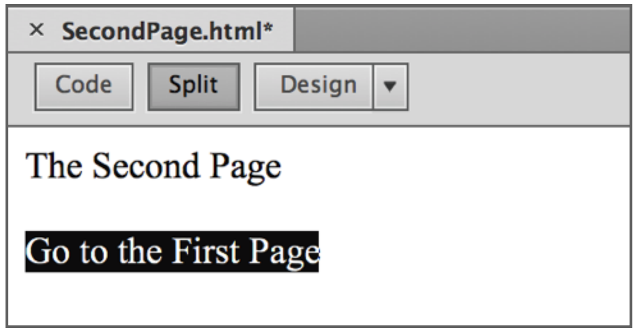


The Second Page

Go to the First Page

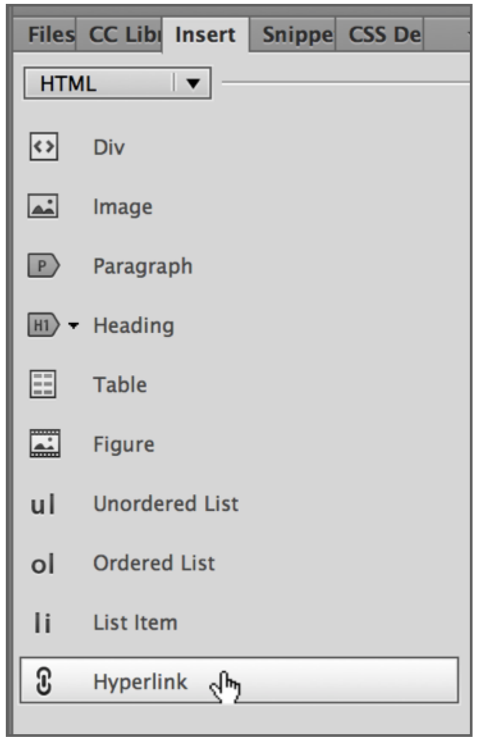
Make a new page like the one we made before. In the design view (the top of the window) type something like *The Second Page*, hit return, and then type *Go to the First Page* as what will be our link. You should also name the page as you did with the first page. If for no other reason than it is a good habit to be in. And you get to do some more coding.

Save the page in the same place as the last one you saved, naming it something like *SecondPage*. Do not close the window, as we will work on this page next.

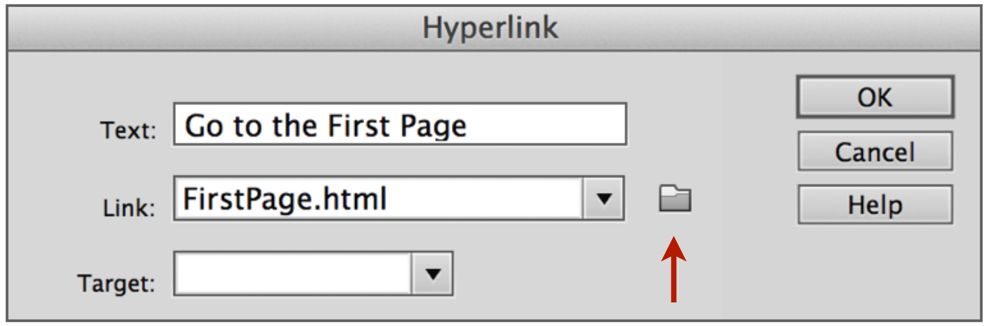


The Second Page

Go to the First Page



With the second page still open, highlight the text *Go to First Page* by dragging across it, and then go to the Insert Panel on the top right of the screen (click the tab to reveal it). Change the panel option to *HTML* (if you need to) and click the Hyperlink button.

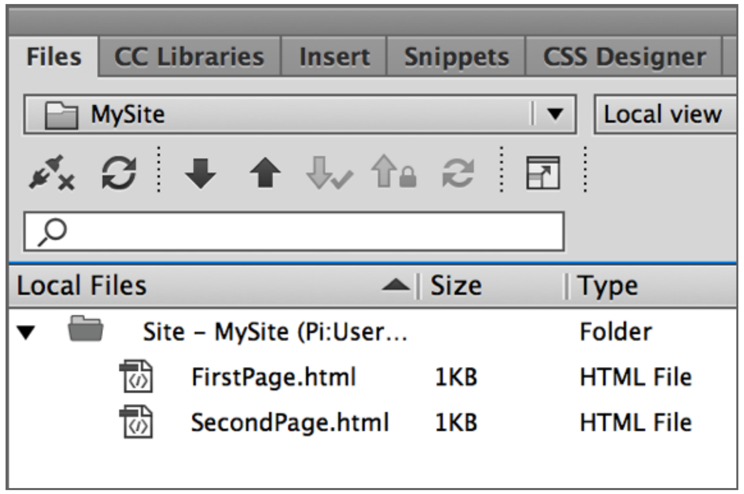


Text: Go to the First Page

Link: FirstPage.html

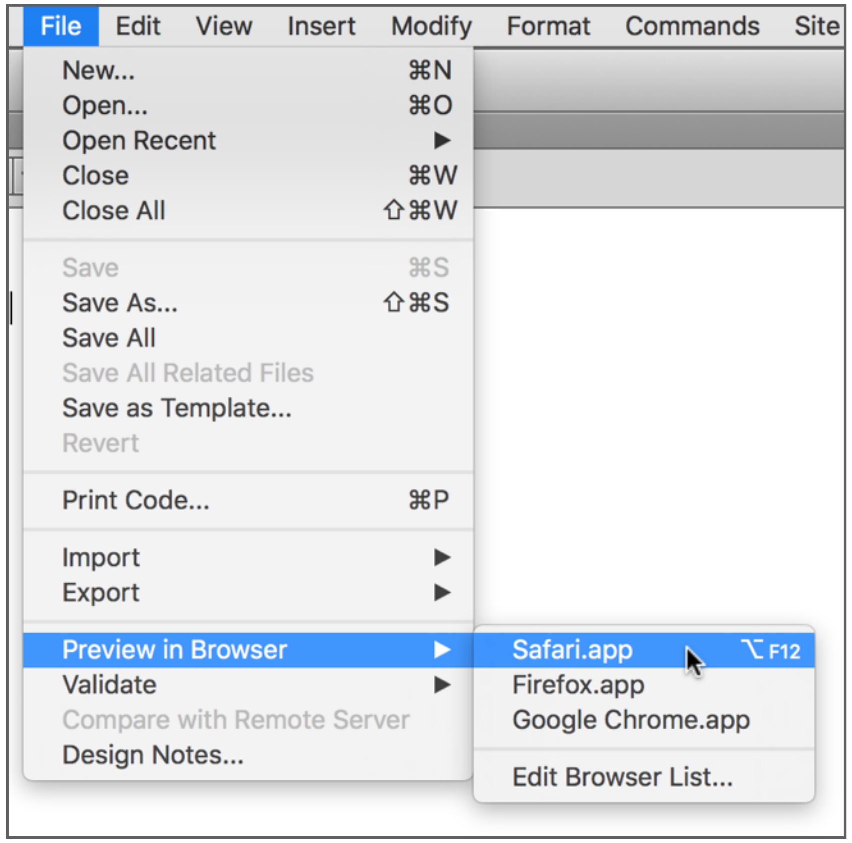
Target:

Click the small folder icon and navigate to the file for the first page and choose it (this is where we want the link to take us). Click *OK*.



Local Files	Size	Type
Site – MySite (Pi:User...		Folder
FirstPage.html	1KB	HTML File
SecondPage.html	1KB	HTML File

Save your second page, close the window, and if you closed the first page, open it by double-clicking on it in the Files Panel on the upper right of the screen in the *Files* tab.



Make a link for the *Go to the Second Page* type the same way you did for the second page, but of course this time specify the second page as the one to link to.

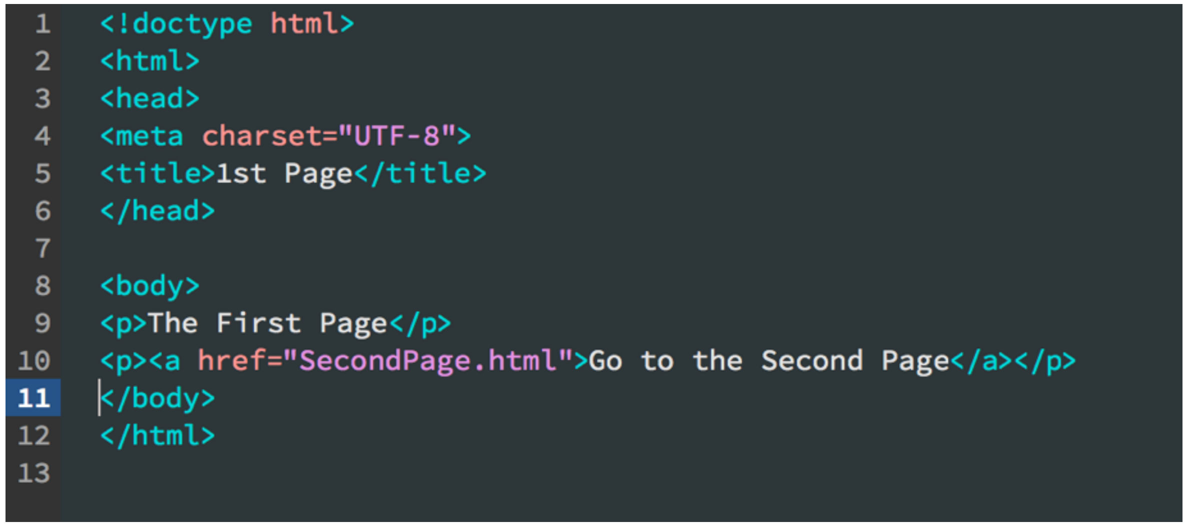
Very important—now save your file since we are going to be testing it.

Go to the File menu, then *Preview in Browser* and choose a browser to preview your file in. After it opens, you should be able to go back and forth between your two pages. If not, then try this short lesson again.

What you have just done in this lesson is make your first website. Here is how to prove that: Quit or hide Dreamweaver, open the folder that you made, and open one of the two files in a web browser (just drag the file onto the browser icon or double-click the file).

You could take your folder and save it to another drive, open it on another computer, or email it to someone. You could even upload it to a web server, and the whole world could see your creation. As long as the files stay in the same place in that folder and the file names remain the same it will work fine.

As long as your files **stay in the same place in that folder and the file names remain the same** it will work fine. *Yes, that did bear repeating! And it should be in bold!* One very common mistake students make is to 'clean up' their folders and rename things after they are finished, which breaks links to other pages and image sources.



```html
<!doctype html>
<html>
<head>
<meta charset="UTF-8">
<title>1st Page</title>
</head>

<body>
<p>The First Page</p>
<p><a href="SecondPage.html">Go to the Second Page</a></p>
</body>
</html>

```

There is one last step in this lesson. Open Dreamweaver, and do the whole thing over again. Maybe this time without looking too much at these instructions. Look at the code and try to figure out what is going on—the color of the code type or the line numbers don't matter since these are just a conventions Dreamweaver uses to help find things in more complicated code.

The remaining lessons in this book depend on you knowing what was covered in this chapter. You should save your work from this lesson so you can expand on it in Chapter 2.

Chapter 2

Structure, Images, & Text

In the last lesson you learned how to make a web site, and if you just want words and don't care how it looks, you learned pretty much all you need to know.

In this lesson we will be making a web page and adding photographs and text formatting. More information choices, nicer to read.

By the way—we will be sizing images in this lesson. Inches don't matter on the web (as in anything viewed on the screen as the final product). Pixels are the only thing that matters, and they matter a lot.

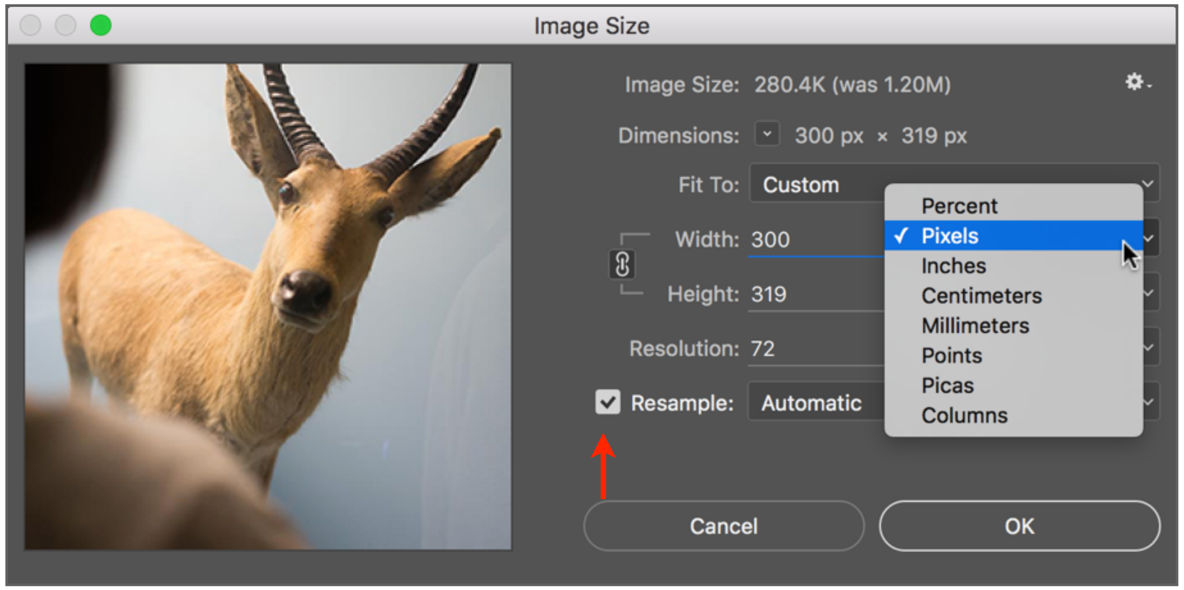


Image Size

Image Size: 280.4K (was 1.20M)

Dimensions: 300 px × 319 px

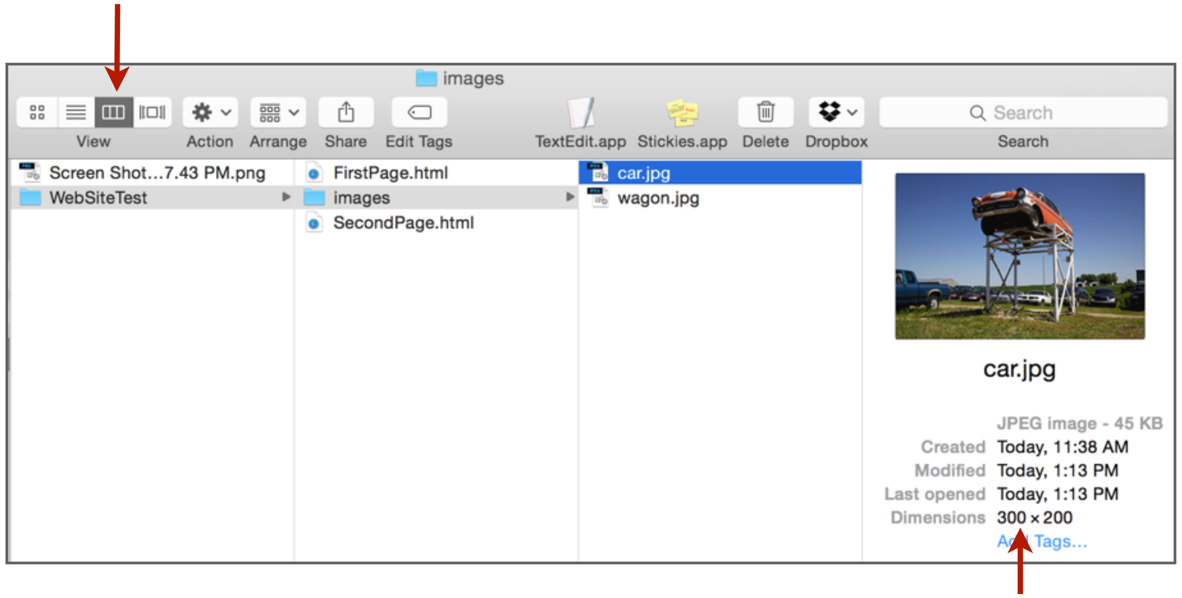
Fit To: Custom

Width: 300

Height: 319

Resolution: 72

☑ Resample: Automatic



images

Screen Shot...7.43 PM.png
WebSiteTest

FirstPage.html
images
SecondPage.html

car.jpg
wagon.jpg

car.jpg

JPEG image - 45 KB

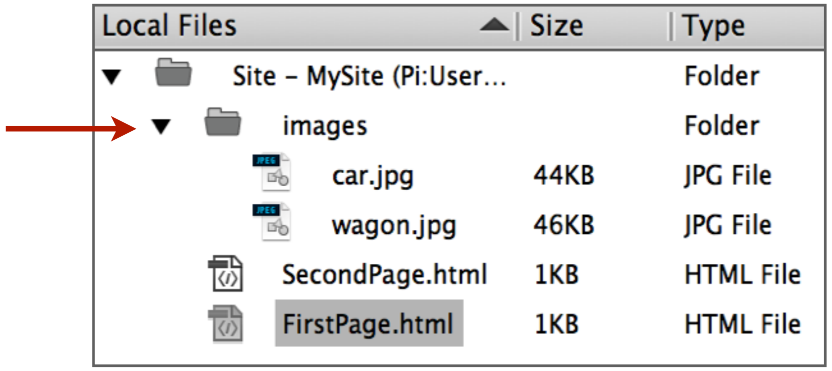
Created Today, 11:38 AM
Modified Today, 1:13 PM
Last opened Today, 1:13 PM
Dimensions 300 × 200

Before you start, go to some web sites and grab at least two JPG (JPEG) photographs. Just drag them off the browser page onto the desktop. Don't get any that are more than 300 pixels wide (very important). Google shows you the pixel dimensions when roll over the image thumbnail. Don't just grab the thumbnail—click on it, then drag the resulting image. If you can't find any that are less than 300 pixels wide, then get any images and size them to 300 pixels wide in Photoshop (*Image>Image Size* as in the illustration—make sure *Resample* is checked) and save them. The pixel size of the image is very important to these lessons. If one of your images is too large it will confuse the heck out of you later on.

Next we need to start doing things right. The folder that you made in the last lesson only has two things in it, so it is no problem keeping those things straight. In actual practice, there may be dozen, hundreds, or thousands of things in this folder, so we better start organizing it.

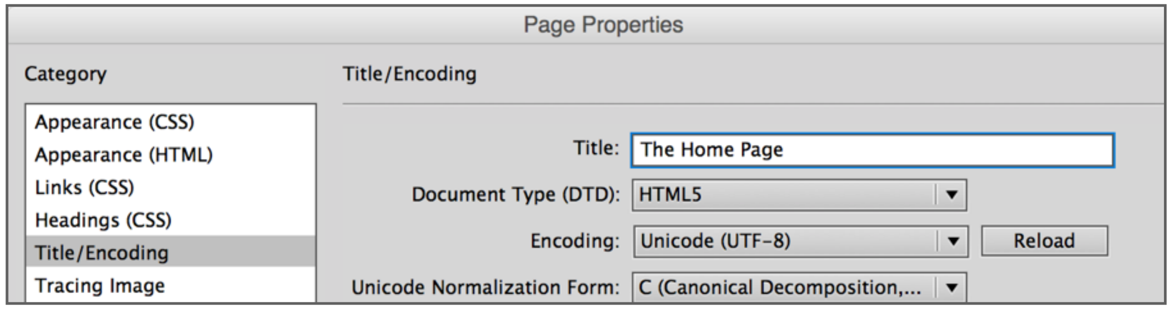
In the Finder (the Mac program that runs when no other programs are active) make a folder (*File>New Folder*) named *images* in your web root folder (the folder with your two files in it). *Images* is not an arbitrary name, but one that convention dictates. Put your photographs from the web in this folder.

You can see from the illustration that I have column view activated for this Finder window (red arrow). This is the best view for these types of things since it clearly shows the hierarchy of your files. You should also double-check to make sure your pixel width (first number) is not over 300.



Local Files	Size	Type
Site – MySite (Pi:User…		Folder
images		Folder
car.jpg	44KB	JPG File
wagon.jpg	46KB	JPG File
SecondPage.html	1KB	HTML File
FirstPage.html	1KB	HTML File

Open Dreamweaver, and look at the Files Panel (at the upper right)—the *images* folder you made should be in there and look something like the example at left. Click on the little disclosure triangle to show the contents of your images folder.



Page Properties

Category: Title/Encoding

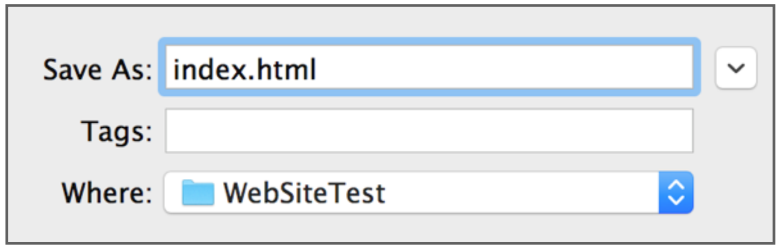
Title: The Home Page

Document Type (DTD): HTML5

Encoding: Unicode (UTF-8)

Unicode Normalization Form: C (Canonical Decomposition,...

Now make a new file in Dreamweaver the same way you did in the last lesson (File>New, *HTML*). Title your page something like 'The Home Page' by going to the menu Modify / Page Properties and selecting the *Titling* Category.



Save As: index.html

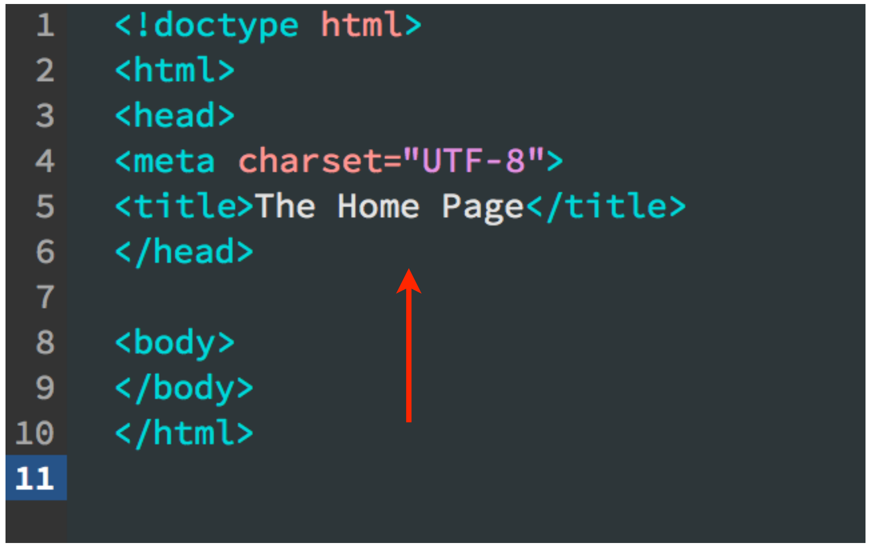
Tags:

Where: WebSiteTest

Save this file as *index.html* in your web root folder. This filename is not arbitrary. If your site was on-line, visitors would automatically be directed to the page called "index". While on the subject, filename extensions (like .html) are very important. In the web world the right extensions are always needed. It is a good thing applications put them on automatically. Just don't take them off.

The reason we save the file before we have even done anything to it is that when we add photographs, your file needs to know where they are relative to its own location since it only references images and never embeds them. Saving the file gives it a location to be relative to (think about it that for a second).

This is a good time to take a quick look at the source code (you should still have the Split View turned on).



```
<!doctype html>
<html>
<head>
<meta charset="UTF-8">
<title>The Home Page</title>
</head>

<body>
</body>
</html>
```

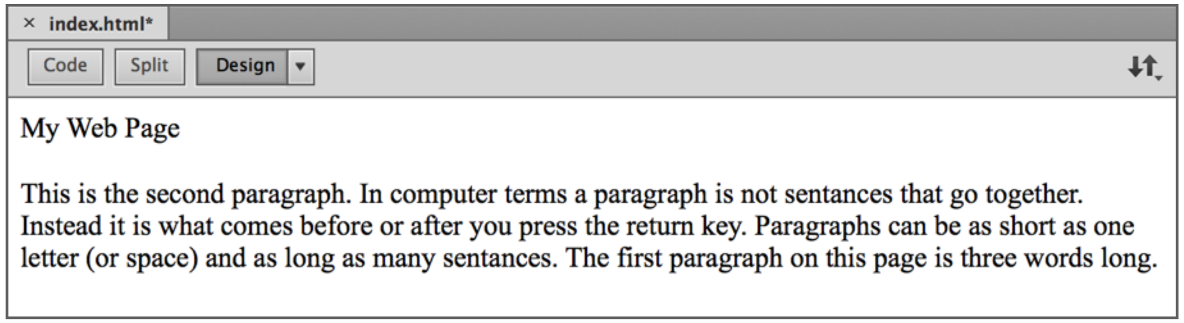
The first few lines of code you can disregard—these are just telling the browser what type of language it is speaking.

Look at the line where you added your page title. <*title*> is an opening tag. You can tell it is a tag because of those pointy brackets that are on either side of tags. Following this is what you named your web page, and following that is the closing tag </*title*> (often just like the opening tag but with the addition of a forward slash).

These tags tell the browser what you want to do with the text (or whatever else) between them. In this case it is telling the browser to put the words *The Home Page* whenever the title of the page appears (when viewed in a browser).

A very important point is that web pages are only made of of words—you could do all of your web site just using a word processor instead of Dreamweaver, and some people still do. Images and animations and such are not actually part of the web page, but are pieced together with the web page when the viewer opens the page in a browser. So, the source code is actually what the web page is in reality. The design view is only a view of how it will look in a browser.

The way Dreamweaver works is that in the Design View you type, and the program puts in tags and other things for you. The reason you need to deal with the code at all is that Dreamweaver will sometimes do it wrong. Not the fault of Dreamweaver, just the way that HTML code works. By the way—I am trying to make these lessons as simple as possible. I wouldn't have you looking at the code if you never had to deal with it.



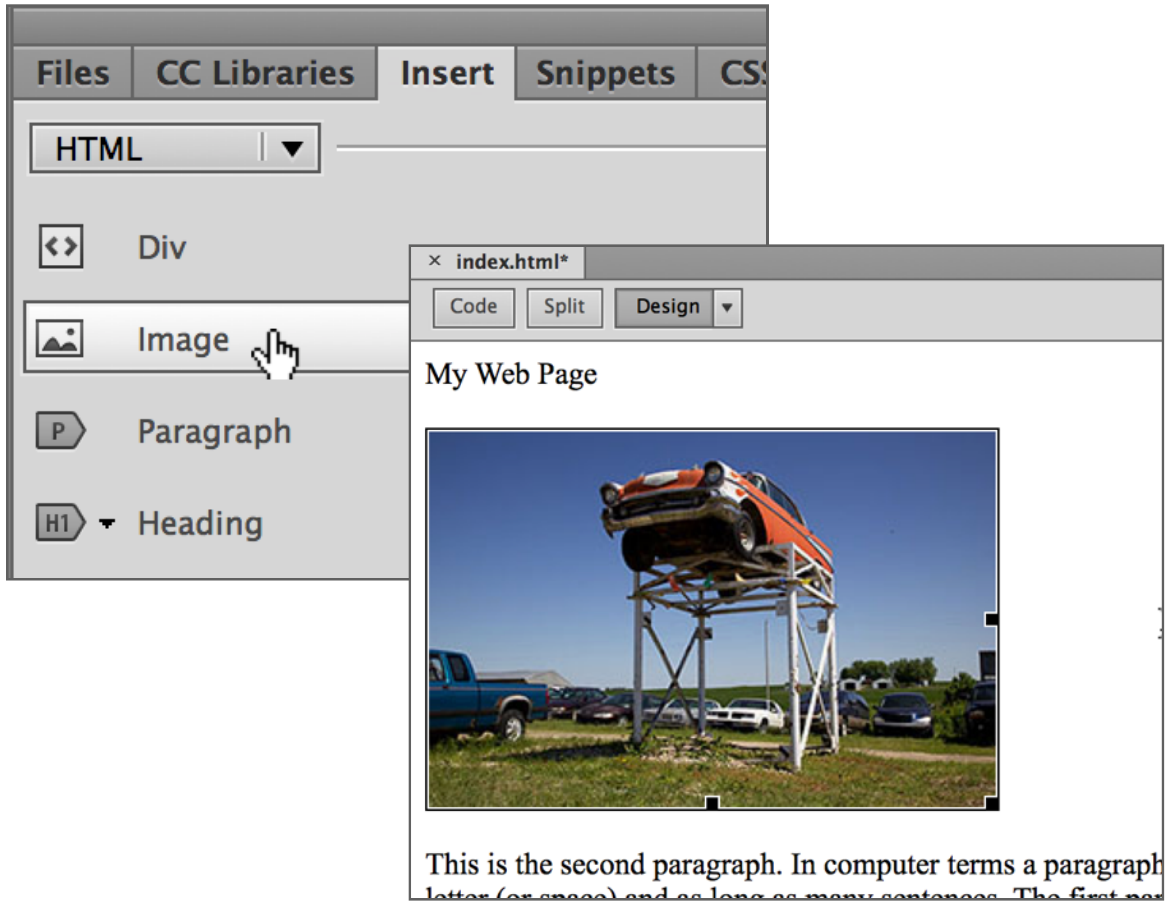
My Web Page

This is the second paragraph. In computer terms a paragraph is not sentances that go together. Instead it is what comes before or after you press the return key. Paragraphs can be as short as one letter (or space) and as long as many sentances. The first paragraph on this page is three words long.

That is enough code for now, so let's make things simpler to look at by going to Design View (the top of the window).

Just like in a word processing program, a paragraph is defined as what happens before or after you hit the return key. Make a very short paragraph and a longer paragraph in the design view window. The short paragraph in the example is simply *My Web Page*. Do not hit the return key within your longer paragraph—just let the type wrap at the end of the window.

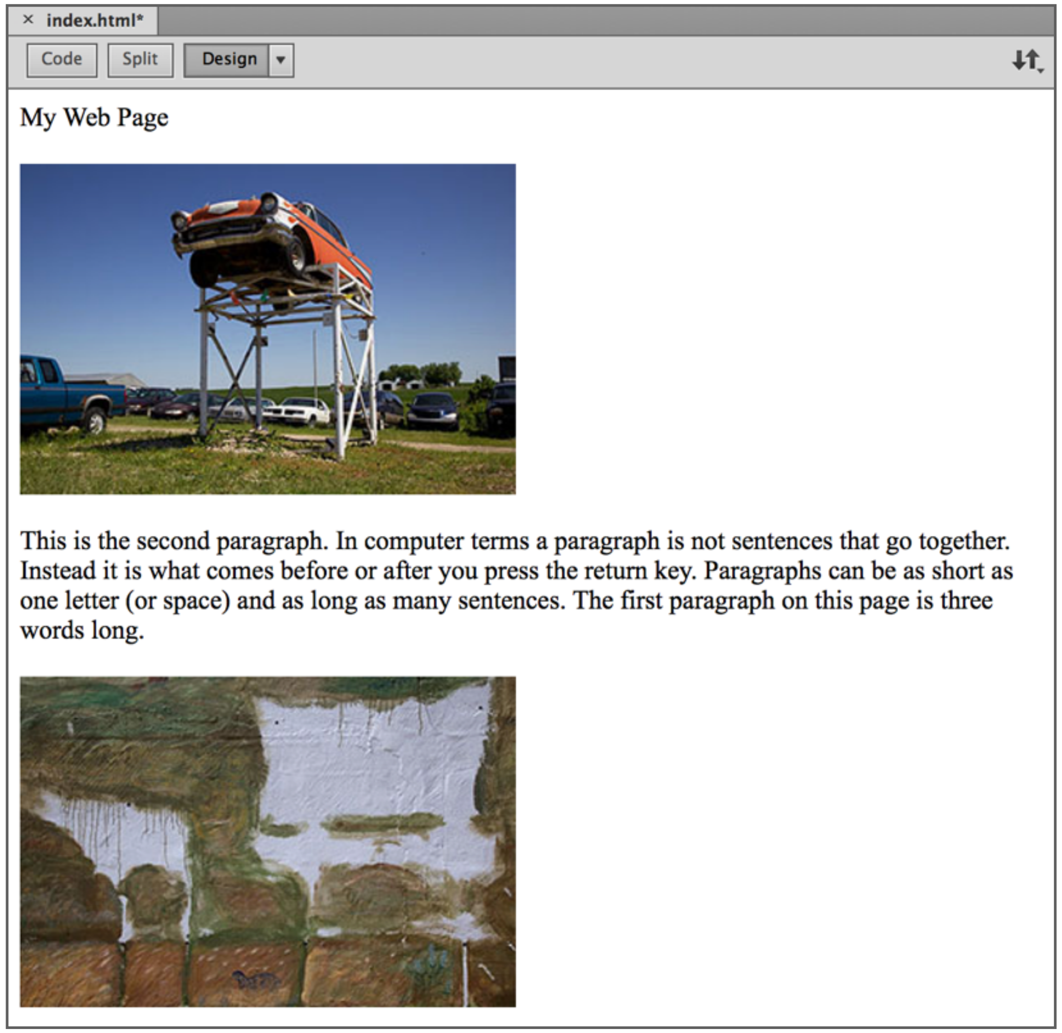
Now might be a good time to check the spelling, since I suspect there is a mistake or two. In Dreamweaver *Check Spelling* is enigmatically placed in the *Commands* menu.



My Web Page

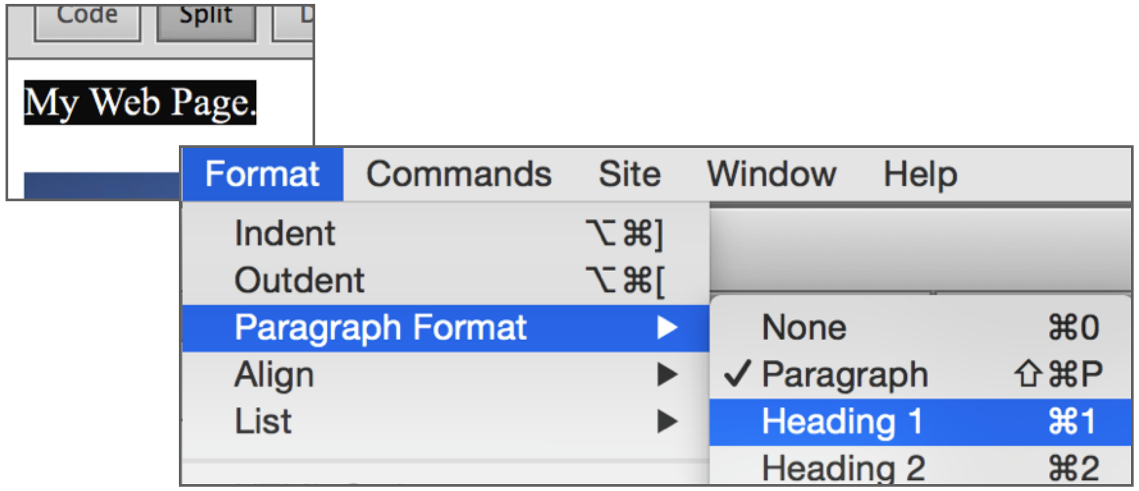
This is the second paragraph. In computer terms a paragraph

Add an image (photograph) now. With your cursor (insertion bar) at the end of the first paragraph (the short one), hit return to make another paragraph between your paragraphs. In the Insert Panel click on *Images*, then choose a photograph from the ones in your image folder. It should appear on your web page where you placed the insertion bar after the return.



My Web Page

This is the second paragraph. In computer terms a paragraph is not sentences that go together. Instead it is what comes before or after you press the return key. Paragraphs can be as short as one letter (or space) and as long as many sentences. The first paragraph on this page is three words long.



My Web Page.

Go ahead and add the other photograph after the second paragraph. Remember to put the cursor at the end of the paragraph and hit return before you insert the image. Images are inserted at the location of your cursor.

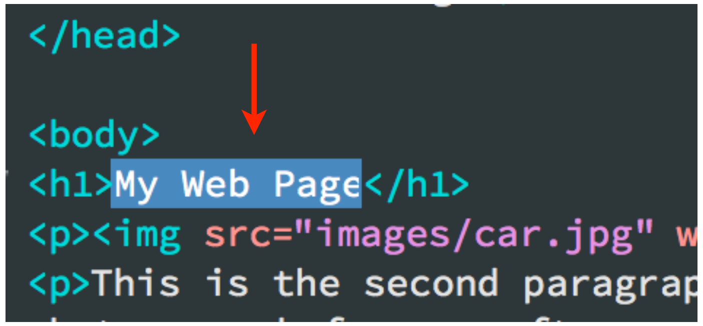
Notice that the images came into your web page the same size as they were in the web page you took them from. You could change the size of images in Dreamweaver, but DON'T! They don't display very well and take more memory (which translates to download speed). You can always size them in Photoshop—the size they are in Photoshop at 100% is the same size they will display in Dreamweaver or in a web browser. There is one exception to this, and that is when you make images to be compatible with newer high-resolution devices.

While on the subject of good habits, it probably about time you save your file. Just hit the *Command* & *S* keys if you don't know that already.

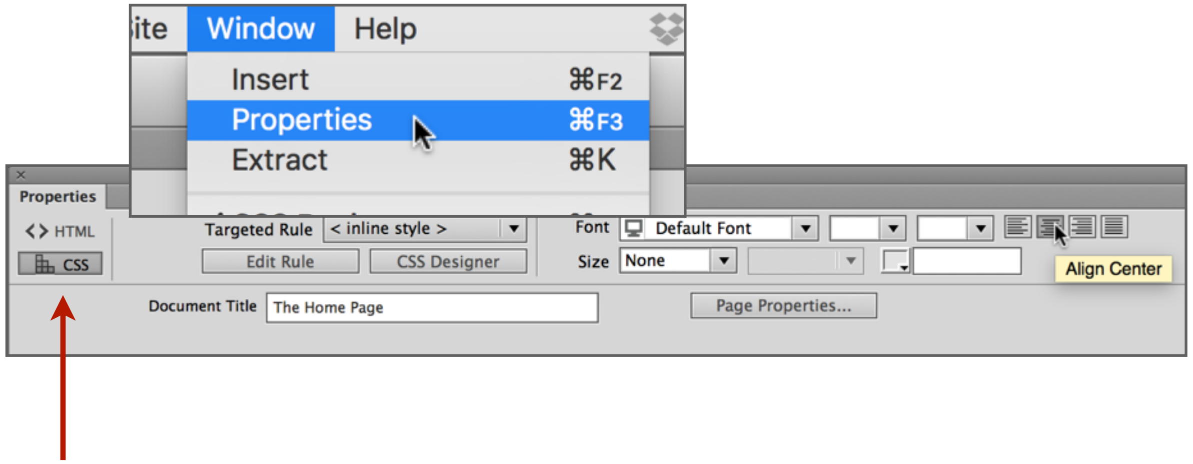
Before the end of this lesson we should format some of the text and layout. This will turn out to be background information since we will later be doing it a bit differently.

Highlight your first paragraph (the short one) by dragging your cursor across it just like in a word processing program.

Now go to the Format menu and select *Paragraph Format* and *Heading 1*.



```
</head>

<body>
<h1>My Web Page</h1>
<p><img src="images/car.jpg" w
<p>This is the second paragrap
```

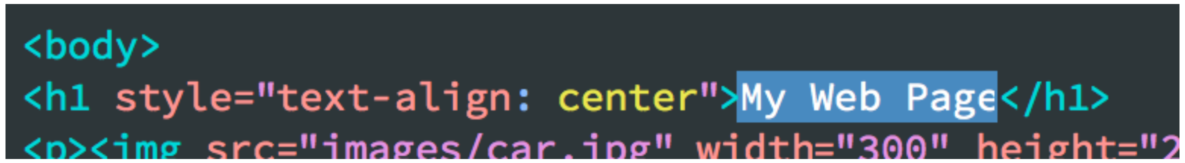


Targeted Rule < inline style >

Font Default Font

Size None

Document Title The Home Page



```
<body>
<h1 style="text-align: center">My Web Page</h1>
<p><img src="images/car.jpg" width="300" height="2
```

What this does is put a tag around your words which tells your browser to make the type bigger in a pre-defined way. In this instance *<h1>* tells the browser to start the bigger letters and *</h1>* tells it to stop making the bigger letters. Look at it in the design view and check it out in the source code. If you still have the first paragraph highlighted Dreamweaver will also highlight it in the source code.

Let's center this paragraph now. With the paragraph still selected, go to the menu *Window / Properties*. In the resulting panel, change the tab on the left to *CSS* and click the *Align Center* icon on the right.

If you look at the source code you will see that Dreamweaver has changed the tag to specify that the type be bigger and centered (h1 and "center"). Again, the emphasis on the source code in these lessons is necessary—if it wasn't, I wouldn't include it. In the end it does make things easier. On the good side, nowhere will I ask you to actually write code (well, except for that page title).

One of the things that should be mentioned as background is that web pages are made up of several different 'languages' or ways of doing things. We made the paragraph bigger by using an HTML command, but we centered it by using a newer CSS command. Don't worry about these things, as they can get very confusing and are really not too important for what we are doing. It is just mentioned to explain why we had to go to two very different places to make type bigger and to make it centered.

Now you know enough to do an extremist wingnut website (the standards are low with these). Play around with the techniques you have learned so far. Make a link to one of the pages you did in the first lesson, and add some more images to your site. Preview the whole thing in a web browser (a little globe icon at the bottom of the window is an alternative to going to the menu) to make sure everything is working right.

You might also experiment with other ways of doing things so that they are more convenient for you. Try dragging an image file directly to the page from the Files Panel (not from the finder).

If you would like you can save your files for the next lesson, or just redo some files like this for practice.

Chapter 3

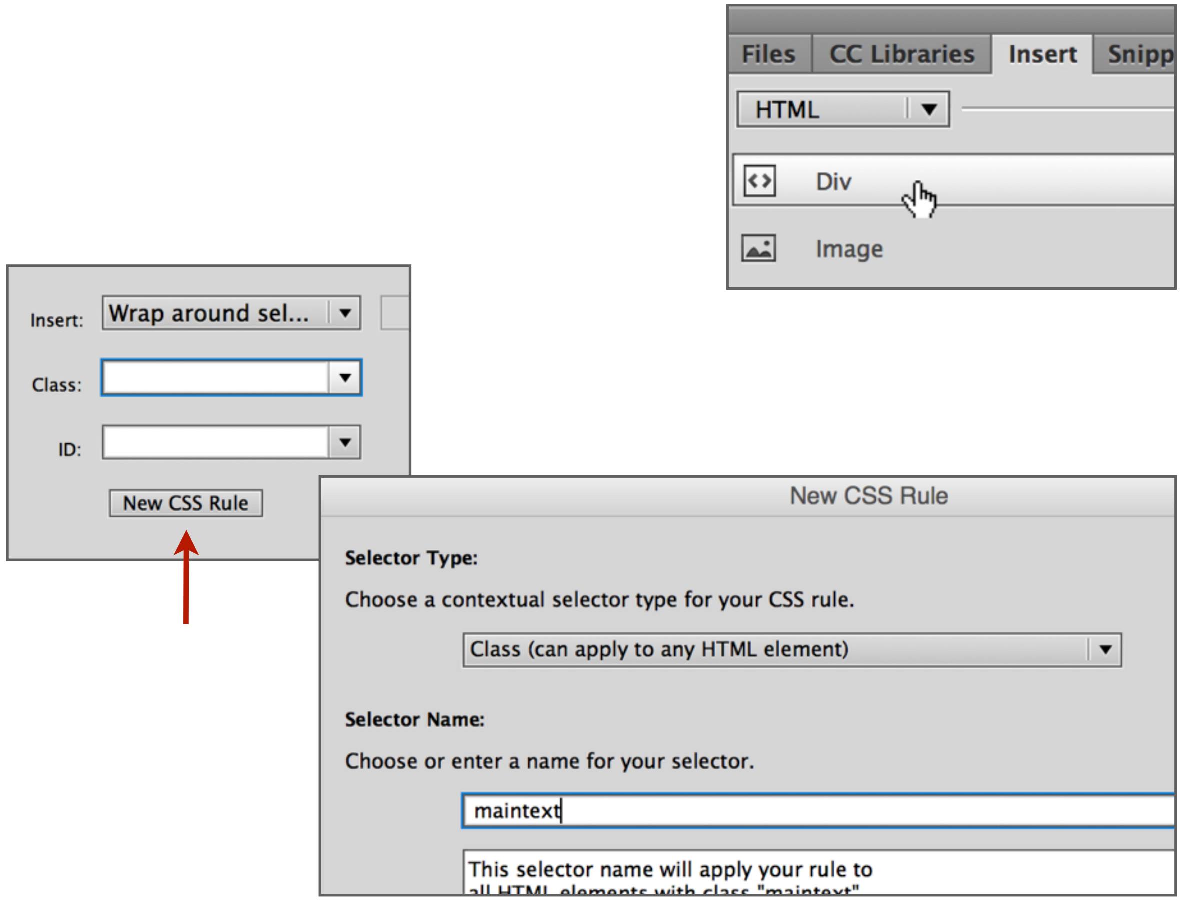
CSS for Type Formatting

CSS stands for Cascading Style Sheets. This name will make a little bit more sense after you know how to use them. We will be using them for two things. The first is to format text. The second is to lay out a web page, which will be covered in the next lesson.

All web designers use CSS in preference to formatting by other methods (like the HTML h1 tag you used in the last lesson). It is far more powerful and flexible. But it is a bit more complicated. Try to get your head around it in this lesson, since we will build upon the knowledge in the next chapter.

If you didn’t save your *index* file from the last lesson, or messed it up quite a bit, then make a new one which approximates it. Now go to Design View to start.

Highlight the second (longer) paragraph and in the Insert Panel click the *Div* button.



Insert: Wrap around sel...

Class:

ID:

Selector Type:

Choose a contextual selector type for your CSS rule.

Class (can apply to any HTML element)

Selector Name:

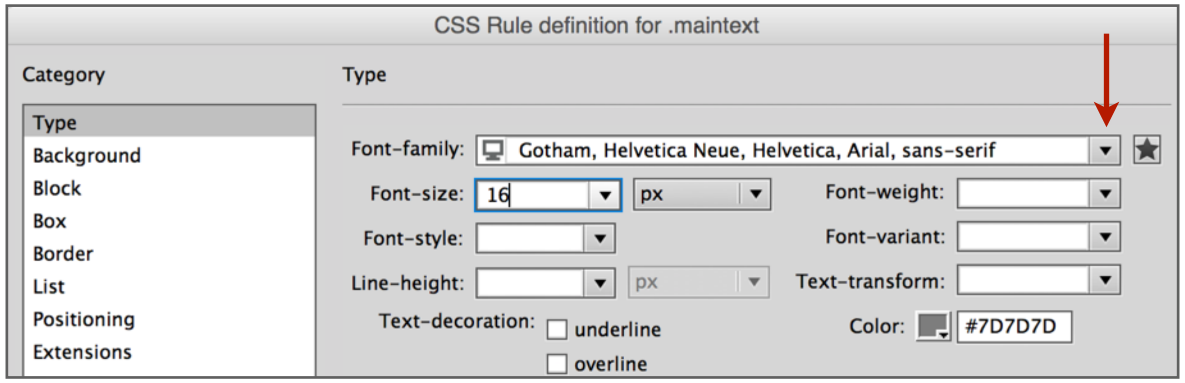
Choose or enter a name for your selector.

maintext

This selector name will apply your rule to all HTML elements with class "maintext"

What we are going to do here is define a style for that selection (the long paragraph) that governs how it looks. If you are familiar with using styles in a word processing program this will seem familiar. Click the New CSS Rule button in the *Insert Div* box.

In defining the new style all we have to do is name it since the other options in the box default to what we need (more about that later). Use a name that does not have spaces within it. I called mine *maintext* for reasons that will soon be obvious. Click OK after you name it.



Font-family: Gotham, Helvetica Neue, Helvetica, Arial, sans-serif

Font-size: 16 px

Font-weight:

Font-style:

Font-variant:

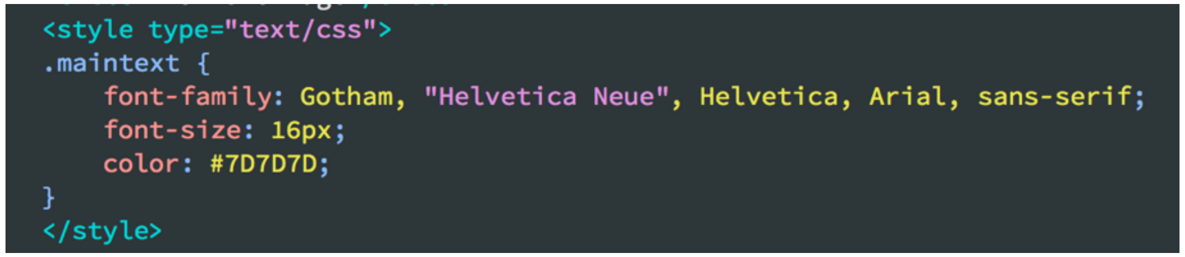
Line-height: px

Text-transform:

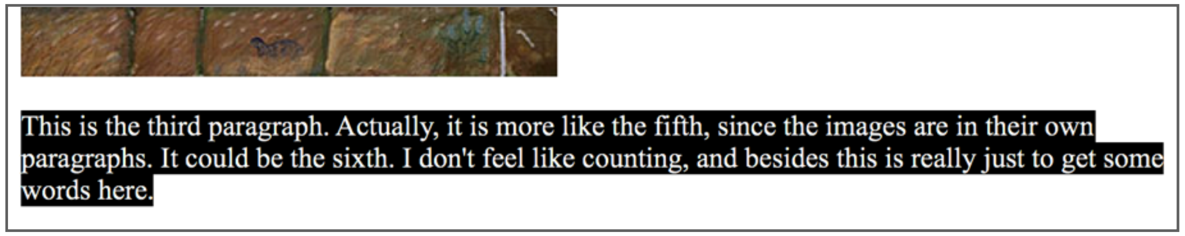
Text-decoration: □ underline □ overline

Color: #7D7D7D

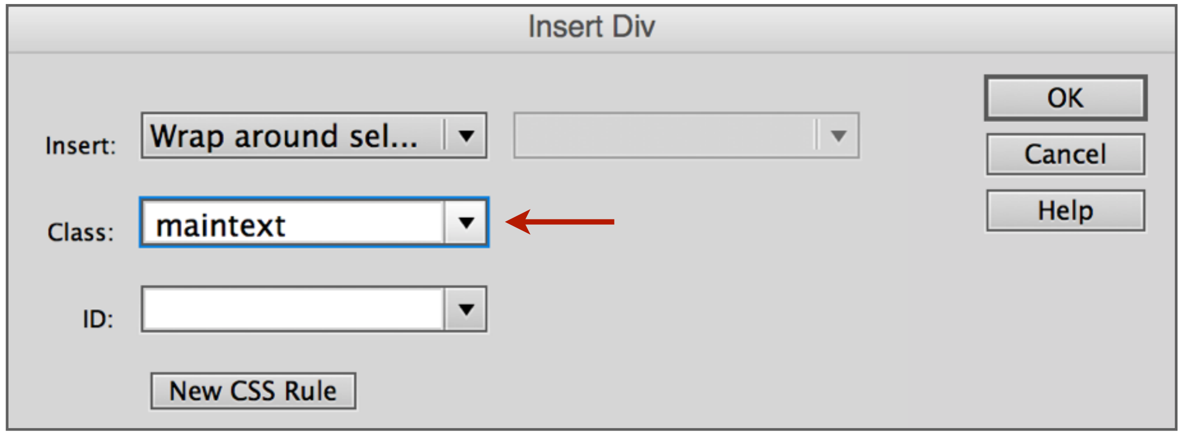
Now we can decide how that highlighted text will look. For the font I chose a sans-serif font. By clicking on the small triangle next to the Font-Family box you will see a number of fonts in each choice. More about this later. For the color I chose grey by clicking on the small square, and for font size I chose 16 pixels by again clicking on the small triangle next to the Font-size box. Click OK, then again click OK in the *Insert Div* box.



```
<style type="text/css">
.maintext {
    font-family: Gotham, "Helvetica Neue", Helvetica, Arial, sans-serif;
    font-size: 16px;
    color: #7D7D7D;
}
</style>
```



This is the third paragraph. Actually, it is more like the fifth, since the images are in their own paragraphs. It could be the sixth. I don't feel like counting, and besides this is really just to get some words here.



Insert Div

Insert: Wrap around sel...

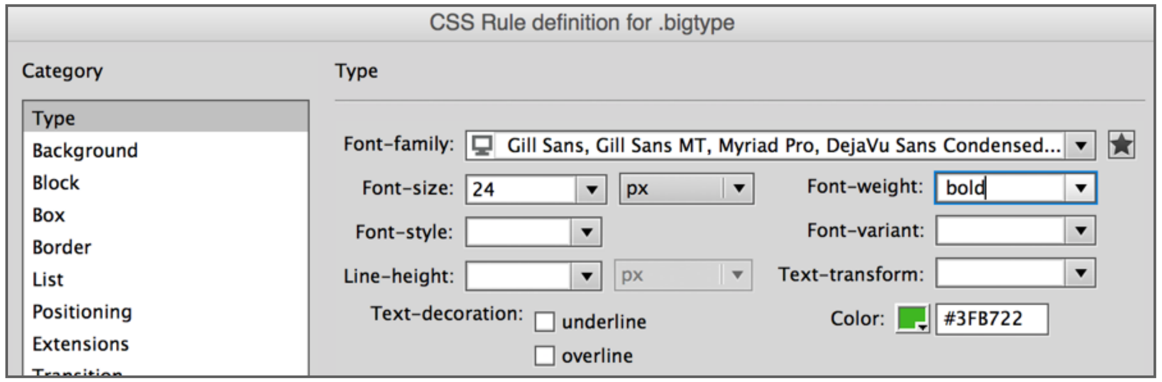
Class: maintext

ID:

After you click *OK*, you should see the paragraph you highlighted change to conform to the rule. Now is a good time to see what all of that work did to your source code. Near the top of your code is your rule with a period before the name and the definition in curly brackets ({ }). That is the rule definition that is looked up when something on the page calls for it. See if you can find out where in the code it is applied to your paragraph (look for *maintext* elsewhere in the code).

This is also a good time to point out that things that display on your webpage are between the tags <*body*> and </*body*>. Since the definition for your style doesn't display on the page, but is only referred to by something on the page, it is before the <*body*> tag.

Go ahead and make a another paragraph under your second image, highlight it, and apply the rule you just made to it. To apply the rule, again go to *Insert Div* (in the Insert Panel) and choose maintext in the drop-down menu next to the *Class* field.



CSS Rule definition for .bigtype

Category: Type

- Type
- Background
- Block
- Box
- Border
- List
- Positioning
- Extensions
- Transition

Type

Font-family: Gill Sans, Gill Sans MT, Myriad Pro, DejaVu Sans Condensed...

Font-size: 24 px

Font-weight: bold

Font-style:

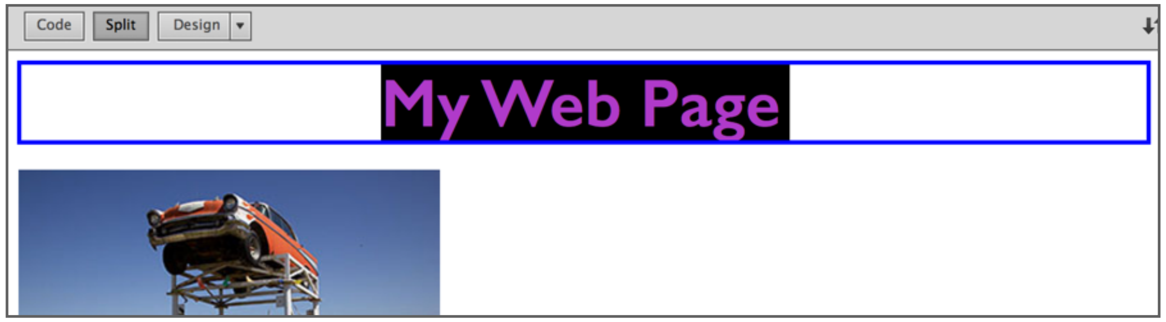
Font-variant:

Line-height: px

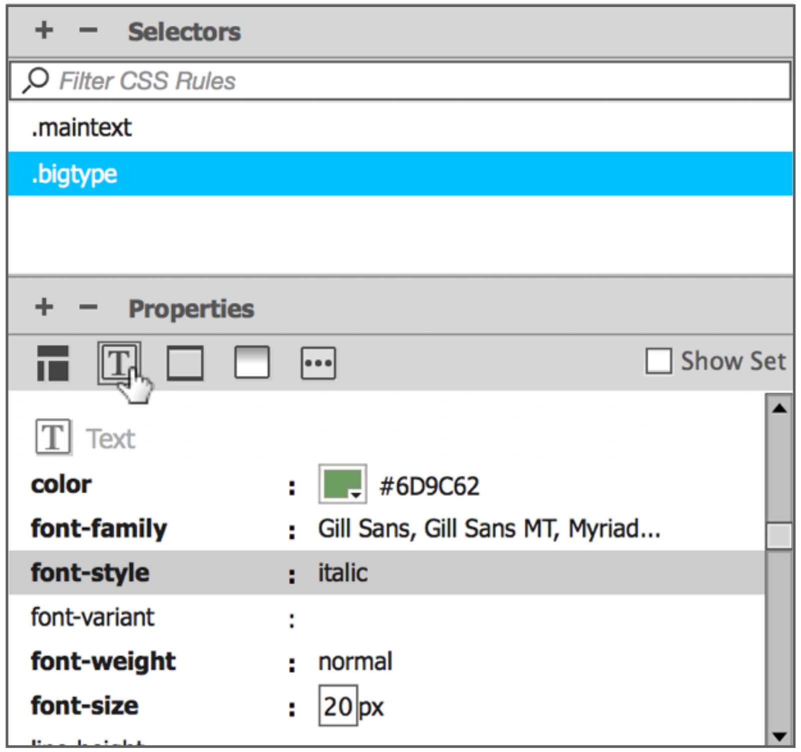
Text-transform:

Text-decoration: □ underline □ overline

Color: #3FB722



My Web Page



Filter CSS Rules

.maintext

.bigtype

color : #6D9C62

font-family : Gill Sans, Gill Sans MT, Myriad...

font-style : italic

font-variant :

font-weight : normal

font-size : 20 px

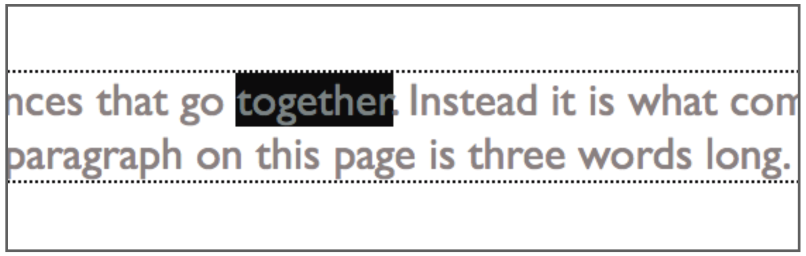
To reinforce this a bit, make another rule. This time highlight your first paragraph (the short one) and make a rule (flip back a couple of pages if you can't remember how) which changes the color and size of the text like in the first style you made. I called this style *bigtype* since it is what I might use for things like titles. Things on your web page should be looking better. If not, we can edit your rules to make them look better.

What if we need to change a style for the type by changing the Rule? First, click on the dotted line surrounding your first paragraph (this line is the rule indication) so that it turns blue. Now the rule is selected.

Now go to the *CSS Designer* Panel (tab on top right of your screen), select .bigtype under the *Selectors* section, and then click on the *Properties* section of the panel. Uncheck *Show Set* and then scroll down to the text options or click the text icon at the top of the Properties section.

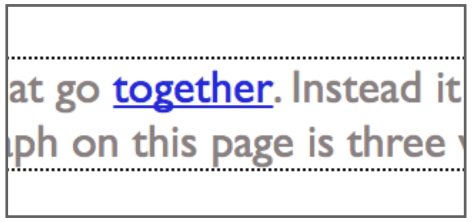
Any of the things in the text properties can be changed. And the changes will happen wherever the rule is applied. Which in this case is only one place (your first paragraph). In the example on the left I changed the text color, the font-style, the font weight, and the font-size.

Next, let's look at styling things for links. It has been at least fifty years since links were commonly denoted by underlines, so we need to learn how to apply CSS Styles (Rules) to them so that we can make them look like links some other way...



nces that go together. Instead it is what com
paragraph on this page is three words long.

We are going to make a word in one of your paragraphs a link and change the style of all your links. Highlight a word in one of your longer paragraphs and add a hyperlink the way you did in the first chapter (remember? Insert Panel / Hyperlink). Choose one of the pages you made for the first lesson as the link (I chose the first one) and click *OK*.



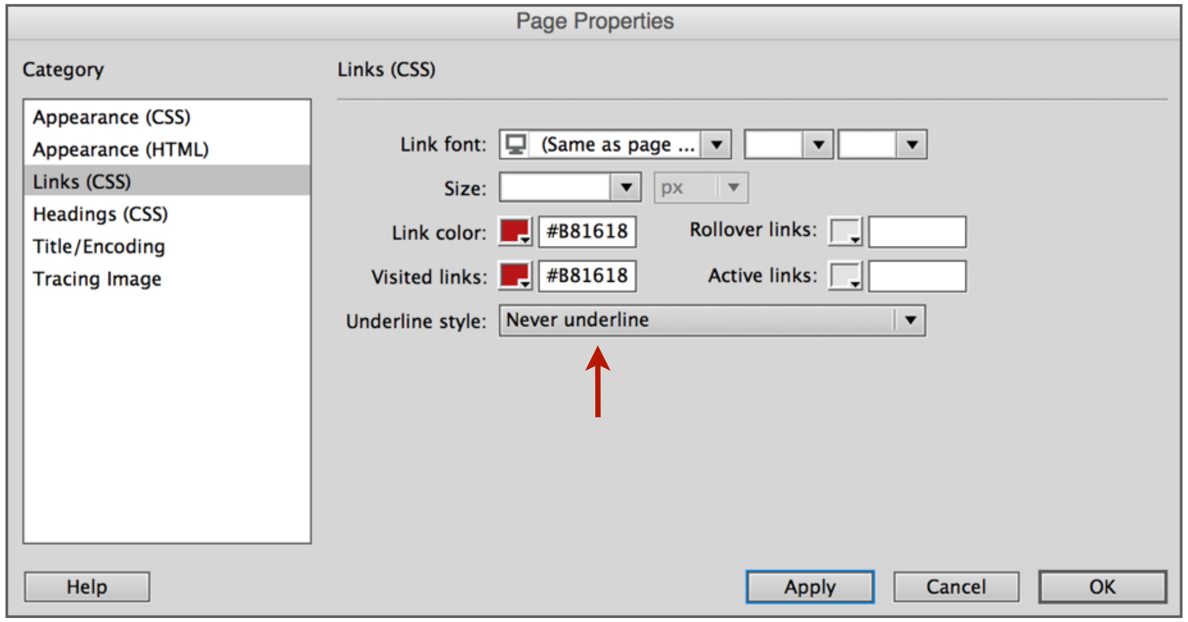
at go together. Instead it
ph on this page is three

Click anywhere in the Design View to deselect the word you highlighted. It should now be blue and underlined, because that is the way links are made to look, and this overrides the CSS rule you made (but notice that the type size and style is the same).

We are going to change the look of the links on the page, and we are going to do it by applying a CSS style to override the HTML convention that says links should be blue and underlined.

There are many ways to change the way links look, but we are going to redefine the style of links using CSS by going to *Modify / Page Properties* in the menu.

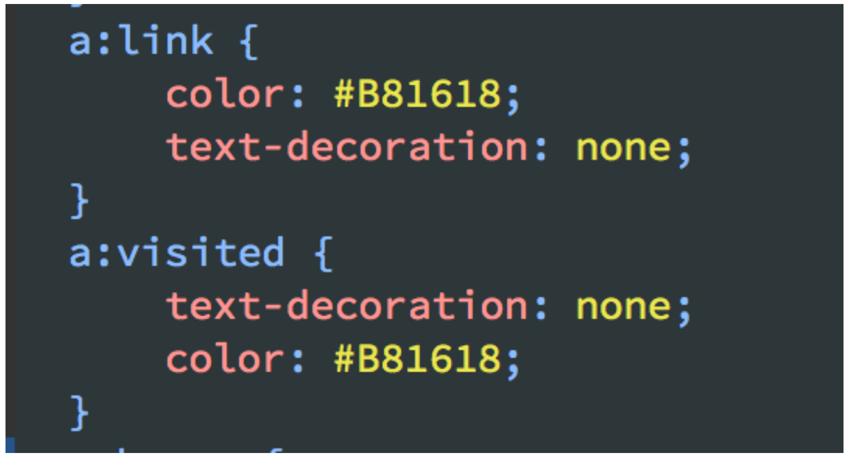
In the *Page Properties* box, choose *Links (CSS)* in the *Category* list, and change the link color to whatever you would like (I chose red, a rather unlikely link color). While you are at it, change the visited link to the same color. You should also get rid of the underline in the *Underline style* box. Click okay.



Page Properties

Category: Links (CSS)

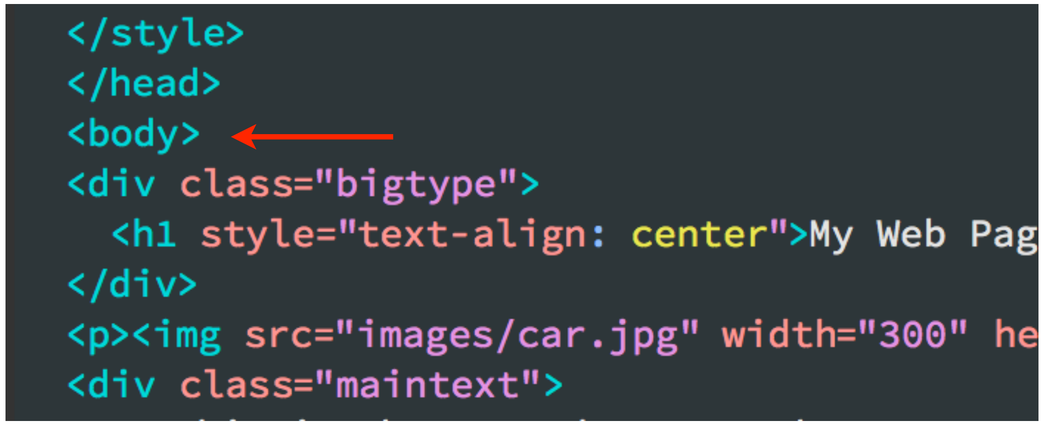
Link font: (Same as page ...)
Size: px
Link color: #B81618
Visited links: #B81618
Rollover links:
Active links:
Underline style: Never underline



```
a:link {
    color: #B81618;
    text-decoration: none;
}
a:visited {
    text-decoration: none;
    color: #B81618;
}
```

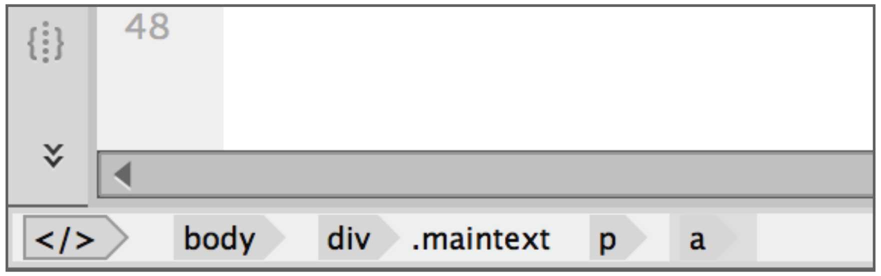
What you have done is actually make a CSS style that tells your page to change all the links to the color you made them and not make them underlined (no text decoration). Take a quick glance at your code: the 'a' means link in HTML, and you made a rule (actually four rules) to change the way it looks.

You didn't need to specify the font unless you want to change it from the font you specified in *maintext*. We have a rule (the *a* rule) inside another rule (*maintext*). Whatever you don't specify in the inside rule will be governed by the outside CSS rule. In this case, the text style is still governed by the style we specified for the paragraph containing the link.

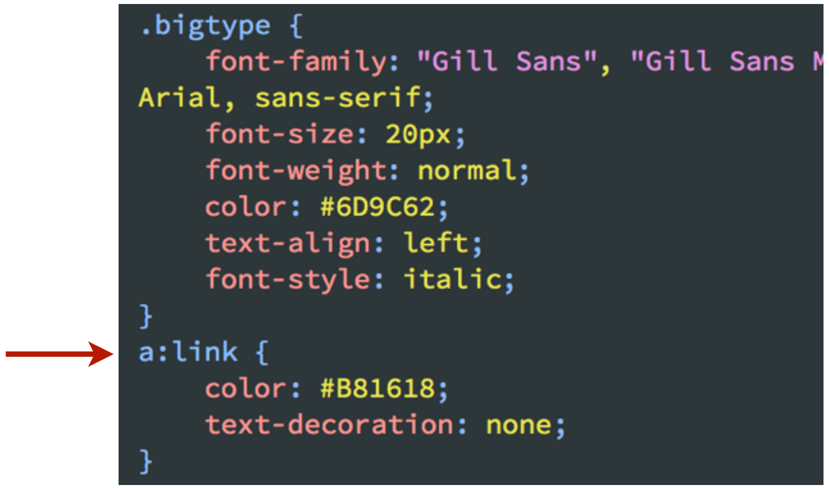


```
</style>
</head>
<body>
<div class="bigtype">
  <h1 style="text-align: center">My Web Pag
</div>
<p><img src="images/car.jpg" width="300" he
<div class="maintext">
```

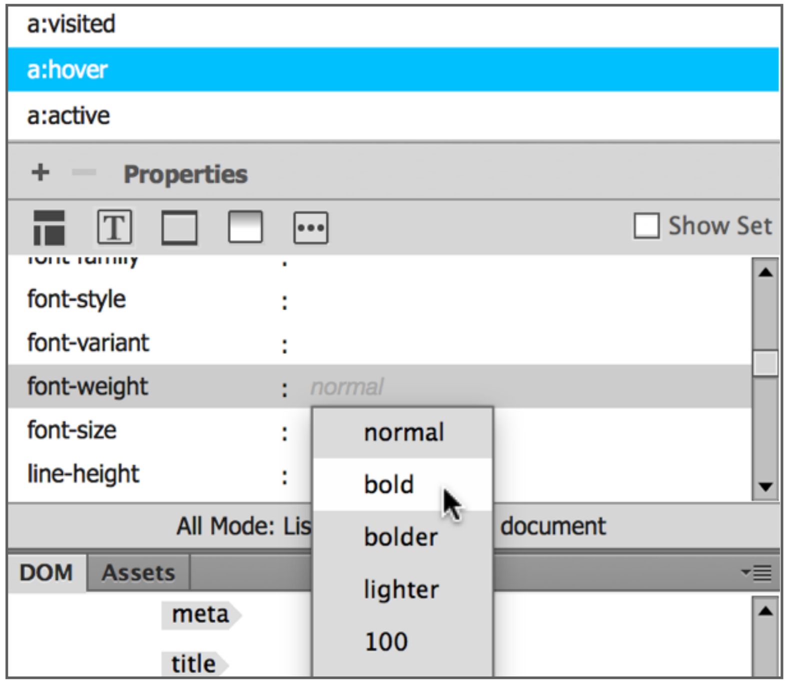
You should see in the code that there is a tag which governs everything displayed on the page—it is called the body tag. We could also apply a CSS rule to this tag, and thereby have a rule within a rule within a rule. If nothing from the larger rule is changed by the rule within it, then it stays the same. Hence the *Cascading* in Cascading Style Sheets.

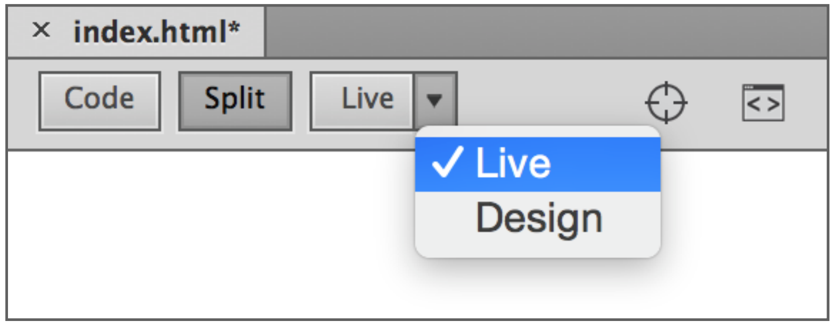


You can actually see the cascade of tags (CSS styles become tags). In Design View, put your cursor anywhere in a link you made and look at the bottom left of the window. You will see <*body*> first, since that is what governs the whole page, then you will see the *maintext* tag within it (applied to a paragraph, hence the *p*), and finally within that the link (*a*). Don't worry if you don't quite understand that. We will see more cascades in the next lesson.



```
.bigtype {
    font-family: "Gill Sans", "Gill Sans M
Arial, sans-serif;
    font-size: 20px;
    font-weight: normal;
    color: #6D9C62;
    text-align: left;
    font-style: italic;
}
a:link {
    color: #B81618;
    text-decoration: none;
}
```





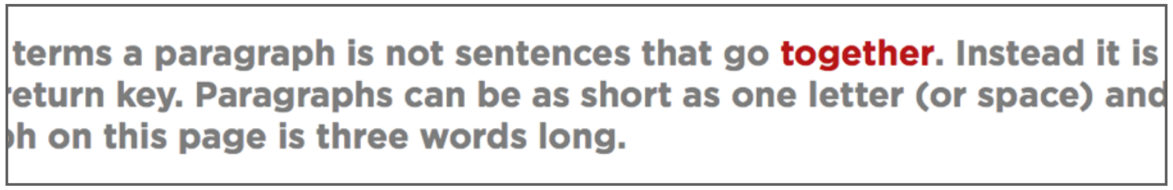
Now look again at the source code in the Code View Window. You can see that the CSS rule that changed our *a:link* tag doesn't have a period before it like the other rules do. This tells the browser that it is a rule which changes a tag, not a rule you made and happened to call *a:link*. Just browser language you should be dimly aware of.

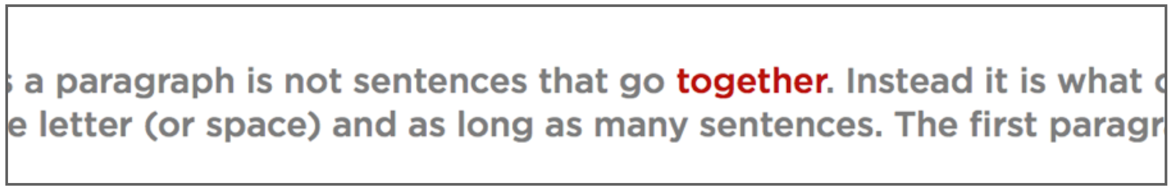
Now we want to change our links so that when we roll over them, they get bold. This rollover is also called hover.

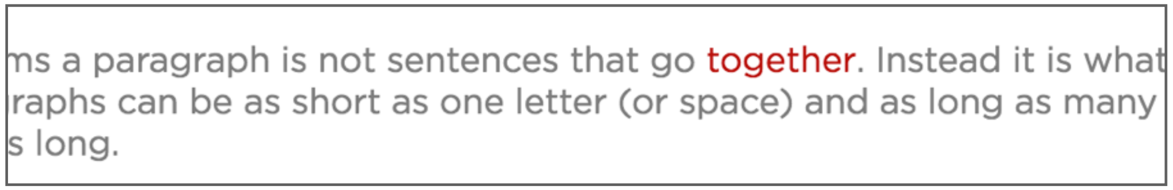
With your cursor somewhere in your link, go to the CSS Designer panel and chose *a:hover* in the selectors catagory. Now in the Properties choose the icon for type (or scroll to it) and change the font-weight to bold. Heck, change anything you want to happen when the user rolls the cursor (hovers) over the link.

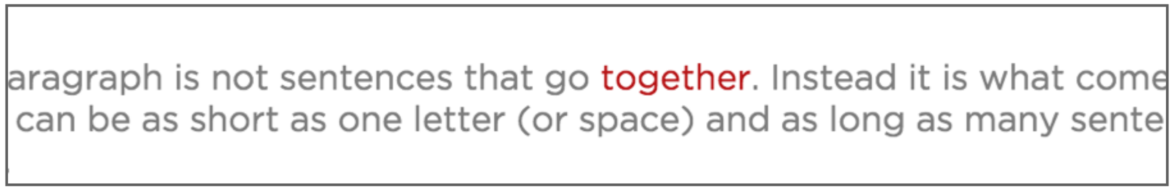
Now preview the page in a browser (remember the little globe at the bottom of the working window?). Your link should change when you roll the cursor over it and go to your other page when you click it. By the way, whenever Dreamweaver asks, tell it you want to save the file. "Save early, Save often" as my grandpappy used to say.

Instead of previewing in a browser to see things like this you can also click the Live View button at the top of the window next to the Design View button. It will not necessarily look the same as in a browser, but it should be close. Just remember to turn off Live View when you are done, since when it is on it changes the way Dreamweaver works.


terms a paragraph is not sentences that go together. Instead it is
eturn key. Paragraphs can be as short as one letter (or space) and
h on this page is three words long.


a paragraph is not sentences that go together. Instead it is what
e letter (or space) and as long as many sentences. The first paragr


ns a paragraph is not sentences that go together. Instead it is what
raphs can be as short as one letter (or space) and as long as many
s long.


aragraph is not sentences that go together. Instead it is what come
can be as short as one letter (or space) and as long as many sente

In this lesson we have bitten a lot off. It would be wise to go back through it and make sure you understand what we did. Experiment with things and try different ways to do things. Save your file for the next lesson.

Using CSS styles for text formatting gives you a very flexible and powerful way to format text. We have only touched on a few in this chapter—perhaps you have found some other useful options like line spacing (line height). In the next chapter you will see how to use this same type of formatting to govern how blocks of text and other page elements behave.

And since I said I was going to get to this: When you specified a font in this chapter, you noticed that more than one was specified. Since fonts are different on different computers, this means that the first one will be used unless it is not on the viewer's computer. If that is the case, the second font will be used. And so on.

While updating this lesson, the type rendering in browser previews were very different. From top to bottom is Safari, Firefox, Chrome, and Dreamweaver's live view. This illustrates why it is a good idea to test any website in all common browsers and mobile devices. The fix for these discrepancies was to go simply to delete all but Helvetica and Arial in the '.maintext' font choices, as the other fonts were confusing the browsers. These kind of problems are not uncommon in web development.

Chapter 4

CSS for Layout

You may have noticed that we have gotten absolutely nowhere in being able to change the layout of web pages so far. With this lesson that will change.

In the past, things called tables were used for layout, and they were pretty simple. But they are not really used much anymore (that is a good thing overall), so learning how to layout pages had to wait until we got a bit of a handle on CSS styles.

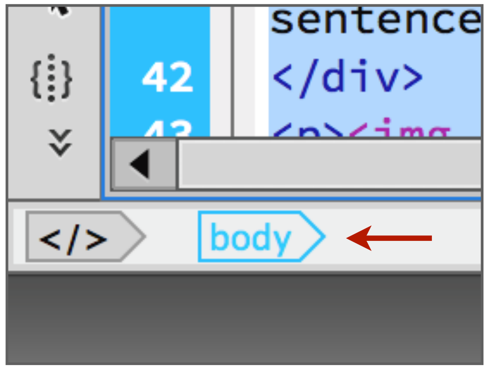
We will now apply a layout to our page using CSS styles. I am going to use the same page as I was using, but you could use a new page populated by text and images (300 pixels wide or less).

*For this lesson you need to know something strange about the way Dreamweaver works. It might take more than one undo to take you back a step, especially when using CSS. For this reason it might be wise to save often and use revert (*File>Revert*) when you get into trouble. Yes, you have to do the same steps over and over, but hey, it's good practice.*

Web pages, unlike a physical page, have only two fixed borders—on the top and on the left. The bottom and right sides have no defined border. The bottom goes on for as long as you can scroll, and the right side will change according to how large your browser (or Dreamweaver) window is stretched to.

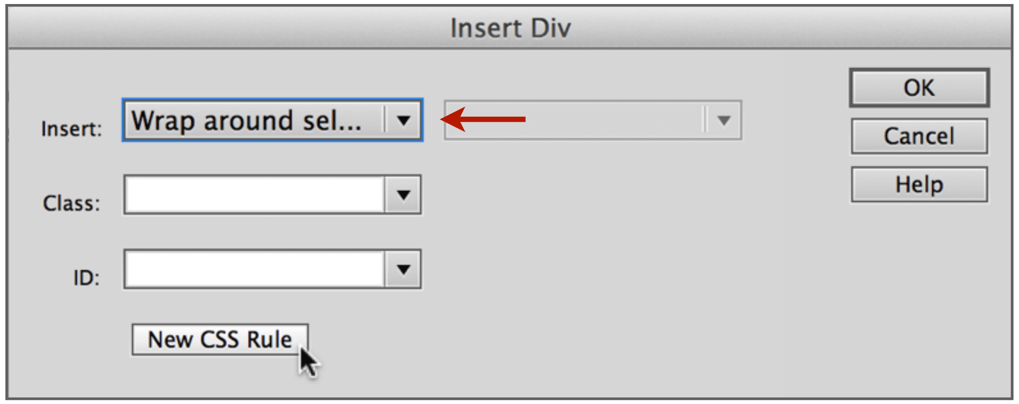
So, our first task is to make a defined right border. This is almost always done by making a wide column in the middle of the page that moves to center once the browser window gets wide enough. Look at a few websites—in most websites if your browser window is larger than a certain size then the information centers within it (this is different in newer 'responsive design' sites).

This centered box (container) for the information is the first thing we will make using CSS layout.



```
sentence
42  </div>
```

Open the index page you made in the last lesson. With your cursor anywhere in the Design View, go to the bottom left of the window and push <*body*>. This is actually a button which selects everything within the body tags. That is everything on the page. You can verify this by looking at the source code—everything between the body tags will be selected.



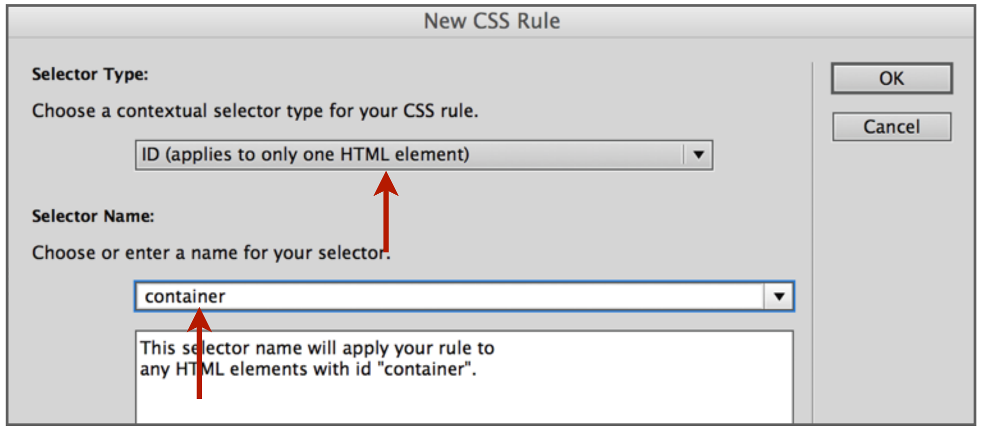
Insert Div

Insert: Wrap around sel...

Class:

ID:

With the body button selected, go to the Insert Panel (on the right, remember?) and click the *Div* button. In almost any circumstance you will want to insert the tag around around everything, so make sure *Wrap around selection* (remember we selected everything) is selected. It probably is (and was in the last lesson) since this is the default. Now press the *New CSS Rule* button.



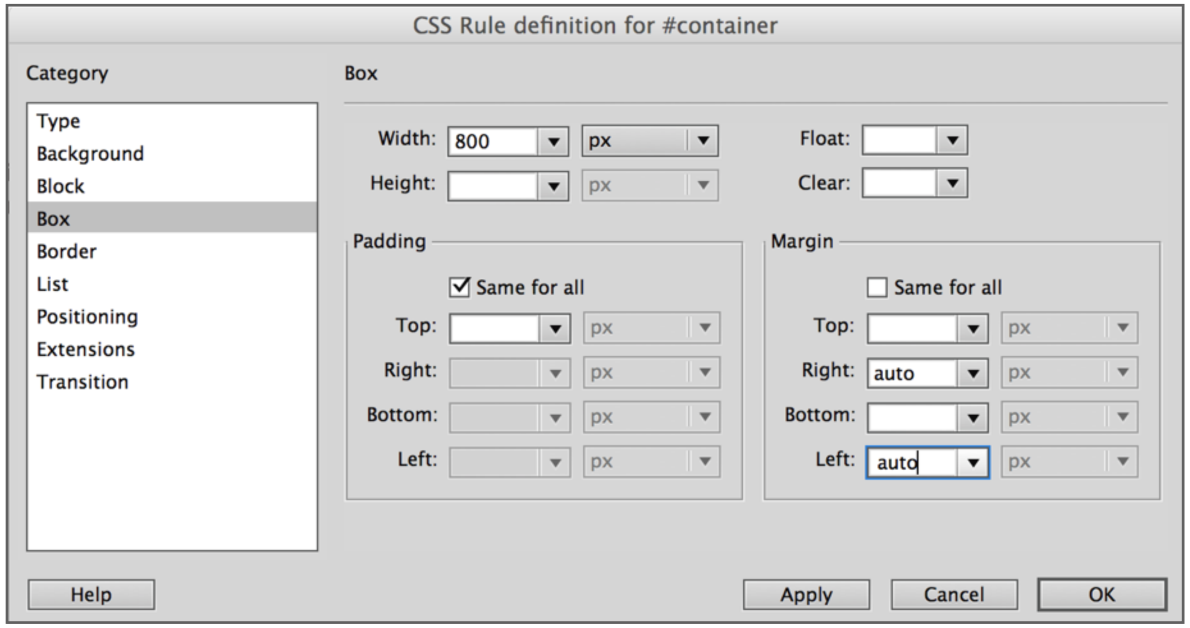
New CSS Rule

Selector Type:
Choose a contextual selector type for your CSS rule.
ID (applies to only one HTML element)

Selector Name:
Choose or enter a name for your selector.
container

This selector name will apply your rule to any HTML elements with id "container".

Use the *ID (applies to only one HTML element)* selector type as that is the one most suitable for layout tasks (although you could use others). Call this *container*. That is a conventional name that many use for this purpose, although calling it something else would not affect its behavior. Click *OK*.



CSS Rule definition for #container

Category: Type, Background, Block, Box, Border, List, Positioning, Extensions, Transition

Box

Width: 800 px

Height: px

Float:

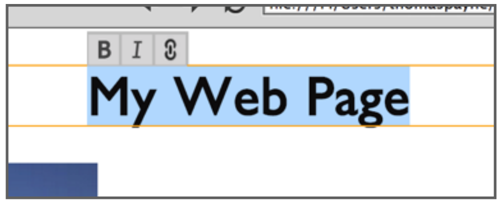
Clear:

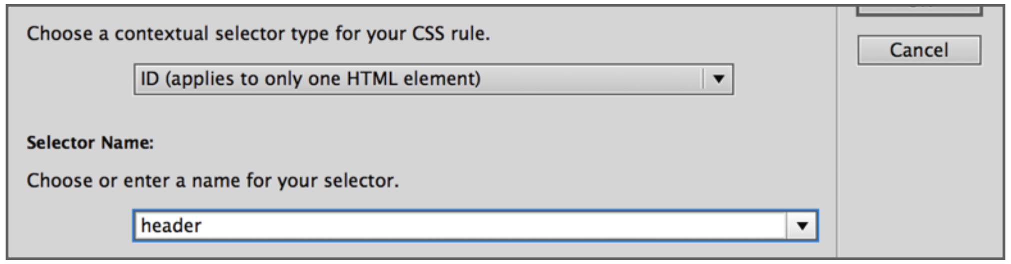
Padding: ☑ Same for all
Top: px
Right: px
Bottom: px
Left: px

Margin: □ Same for all
Top: px
Right: auto px
Bottom: px
Left: auto px

We could define the way that text looks here, but now we are only interested in layout. Go to the *Box Category*, and choose 800 pixels as a width for the container. Everything in your page will be in this box and therefore be no wider than 800 pixels. For *Margin,* uncheck *Same for All, then auto for Right and Left*. Click *OK*.

Looking at your Design View you can see (if your window is stretched out enough) that the content on your page is now narrower—800 pixels wide to be exact.



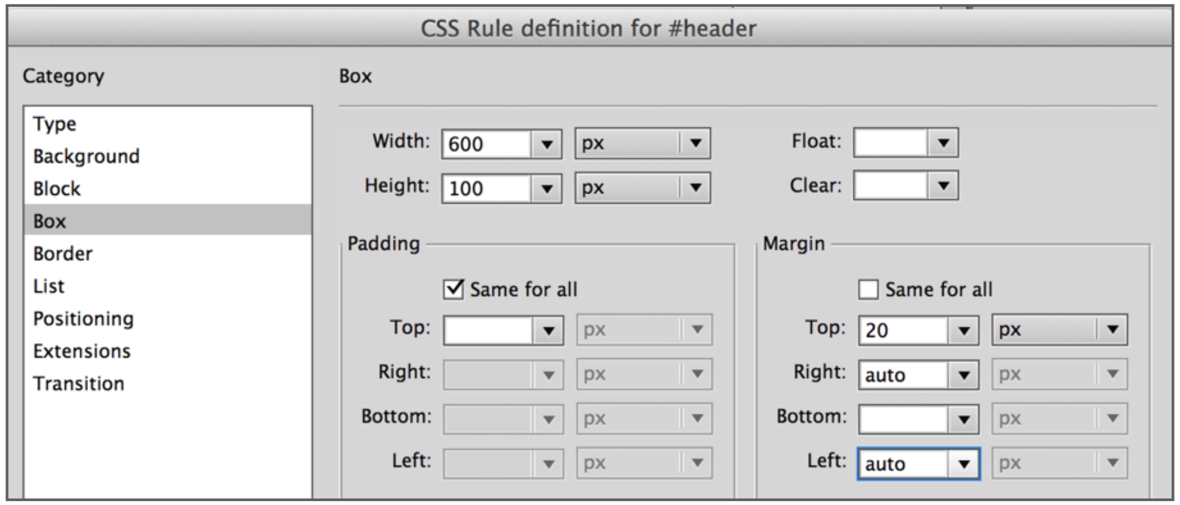

Choose a contextual selector type for your CSS rule.

ID (applies to only one HTML element)

Selector Name:

Choose or enter a name for your selector.

header


CSS Rule definition for #header

Category: Type, Background, Block, Box, Border, List, Positioning, Extensions, Transition

Box

Width: 600 px

Height: 100 px

Float:

Clear:

Padding

☑ Same for all

Top: px

Right: px

Bottom: px

Left: px

Margin

☐ Same for all

Top: 20 px

Right: auto px

Bottom: px

Left: auto px

Now preview your page in a web browser (remember the little globe at the top of the window)? As you resize the width of your page past the size of your container it will center in the window.

Up to this point everything in this lesson is something you could easily use for every web page you make. Your web page should be starting to look intentional.

Now I am going to have to make a design decision. Since a two-column layout with a header (information across at the top) is fairly common, let's give our page that layout.

To do this, first define a space (a box) for the header, which will stretch across the page. Highlight only your short first paragraph and click the *Div* button in the Insert Panel.

Making sure that the requestor box is set to *Insert: Wrap around selection*, click the button to make a *New CSS Rule*.

Change the selector type to *ID (applies to only one HTML element)* and name the style something descriptive like *header* and click *OK*.

In the *Box Category*, enter in the information as in the illustration. The *margin* is how much room around the outside of the box there will be. I set it to 20 pixels at the top just to get it away from the very top of the page. I set the left and the right to *auto* since that will center the box. You can always change any of these things later. Click *OK* when you are done.

You should see that your first paragraph is centered within the main box (container) and is down a little (20 pixels) from the top of the box.

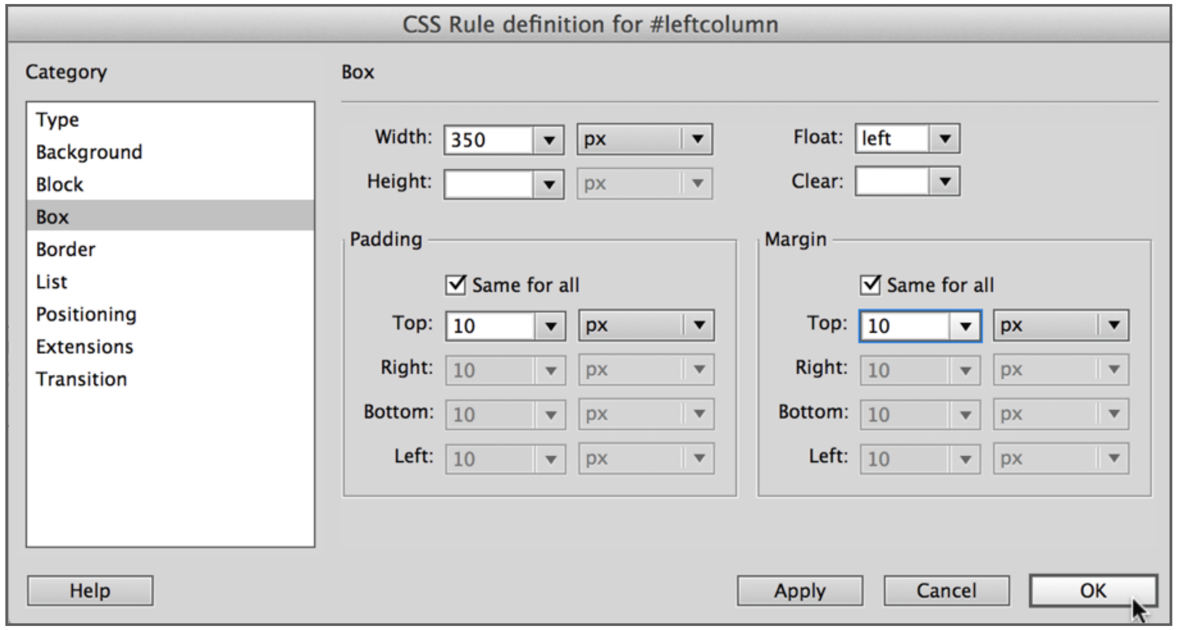
Now is a good time to point out that in web (as with anything where the screen is the final medium), we don't use inches as a measure. It really has no meaning since screens come in all different sizes and resolutions. *Pixels* is the unit that is used for most things. Get used to thinking in terms of them.

As a frame of reference, the computer you are working on has a pixel dimension of at least 1024 pixels (wide) by 768 pixels high. All newer computers exceed this dimension (actually, on a computer display the dots are called dots, not pixels, but don't worry about that).

In the Design View you can see that the box that we made for the header is shown by dotted lines. We could have made our header box longer than 600 pixels to fill the *container*, but since we are not going to be using the upper left or right, this measurement works fine. And you can always change it later. Many web pages use an image for the header even if it is an image of type. To do it that way, just highlight the image instead of the type as we did here.

Now let's make a left column in the same way you made the header. Select everything you want to be in the left column—in my case I selected the first photograph and the second paragraph (the long one) by dragging the cursor over it all starting at the end (easier that way). Click the *Div* button in the Insert Panel.

As before, make a new CSS rule and change your selector type to *ID*. Name your rule something descriptive. I named it *leftcolumn*.



CSS Rule definition for #leftcolumn

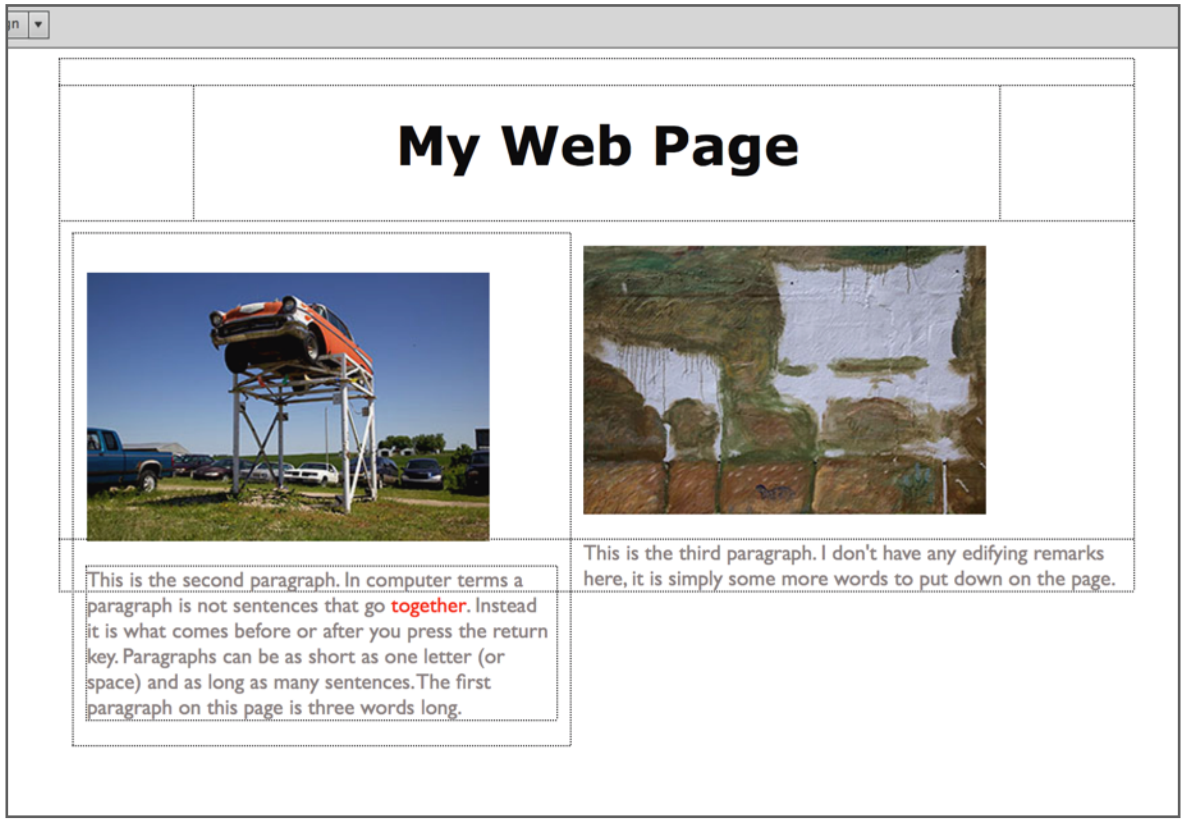
Category

Box

Width: 350 px
Height: px
Float: left
Clear:

Padding
☑ Same for all
Top: 10 px
Right: 10 px
Bottom: 10 px
Left: 10 px

Margin
☑ Same for all
Top: 10 px
Right: 10 px
Bottom: 10 px
Left: 10 px



My Web Page

This is the second paragraph. In computer terms a paragraph is not sentences that go together. Instead it is what comes before or after you press the return key. Paragraphs can be as short as one letter (or space) and as long as many sentences.The first paragraph on this page is three words long.

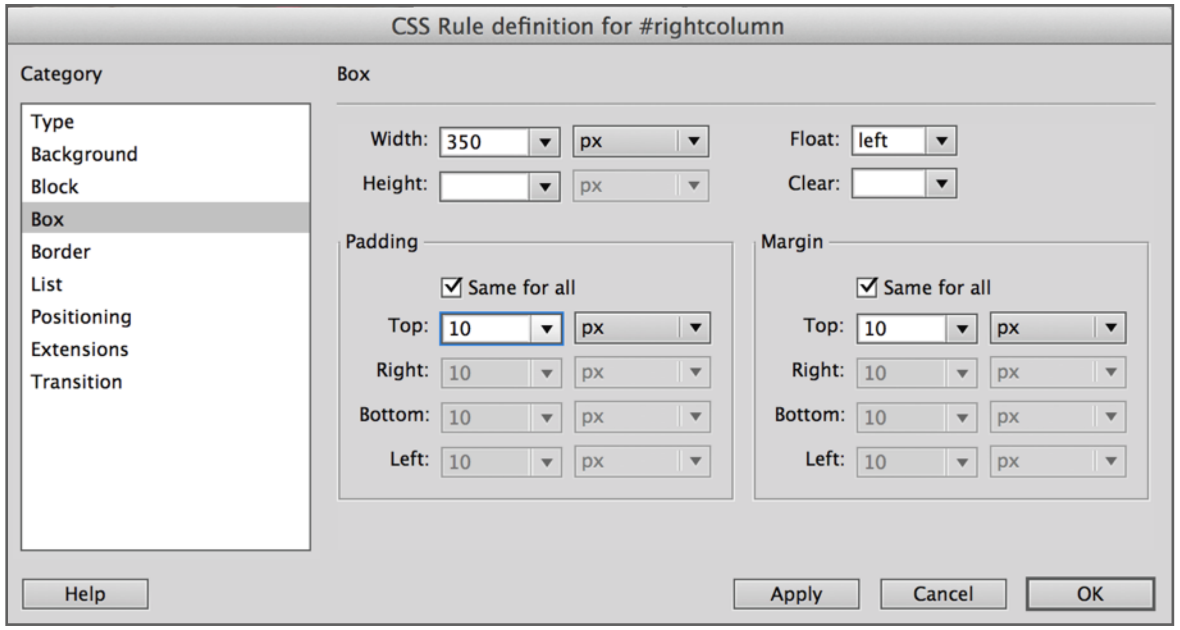
This is the third paragraph. I don't have any edifying remarks here, it is simply some more words to put down on the page.

Enter the information as in the example. Since I will be making two columns, and entered 350 pixels as the column width (somewhat less than half of my container box width. I can always change this later. Float commands the box to align to the closest left border, which in this case is the container box edge. Padding is how close to the box text or photographs contained within it come to the edge. Margins are how much room around the outside of the box there is. Since I didn't define the height of my box it will increase in length to accommodate the material in it.

One strange thing is that both padding *and* margins are added to the dimensions of the box. That is why I entered 350 instead of 400 (half of 800) for the box width.

If I now look at my design view I can see that my header and left column are where they should be, and the rest of the information comes after it as it will (your example may look different than this—that is fine).

Now you need to add the right column. Select whatever information on your page we haven't dealt with yet. In my case it is the second photograph and the paragraph after it. Click *Div* in the Insert Panel and make another new CSS rule. As in the left column make sure the selector type is *ID* and name the selector something descriptive such as *rightcolumn*.



CSS Rule definition for #rightcolumn

Category: Type, Background, Block, **Box**, Border, List, Positioning, Extensions, Transition

Box

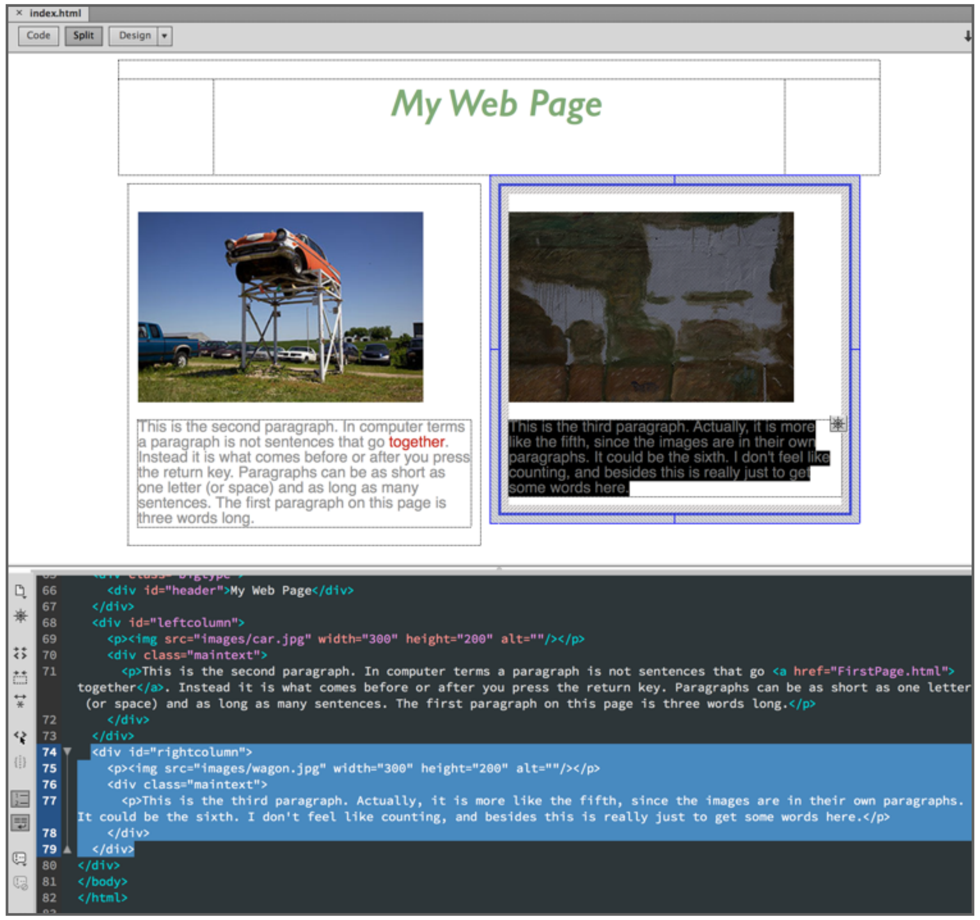
Width: 350 px · Float: left

Height: px · Clear:

Padding: ☑ Same for all — Top: 10 px; Right: 10 px; Bottom: 10 px; Left: 10 px

Margin: ☑ Same for all — Top: 10 px; Right: 10 px; Bottom: 10 px; Left: 10 px

Enter the information as in the example. You will notice that it is the same information we entered for the left column. In this case the *Float: left* will cause the box to align with the closest left border, which in this case is now the left column (we could have also had it float right—to the container edge). If the width of the right column was too large (which it is not), then it would simply slide under the right column to where it would fit. Click *OK* as needed.



This is the second paragraph. In computer terms a paragraph is not sentences that go together. Instead it is what comes before or after you press the return key. Paragraphs can be as short as one letter (or space) and as long as many sentences. The first paragraph on this page is three words long.

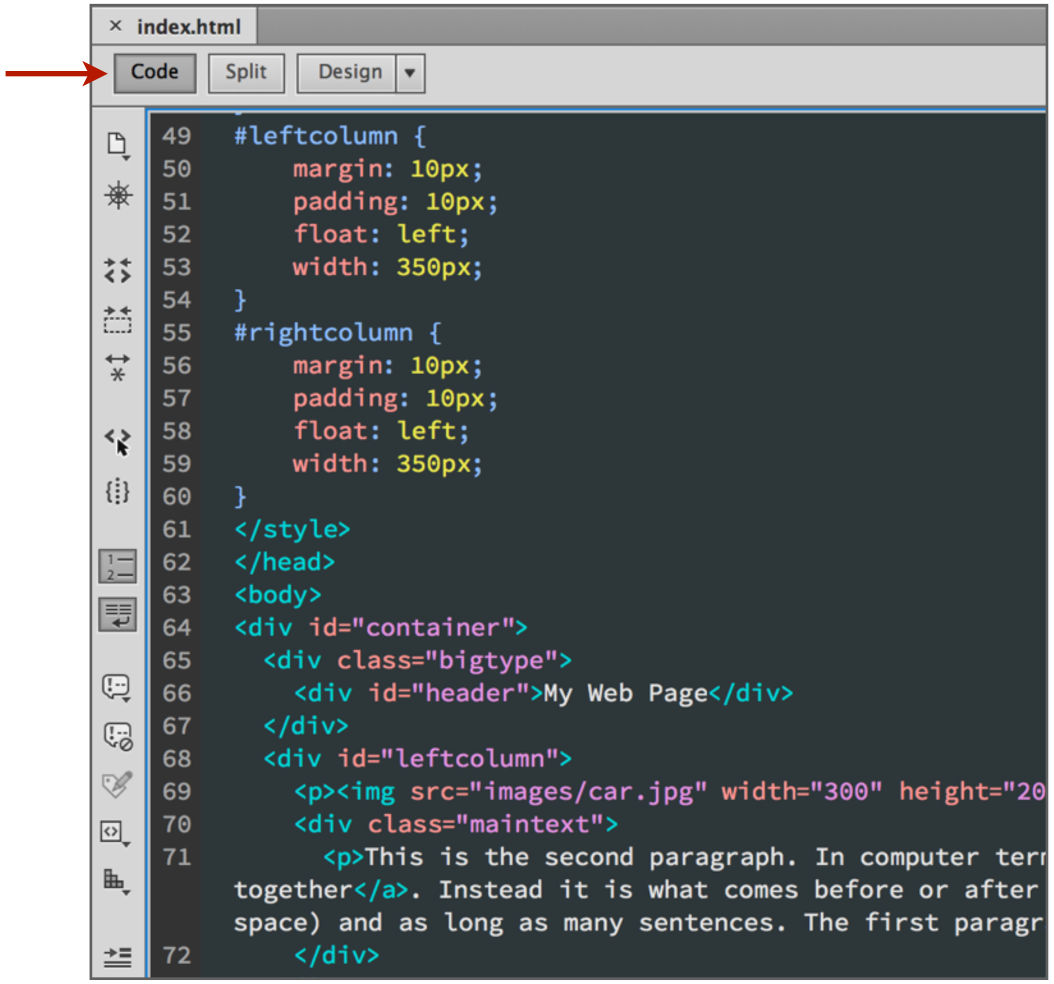
This is the third paragraph. Actually, it is more like the fifth, since the images are in their own paragraphs. It could be the sixth. I don't feel like counting, and besides this is really just to get some words here.

```
    <div id="header">My Web Page</div>
  </div>
  <div id="leftcolumn">
    <p><img src="images/car.jpg" width="300" height="200" alt=""/></p>
    <div class="maintext">
      <p>This is the second paragraph. In computer terms a paragraph is not sentences that go <a href="FirstPage.html">
together</a>. Instead it is what comes before or after you press the return key. Paragraphs can be as short as one letter
 (or space) and as long as many sentences. The first paragraph on this page is three words long.</p>
    </div>
  </div>
  <div id="rightcolumn">
    <p><img src="images/wagon.jpg" width="300" height="200" alt=""/></p>
    <div class="maintext">
      <p>This is the third paragraph. Actually, it is more like the fifth, since the images are in their own paragraphs.
It could be the sixth. I don't feel like counting, and besides this is really just to get some words here.</p>
    </div>
  </div>
</div>
</body>
</html>
```

In the Design View, you will see that everything is pretty much how it should be. If it isn't, back up and try again. Make sure your photographs are at most 300 pixels wide—if they are much bigger they will prevent the right column from going to the right.

Now is a good time to see what havoc you have made. Go to split view and look at the code as you select different things on your page. When you select a box you will see the selection in the code running from the beginning to the end of the box.

In code view on the bottom of your screen, everything displayed on your page starts after the body tag (<*body*>). Before that tag you will see how you defined your CSS styles.



```
#leftcolumn {
    margin: 10px;
    padding: 10px;
    float: left;
    width: 350px;
}
#rightcolumn {
    margin: 10px;
    padding: 10px;
    float: left;
    width: 350px;
}
</style>
</head>
<body>
<div id="container">
  <div class="bigtype">
    <div id="header">My Web Page</div>
  </div>
  <div id="leftcolumn">
    <p><img src="images/car.jpg" width="300" height="20
    <div class="maintext">
      <p>This is the second paragraph. In computer ter
together</a>. Instead it is what comes before or after
space) and as long as many sentences. The first paragr
    </div>
```

You can also see only the code with the Code button on the top left of your windows. All that code certainly looks formidable, and it would be if you had to write it from scratch. But really, you just need to be able to sort of read it. Dreamweaver is not a fool-proof program, and there are many times you have to go in and manually remove or change code (like the font confusion in the last chapter). It is not really the fault of the program, just the way web (HTML) works. Many times it is also easier to change things (especially with Search & Replace) in code view.

Save your file and then mess around with it, periodically previewing it in a browser. Try editing your column sizes to different widths. How about a main column and a sidebar (edit the style for *rightcolumn* to make it 500 pixels and for the right column to be something like 200 pixels. How about adding more photographs and text to the columns?

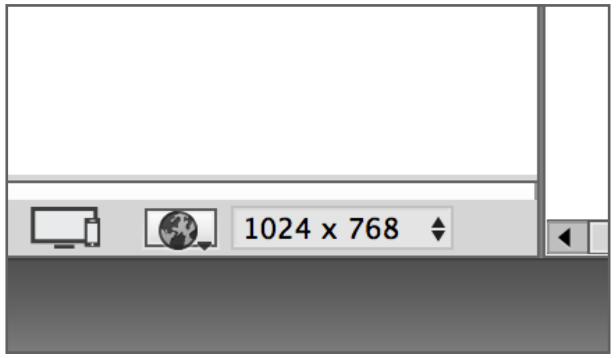
Experiment and play around with this stuff. Refer back to the lessons as needed.

And that's it. You now have a toolbox for doing very functional websites. You can add pages, information, styles, and add photographs. If you add photographs, you should size them in Photoshop or another image editing application to fit within your columns (remember to leave pixels for padding) and you should save them as JPEGs (or PNG or GIF) files.

Actually, you might find that you can just use the pages we made here as a template. Two columns with a header is a very common format—just take out the information you don't want, and put in the information you do want.

Or, if you would like a one column with a side-bar, just make one of the columns narrow. Or we could make a third column (or side-bar) by just adding a third column the same way we added the second.

When you are laying out your own web pages remember that **your screen may be bigger** than the screens of people viewing your web site. Most web sites today are sized for a screen that is 1024 pixels wide by 768 pixels tall. That is also the size of many tablets. You can simulate this size in Dreamweaver by resizing your window and looking at the size at the bottom right of your working window.



And remember—do not change the location or the name of anything that is inside your web folder. Even if you change one letter in the file-name of one of your photographs, then the web browser will not be able to find and display it. If you need to change a name or location, go into Dreamweaver and change it there.

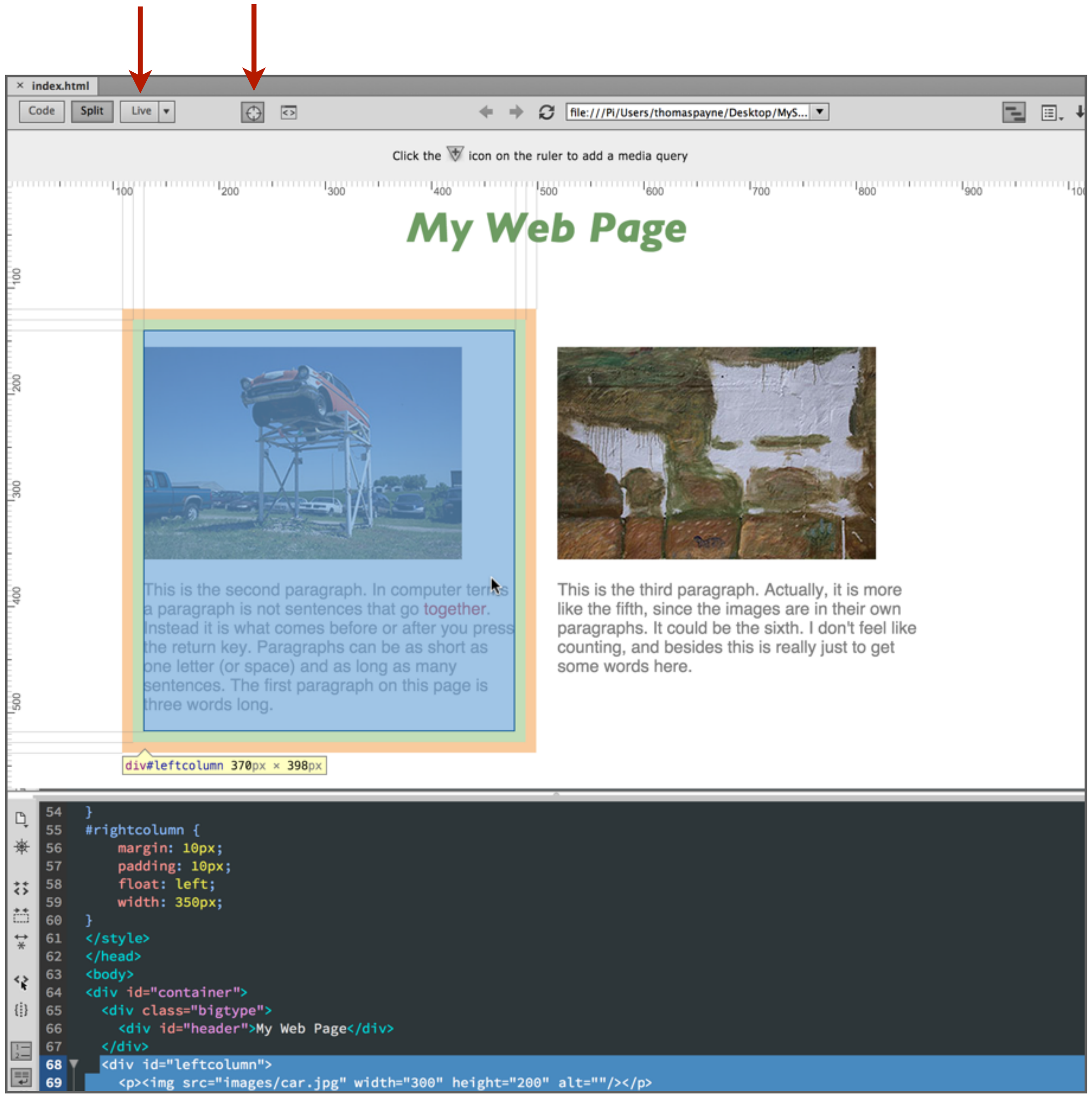
And finally, re-read the last two paragraphs. They describe how not to make the most common two mistakes beginning students make.

Chapter 5

Some Useful Things

Now that you have a toolbox full of tools, it is time to figure out a little bit more about the finer aspects of using these tools.

But don't forget to learn to the tools we have covered so far in these lessons. They represent a firm foundation from which to explore further.


index.html
Code
Split
Live
file:///Pi/Users/thomaspayne/Desktop/MyS...
Click the icon on the ruler to add a media query
100
200
300
400
500
600
700
800
900
div#leftcolumn 370px × 398px

My Web Page

This is the second paragraph. In computer terms a paragraph is not sentences that go together. Instead it is what comes before or after you press the return key. Paragraphs can be as short as one letter (or space) and as long as many sentences. The first paragraph on this page is three words long.

This is the third paragraph. Actually, it is more like the fifth, since the images are in their own paragraphs. It could be the sixth. I don't feel like counting, and besides this is really just to get some words here.

```
}
#rightcolumn {
    margin: 10px;
    padding: 10px;
    float: left;
    width: 350px;
}
</style>
</head>
<body>
<div id="container">
  <div class="bigtype">
    <div id="header">My Web Page</div>
  </div>
  <div id="leftcolumn">
    <p><img src="images/car.jpg" width="300" height="200" alt=""/></p>
```

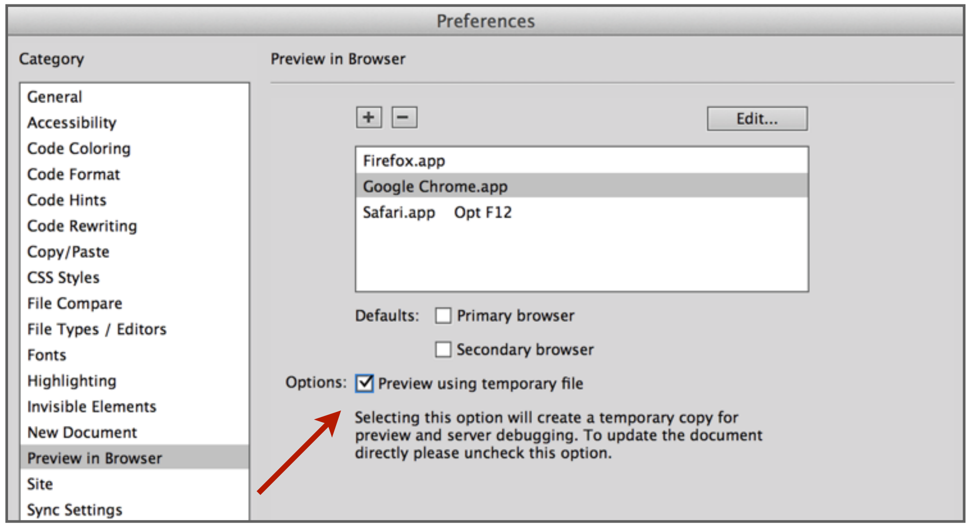
Test your pages in different web browsers. Personally, I test in Safari, Firefox, Chrome, and sometimes even Explorer. Remember that little globe at the bottom of your Dreamweaver window that allows you to test in different browsers. You can add more browsers by going to the menu *File>Preview in Browser>Edit Browser list*. You also set a primary browser which you can access with a keyboard shortcut.

Inevitably, things go wrong. One handy way of tracking down what went wrong in layout is to go to the top of the window, click on the *Live* button, and then click the *Inspect* button.

This will show your layout element as a different groovy colors, lines, and boxes. It is useful when you get stumped as to why something is not working correctly.

Look at your code. One of the things that I am always taking out are paragraph tags (<p> and </p>). They screw me up so much that I usually just use line breaks between elements (images or paragraphs). You can insert a line break in Design View by hitting shift and return together instead of just hitting return.

Often times, especially after a lot of editing in Design View, the code gets screwed up, so something like a link will extend across another link. HTML code uses pretty much plain English, and it is not too difficult to correct these things by moving the code around a bit. Paragraph returns you make in Code View don't effect anything, and you can use them to make the code easier to view and sort out. So, spread out and group your code.

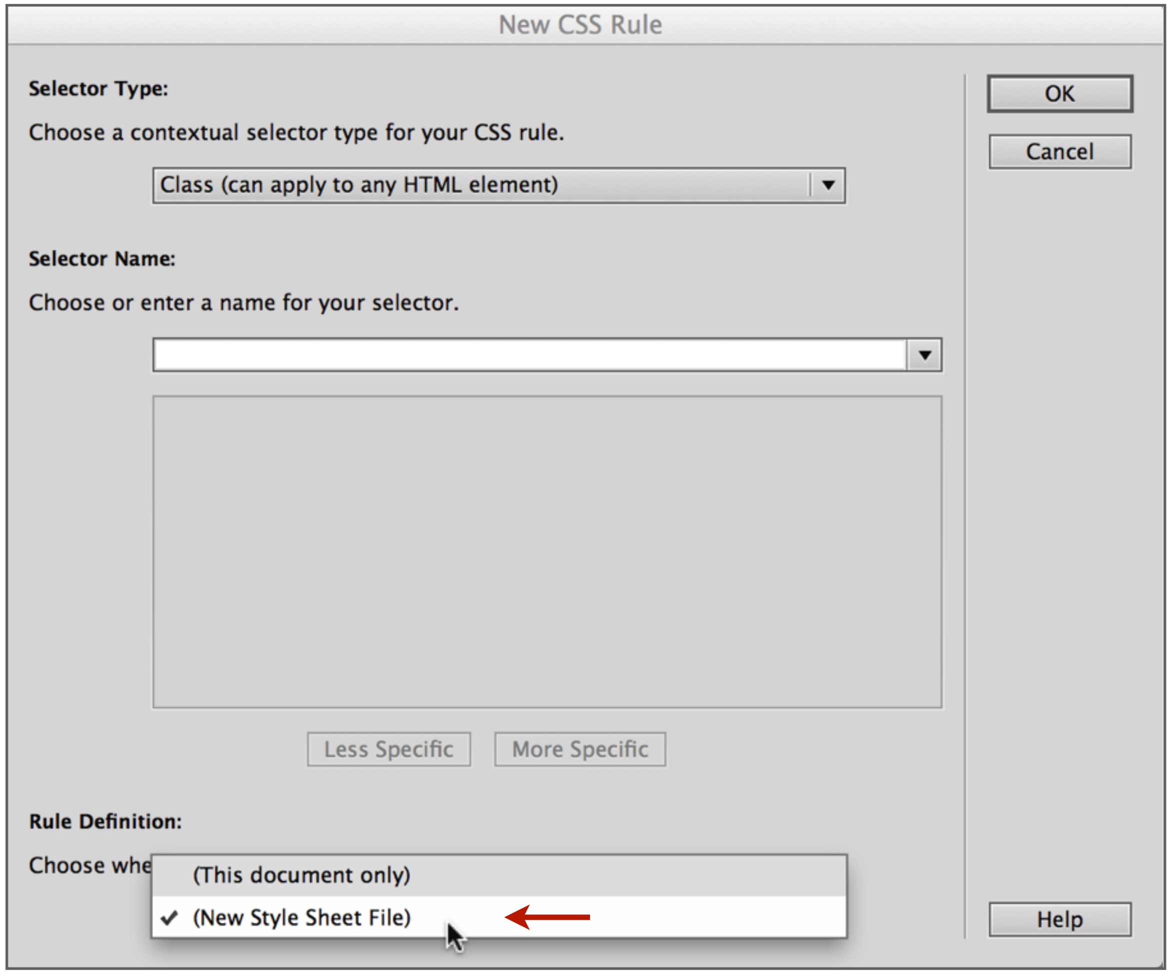


Defaults: □ Primary browser

□ Secondary browser

Options: ☑ Preview using temporary file

Selecting this option will create a temporary copy for preview and server debugging. To update the document directly please uncheck this option.



Selector Type:

Choose a contextual selector type for your CSS rule.

Class (can apply to any HTML element)

Selector Name:

Choose or enter a name for your selector.

Rule Definition:

Choose whe

(This document only)

✓ (New Style Sheet File)

But most of all, try different things. By default, Dreamweaver is set up for 50 undos. Also, if you would like to preview your files in a browser without having to save them you can turn on this option in the preferences.

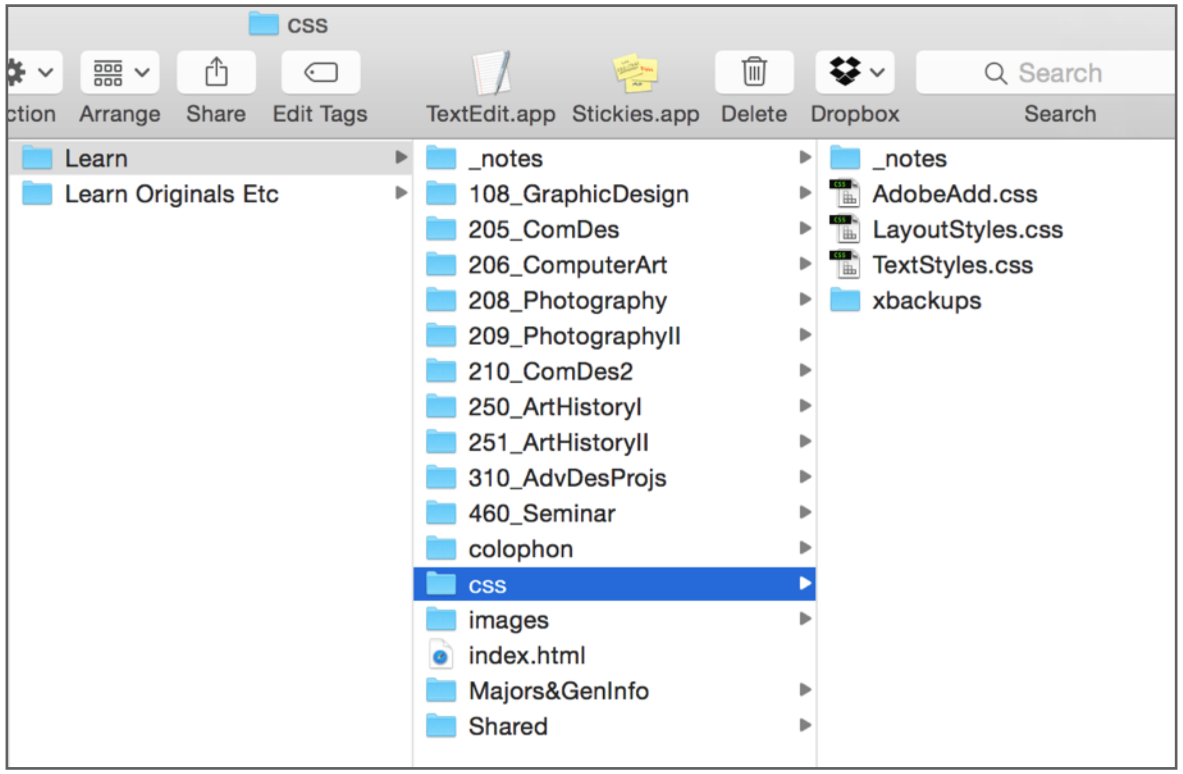
You should save multiple copies of a file, so that if you make too many mistakes you can always fall back on a file you saved before you really screwed things up.

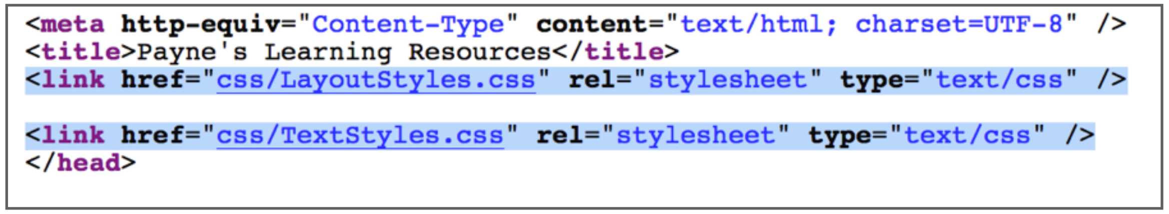
Look at other people's websites. If you see a rollover effect or something else you really like, you can always 'borrow' it. All browsers allow you to view the source code (although in Safari you have to turn on *Developer* in preferences), and you can copy as much as you need and paste it into your file.

It may be a little hard in this case to see where others keep their CSS style definitions, and this leads us to one other thing you should know, which is how to keep your CSS styles in a separate place.

When you make a new style you can either apply it to the document you are working on, or you can save it somewhere else (*New Style Sheet File*).

There is one advantage to saving it somewhere else. If you are using the same styles across multiple pages (be it two or two hundred), changing only your style sheet will change all the pages.





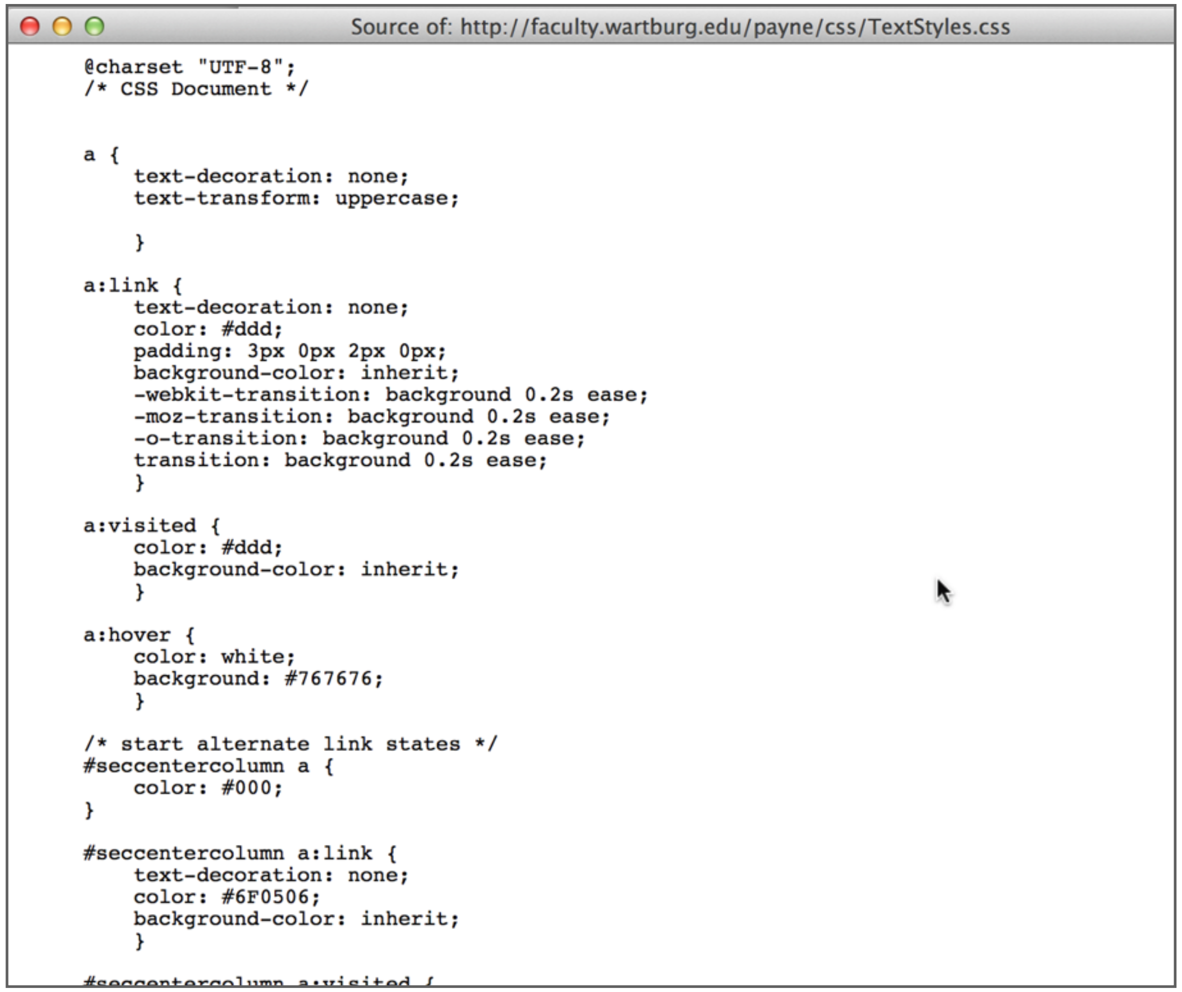
```
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<title>Payne's Learning Resources</title>
<link href="css/LayoutStyles.css" rel="stylesheet" type="text/css" />

<link href="css/TextStyles.css" rel="stylesheet" type="text/css" />
</head>
```

So let's say you make a website, and then a month later decide your link colors are too bright, your text is a bit too small, and your columns are a bit too narrow. If you are using what is called an external style sheet where the styles for your entire site are on one page, it is a very simple matter to change the look of these things in one place and it will change your entire site.

The example on the left shows the basic folder structure for a website I use for my classes. Notice that there are three style sheets that govern the entire site. The first I called *AdobeAdd*, since this is where I make changes to styles that Adobe Lightroom produces when I have it automatically make web pages of student work.

The second style sheet is called *LayoutStyles*, and contains just that. I like to keep the layout styles separate from the styles that govern text (*TextStyles*), but making three pages instead of one to govern everything is purely personal preference. It would work just as well to have all the styles in one style sheet.

Each page you use a style in must be linked to the stylesheet. Here is the code for the home page (index) of the above website. I got to it in Firefox by just going to the menu *Tools>Web Developer>Page Source*. You can see (highlighted) the part of the page that tells the web browser where to find my CSS styles, in this case in the folder named *css*.



Source of: http://faculty.wartburg.edu/payne/css/TextStyles.css

```
@charset "UTF-8";
/* CSS Document */


a {
    text-decoration: none;
    text-transform: uppercase;

    }

a:link {
    text-decoration: none;
    color: #ddd;
    padding: 3px 0px 2px 0px;
    background-color: inherit;
    -webkit-transition: background 0.2s ease;
    -moz-transition: background 0.2s ease;
    -o-transition: background 0.2s ease;
    transition: background 0.2s ease;
    }

a:visited {
    color: #ddd;
    background-color: inherit;
    }

a:hover {
    color: white;
    background: #767676;
    }

/* start alternate link states */
#seccentercolumn a {
    color: #000;
}

#seccentercolumn a:link {
    text-decoration: none;
    color: #6F0506;
    background-color: inherit;
    }

#seccentercolumn a:visited {
```

In Firefox you can also just click the style sheet location (it is underlined in the page source) and it will open the style sheet.

In the example on the left you can see that my links (*a:link*) on this site have something fancy going on. This is a transition effect that changes the background color of my links gradually as you roll over them (it is a very quick, so it is not very noticeable).

If you wanted a similar effect to your links, you could highlight the text you find in the source code and paste it into your CSS style.

Even just doing the techniques we covered in these lesson, you will need additional information. Use Dreamweaver Help (in the help menu). Adobe's ways of showing help information leaves something to be desired (they like to pull in information from multiple sources), but it works.

This book covers the very basics, but there is more. As a matter of fact, a lot more. And a lot of it is not that difficult. The developing HTML 5 standard allows for a lot of functionality in web pages, and new versions of CSS give more control.

Many times, if you want to have something fancy like a slide-show on your web page, it is a simple matter of finding the code and pasting it in. And although Flash as a multimedia tool is becoming more of a special-use tool, there are other programs that allow you to do interactive things and include them in your pages. These applications, which take advantage of HTML 5's capabilities in a user-friendly way, include Tumult Hype and Adobe Edge.

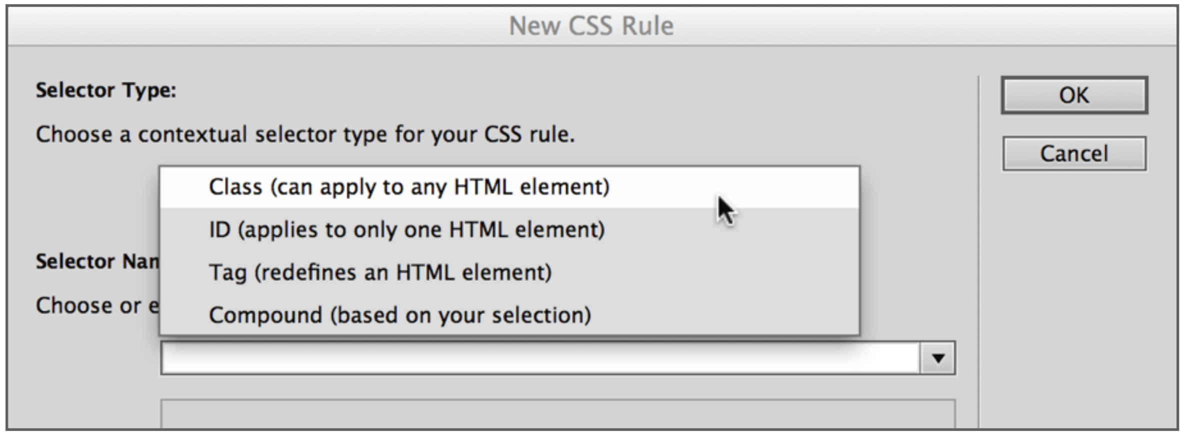
But there are, of course, times when you need someone else programming your web site for you (unless you are going to be a programmer yourself). Anything to do with the exchange of money is a good example. Or web pages that link into databases, such as for forms or for user-editing capabilities.

Modern web techniques can get very complicated, and best leave the hard stuff to the people who know best. But if you know the basics, you can at least communicate more effectively with programmers when you do need them.

Chapter 6

Reference

Here are a few things that are somewhat difficult to remember, so they are in a handy place for quick reference.

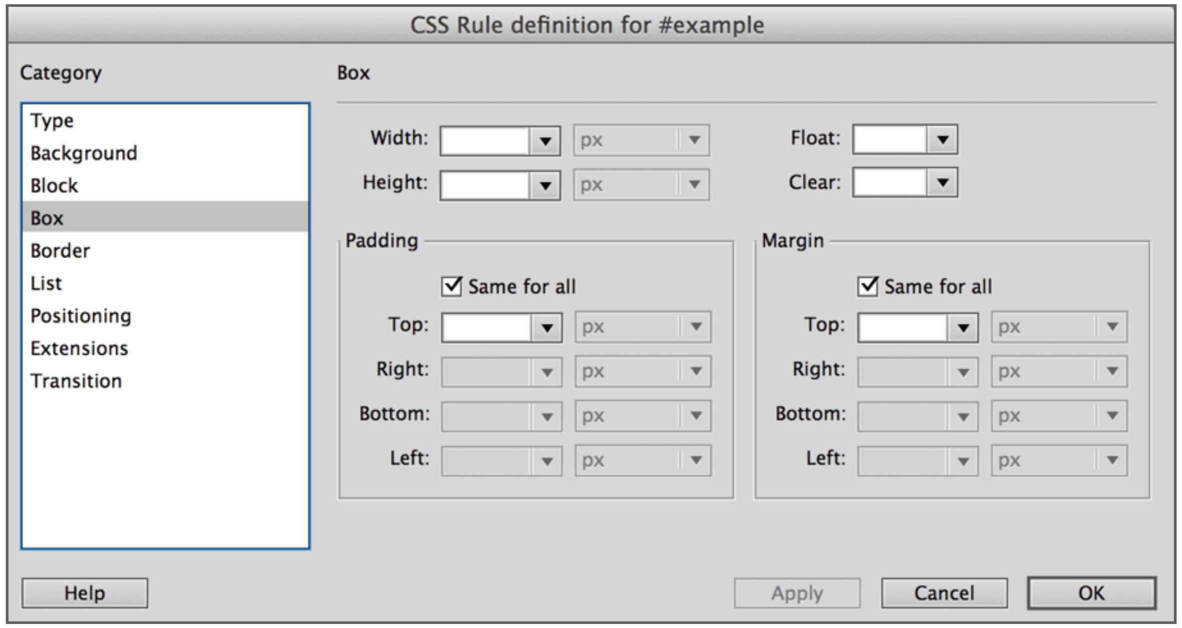

New CSS Rule
Selector Type:
Choose a contextual selector type for your CSS rule.
Class (can apply to any HTML element)
ID (applies to only one HTML element)
Tag (redefines an HTML element)
Compound (based on your selection)
Selector Nam
Choose or e
OK
Cancel

CSS Type

Class Usually used for text formatting. Can also be used for layout if you want the same layout box to appear multiple times on a page. These show up in the CSS Style Panel and code with a period before the name (.bodytext).

ID Usually used for layout. Can be used across multiple pages with the same layout or even pages with different layouts (although you wouldn't probably want to do this. These show up in the CSS Style Panel and code with a pound sign before the name (#centercolumn).

Tag HTML has built-in formatting tags for things like bold type, headers (bigger type), and so on. This redefines these tags to appear differently than the built-in appearances. These show up in the CSS Style Panel and code as a name with no prefix symbol (body). Instead of naming these yourself, you should pick from the list of available tags when selecting.



Box Category for CSS layout

Width and Height Width is used more than height, since an unspecified height will allow you to keep adding elements (pages scroll vertically!).

Float If you don't want your layout box to have a set dimension from the edge of the container (or whatever contains it), turn on float. This is used quite a bit.

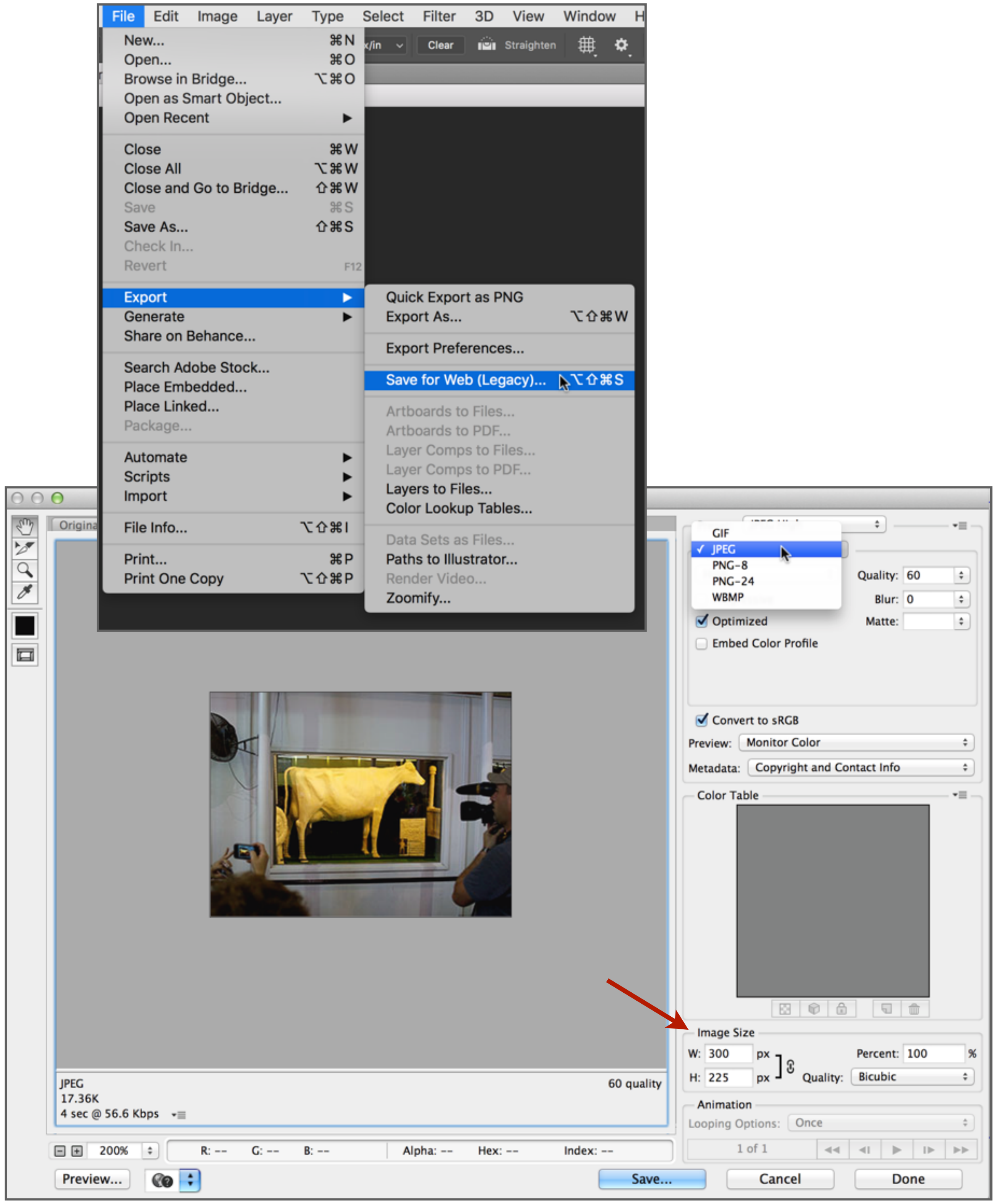
Clear If you don't want to have anything after your box to the right of it, but instead have additional things go down below it, specify this. This is not needed much of the time.

Padding This is the margin within a box.

Margin This is the margin outside a box.

Both margin and padding increase the size of a box (e.g. two 100 pixel wide boxes will not fit into a 200 pixel wide box if there is any margin or padding).

Remember the help system – in this dialogue box (as in others), there is a help button which will take you to actual definitions.



Quality: 60

Blur: 0

Matte:

☑ Optimized

□ Embed Color Profile

☑ Convert to sRGB

Preview: Monitor Color

Metadata: Copyright and Contact Info

W: 300 px

H: 225 px

Percent: 100 %

Quality: Bicubic

Looping Options: Once

1 of 1

JPEG
17.36K
4 sec @ 56.6 Kbps

60 quality

200% R: -- G: -- B: -- Alpha: -- Hex: -- Index: --

Photoshop File types (Save for Web)

The *Save for Web* option in Photoshop (File / Export / Save for Web) allows you to pick different formats for your images and even size them to the pixel dimensions you need. These are the common web formats for images:

GIF Good for type (like titles and other things you don’t want to use the browser fonts for) and other things with few colors. Can also save animations. Do not use for photographs.

JPEG Best for photographs. If a color profile is saved, make sure it is sRGB.

PNG-24 PNG files basically replace GIF and JPEG, but with little advantage. The one exception to this is when you need something with a transparent background, such as type (like a title) or a logo over a solid color background. In Photoshop, put your logo, type, etcetera in a transparent layer and save as PNG-24.

One can also copy type from Illustrator, paste it into Photoshop (it will come in as a smart object), and go back and forth between the applications to tweak and edit the type. Very cool.

Body Tag

In code view, this is the tag that defines everything that is shown on a web page. By clicking on ‘body’ at the bottom of the working window you ensure that everything on the page (including code) is selected.

Related Glossary Terms

Drag related terms here

Index

Find Term

Chapter 3 - CSS for Type Formatting

Chapter 4 - CSS for Layout

Chapter 4 - CSS for Layout

Chapter 4 - CSS for Layout

Box

This term is a little idiosyncratic. CSS boxes made with Div are usually called containers, but since we use the formal convention of naming the largest CSS container “container”, it becomes very confusing very fast. So, for the purpose of these lessons, CSS containers are called “boxes”. Since we are mostly working with the box category in the CSS style, and since in viewing and thinking about it “boxes” makes sense, there is a certain logic to this.

Related Glossary Terms

Drag related terms here

Index

Find Term

Browser

A web browser such as Safari, Firefox, Chrome, and Explorer. And don’t forget mobile devices—if your web page formats nicely on a phone, more people will be able to use it easily.

Related Glossary Terms

Drag related terms here

Index

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Chapter 1 - Making simple pages and links

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Cascading Style Sheets (CSS)

A style sheet is basically lines of code that tells the browser how something (like text) should look. Think of it as a dictionary definition for your browser. When it is referred to in other parts of a web page by a name, it is looked up in the ‘dictionary’ each time it is used. *Cascading* refers to the fact that you can have styles within styles that further modify them (think boxes in boxes).

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Chapter 3 - CSS for Type Formatting

Closing Tag

Just about any code that starts governing how something on a web page looks has to end somewhere. That is what the closing tag does. It is usually the same as the start tag with the addition of a forward slash before the tag name. Tags are enclosed in brackets like this < >.

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Chapter 2 - Structure, Images, & Text

Code View

Dreamweaver's main window that shows the web page you are making. Control which view you are in (Design, Split, or Code) by the buttons near the top left of the open window. Code View shows the web page's source code.

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CSS Designer Panel

Located on the lower right of the screen in *Design Layout View*. The panel with which you can add and edit CSS rules. One of the confusing things is that much of the functionality of this panel is duplicated in other places. By going to Expanded View (Window>Workspace Layout> Expanded) the panel expands, making it easier to see options.

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CSS Layout

Determining where things (like columns, etcetera) appear on a web page is done with CSS layout. Tables were previously used for this, and can still be used, although they are not as flexible.

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CSS Rule (Rule)

A CSS rule dictates how any element on a web page looks. It is defined in code near the beginning of a web page or can be in a separate file. When it is invoked in a web page the browser looks for its definition either before the body tag in the same file or in a separate file.

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Cascading Style Sheets (CSS)

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CSS Style

The style of type or anything else that is governed by CSS tags. As opposed to HTML styles where the style is governed by non-CSS tags.

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Design View

Dreamweaver's main window that shows the web page you are making. Control which view you are in (Design, Split, or Code) by the buttons near the top left of the open window. Design View shows the web page's design without showing the code.

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Split View

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Enigmatically

Mysterious. As in: *He added the term enigmatically to the glossary for no obvious reason.*

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Chapter 2 - Structure, Images, & Text

External style sheet

An external style sheet is a file that contains definitions for CSS rules you use in a website. These are usually located in the web root folder. When you use an external style sheet you must also include its location when you use the terms in another web page.

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Files Panel

The Files Panel (*Window>Files*, or on the right side in the designer workspace layout) shows the files inside your root folder. From this “mini-browser” you can open pages, make hyperlinks, or connect to a remote server.

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Float

Float is a CSS term meaning where the object (such as a box) occurs horizontally on the page, column, or other container (either left, right, or center).

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Chapter 4 - CSS for Layout

H1

The h1 tag is one of several pre-defined HTML tags. It is generally not used since using CSS styles is a much more flexible way of defining how type is formatted. It is included in these lessons as a quick way of seeing how code works.

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HTML

Hyper-Text Markup Language. Not that you really need to know that. It is the 'language' the code in web pages are written in. Fortunately, it uses enough English that we can many times figure out what it is saying. CSS is also part of the HTML language, but don't let that confuse you.

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HTML Button

Along with the CSS Button, the most overlooked button in the Properties Panel.

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Hyperlink (Link)

A hyperlink (or just plain *link*) is an object such as a photograph or piece of text which takes the user to another web page when it is clicked.

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Insert Panel

The Insert Panel (*Window* > *Insert*) allows you to insert material into your web page such as links and images. It is on the right top of the screen in the Design Workspace Layout.

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Live View

Live View is Dreamweaver's way of showing how a web page might look and behave if it were in a browser. Your milage may vary.

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Margins

A margin is how much room around the outside of a layout box there is. Measured in pixels.

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Chapter 4 - CSS for Layout

Chapter 4 - CSS for Layout

Opening Tag

Just about any code that starts governing how something on a web page looks. Tags are enclosed in brackets like this < >.

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Chapter 2 - Structure, Images, & Text

Padding

Padding is how close to the layout box text or photographs contained within it come to the edge. Measured in pixels (as is everything in web).

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Paragraph

The text or object placed before or after hitting the return key.

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Paragraph Tags

Paragraph tags (<p>) start at the beginning of a paragraph and close at the end of a paragraph (</p>). Saner people like to use line breaks (shift + return in design view) instead of paragraphs. Some would disagree. And they probably know more. Oh well.

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Pixel Dimension

Web pages and computer screens are measured in *pixels* instead of inches or centimeters. The pixel dimension of this iPad is effectively 1024 pixels wide by 768 pixels high. Just to give you an idea of how big they are.

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Preview

Previewing at a file through a browser such as Firefox or Safari will ensure that your web pages behave as they should in any particular browser. Generally you should preview all your pages in all browsers you would like them to behave properly in, including those on mobile devices such as phones and tablets. The button to preview a file is a small world icon at the top of Dreamweaver's main window.

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Properties Panel

Window/Properties or near the bottom of your screen in Designer Workspace Layout. This is a multi-purpose panel that has two modes—CSS and HTML. Most of the choices in this panel are also found in other panels and menu items, but are easier and quicker to get to in this panel.

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Responsive Design

Many newer web pages use this approach to design where content scales and reformats according to the browser size or device it is viewed with (such as a phone or tablet). While in theory this is a great thing, in practice it is fraught with problems. It constricts design options (every wonder why a lot of ‘hip’ websites look about the same?), and unless done very carefully causes the computer to make design decisions like type placement (which are many times horrid).

The best use of responsive design is to use it sparingly, and usually not for pages where you want to give the viewer a lot of information. These lessons do not cover responsive design, but Dreamweaver is certainly capable enough to do it.

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Rollover (Hover)

When you put your cursor over an object in a web page it can change (text can change color, images can change, etcetera). This is called a *rollover* or a *hover*. Most mobile devices do not recognize the *hover state* of objects, so it is not a good idea to make them necessary.

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Source code (code)

The source code (also just called *code*) is made up of words and symbols that tell the browser how to display the information on a web page. All applications have code underlying the what you see, but in Dreamweaver it is necessary to sometimes work with it. At least a little.

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Split View

Dreamweaver’s main window that shows the web page you are making. Control which view you are in (Design, Split, or Code) by the buttons near the top left of the open window. Split View shows the web page’s source code under its design.

Related Glossary Terms

Design View

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Tag

Code that governs how something on a web page looks. If a word needs to be in bold, then a tag before the word, called the *opening tag*, (or just *tag*) would tell it to be bold. After the word a *closing tag* would tell it to not be bold anymore. Tags are enclosed in brackets like this < >.

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Web Root Folder (Root Folder)

A web browser needs to ‘know’ where things like images and linked pages are. Therefore, it is crucial that all of your files are in the same ‘master folder’. This folder is called the *web root folder* or simply the *root folder*.

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