



Adobe® Dreamweaver® CS6

CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems

DVD-ROM Included for Windows and Mac OS

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of tutorials from
*Adobe Dreamweaver CS6:
Learn by Video*
also from Adobe Press





Adobe® Dreamweaver® CS6

CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems

Adobe® Dreamweaver® CS6 Classroom in a Book®

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EBOOK READERS: FIND YOUR LESSON FILES

Throughout this title you will see references to lesson or resource files on a disc. Please note that these files are available to eBook readers via high-speed download. Please [click here](#) to go to the last page in this eBook for the download location and instructions.

Adobe Dreamweaver CS6 Classroom in a Book includes the lesson files that you'll need to complete the exercises in this book, as well as other content to help you learn more about Adobe Dreamweaver CS6 and use it with greater efficiency and ease. The diagram below represents the contents of the lesson files directory, which should help you locate the files you need.



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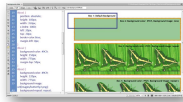
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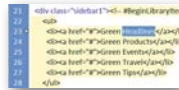
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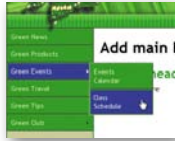
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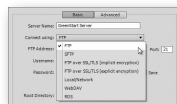
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GETTING STARTED

Adobe® Dreamweaver® CS6 is the industry-leading web authoring program. Whether you create websites for a living or plan to create one for your own business, Dreamweaver offers all the tools you need to get professional-quality results.

About *Classroom in a Book*

Adobe Dreamweaver CS6 Classroom in a Book® is part of the official training series for graphics and publishing software developed with the support of Adobe product experts.

The lessons are designed so that you can learn at your own pace. If you're new to Dreamweaver, you'll learn the fundamentals of putting the program to work. If you are an experienced user, you'll find that *Classroom in a Book* teaches many advanced features, including tips and techniques for using the latest version of Dreamweaver.

Although each lesson includes step-by-step instructions for creating a specific project, you'll have room for exploration and experimentation. You can follow the book from start to finish, or complete only those lessons that correspond to your interests and needs. Each lesson concludes with a Review section containing questions and answers on the subjects you've covered.

TinyURLs

In several points in the book, we reference external information available on the Internet. The uniform resource locators (URLs) for this information are often long and unwieldy, so we have provided custom TinyURLs in their place for your convenience. Unfortunately, the TinyURLs sometimes expire over time and no longer function. If you find that a TinyURL doesn't work, look up the actual URL provided in the Appendix.

Prerequisites

Before using *Adobe Dreamweaver CS6 Classroom in a Book*, you should have a working knowledge of your computer and its operating system. Be sure you know how to use the mouse, standard menus and commands, and also how to open, save, and close files. If you need to review these techniques, see the printed or online documentation that was included with your Microsoft Windows or Apple Macintosh operating system.

Installing the program

Before you perform any exercises in this book, verify that your computer system meets the hardware requirements for Dreamweaver CS6, that it's correctly configured, and that all required software is installed.

Adobe Dreamweaver CS6 software must be purchased separately; it is not included with the lesson files that accompany this book. For system requirements, go to www.adobe.com/products/dreamweaver/tech-specs.html.

Install Dreamweaver CS6 onto your hard drive from the Adobe Dreamweaver CS6 application DVD (you cannot run the program from the disc) or from the installation files you downloaded from Adobe. For complete instructions on installing the software, see the Adobe Dreamweaver CS6 Read Me file on the application DVD or on the web at www.adobe.com/support.

Make sure your serial number is accessible before installing the application.

Copying the *Classroom in a Book* files

The *Adobe Dreamweaver CS6 Classroom in a Book* DVD includes folders containing all the electronic files for the lessons in the book. Each lesson has its own folder; you must copy the folders to your hard drive to complete the lessons. It is recommended that you copy all lesson folders to your hard drive at once, but to conserve space on your hard disk, you can install individual folders for each lesson as you need them. It is vitally important that you store all lesson folders within a single folder on your hard drive. If you follow the recommended lesson order, this master folder will serve as the local site root folder, as described more fully in Lesson 4, “Creating a Page Layout.”

To install the *Classroom in a Book* files:

- 1 Insert the *Adobe Dreamweaver CS6 Classroom in a Book* DVD into your computer's optical disc drive.

- 2 Navigate to the CD/DVD drive on your computer.
- 3 If you intend to complete all lessons in the book in order, drag the Lessons folder to your computer hard drive. Otherwise, skip to step 5.

The Lessons folder contains all the individual lesson folders and other assets needed for the training.

- 4 Rename the Lessons folder **DW-CS6**.

This folder will be used as the local site root folder.

- 5 If you desire to perform one or more lessons individually, copy each lesson folder to your hard drive separately, as needed. Then, proceed to the “Jumpstart” section for more instructions. Do not copy one lesson folder into any other lesson folder.

The files and folders for each lesson cannot be used interchangeably. For specific instructions, see the following section.

Recommended lesson order

The training herein is designed to take you from A to Z in basic to intermediate website design, development, and production. Each new lesson builds on previous exercises, using the files and assets you create to develop an entire website. It is recommended that you perform each lesson in sequential order to achieve a successful result and the most complete understanding of all aspects of web design.

The ideal training scenario will start in Lesson 1 and proceed through the entire book to Lesson 15. Since each lesson builds essential files and content for the next, once you start this scenario you shouldn't skip any lessons, or even individual exercises. While ideal, this method may not be a practicable scenario for every user. So, if desired, individual lessons can be accomplished using the jumpstart method described in the next section.

Jumpstart


For users who don't have the time or inclination to perform each lesson in the book in sequence, or who are having difficulty with a particular lesson, a jumpstart method is included to facilitate the performance of individual lessons in or out of sequence. Once you start using the jumpstart method, you will have to use this method for all subsequent lessons. For example, if you want to jumpstart Lesson 6, you will have to jumpstart Lesson 7, too. In many instances, essential files needed for subsequent exercises were built in earlier lessons and exercises and may not be present in a jumpstart environment.

Each lesson folder includes all the files and assets needed to complete the exercises contained within that lesson. Each folder contains finished files, staged files, and customized Template and Library files, but not always a complete set of files that may have been used or completed in other lessons. You may think these folders contain seemingly duplicative materials. But these duplicate files and assets, in most cases, cannot be used interchangeably in other lessons and exercises. Doing so will probably cause you to fail to achieve the goal of the exercise.

The jumpstart method for completing individual lessons treats each folder as a stand-alone website. To jumpstart a lesson, copy the lesson folder to your hard drive and create a new site for that lesson using the Site Setup dialog box. Do not define sites using subfolders of existing sites. Keep your jumpstart sites and assets in their original folders to avoid conflicts. One suggestion is to organize the lesson folders, as well as your own site folders, in a single *web* or *sites* master folder near the root of your hard drive. But avoid using the Dreamweaver application folder or any folders that contain a web server, like Apache, ColdFusion, or Internet Information Services (IIS) (which are described more fully in Lessons 13 and 14).

Feel free to use the jumpstart method for all lessons, if you prefer.

To set up a jumpstart site, do the following:

- 1 Choose Site > New Site.
The Site Setup dialog box appears.
- 2 In the Site Name field, enter the name of the lesson, such as **lesson06**.
- 3 Click the Browse () icon next to the Local Site Folder field. Navigate to the desired lesson folder you copied from the *Adobe Dreamweaver CS6 Classroom in a Book* DVD and click Select/Choose.
- 4 Click the arrow (►) next to the Advanced Settings category to reveal the tabs listed there. Select the Local Info category.
- 5 Click the Browse icon next to the Default Images Folder field. When the dialog box opens, navigate to the Images folder contained within the lesson folder and click Select/Choose.
- 6 In the Site Setup dialog box, click Save.
- 7 The name of the currently active website will appear in the Files panel's site pop-up menu. If necessary, press F8/Cmd-Shift-F to display the Files panel, and select the desired website you wish to work on from the Show menu.

These steps will have to be repeated for each lesson you wish to jumpstart. For a more complete description of how to set up a site in Dreamweaver, see Lesson 4. Remember, if you use the jumpstart method for all lessons, you may not end up with a complete set of site files in any individual folder when you are finished.

Setting up the workspace

Dreamweaver includes a number of workspaces to accommodate various computer configurations and individual workflows. For this book the Designer workspace is recommended.

- 1 In Dreamweaver CS6, locate the Application bar. If necessary, choose Window > Application Bar to display it.
- 2 The default workspace is called Designer. If it is not displayed, use the pop-up menu in the Application bar to choose it.
- 3 If the default workspace has been modified and certain toolbars and panels are not visible (as they appear in the figures in the book), you can select Window > Workspace > Reset Designer to restore the default configuration.

Most of the figures in this book show the Designer workspace. When you finish the lessons in this book, experiment with various workspaces to find the one that you prefer.

For a more complete description of the Dreamweaver workspaces, see Lesson 1, “Customizing Your Workspace.”

Windows vs. Macintosh instructions

In most cases, Dreamweaver performs identically in both Windows and Mac OS X. Minor differences exist between the two versions, mostly due to platform-specific issues out of the control of the program. Most of these are simply differences in keyboard shortcuts, how dialog boxes are displayed, and how buttons are named. Screen shots may alternate between platforms throughout the book. Where specific commands differ, they are noted within the text. Windows commands are listed first, followed by the Macintosh equivalent, such as Ctrl-C/Cmd-C. Common abbreviations are used for all commands whenever possible, as follows:

WINDOWS	MACINTOSH
Control = Ctrl	Command = Cmd
Alternate = Alt	Option = Opt

Finding Dreamweaver information

For complete, up-to-date information about Dreamweaver panels, tools, and other application features, visit the Adobe website. Choose Help > Dreamweaver Help. The Adobe Help application opens and downloads the latest Help files from the

Adobe Community Help website. These files are cached locally so you can access them even when you are not connected to the Internet. You can also download a PDF version of the Dreamweaver Help files from the Adobe Help application.

For additional information resources, such as tips, techniques, and the latest product information, visit www.adobe.com/support/dreamweaver to access the Adobe Community Help page.

Checking for updates

Adobe periodically provides software updates. You can obtain these updates using Adobe Updater if you have an active Internet connection.

- 1 In Dreamweaver, choose Help > Updates. The Adobe Updater automatically checks for updates for your Adobe software.
- 2 In the Adobe Updater dialog box, select the updates you want to install, and then click Download And Install Updates to install them.

For book updates and bonus material, visit the book's page on the web at www.peachpit.com/dwcs6cib.

Additional resources

Adobe Dreamweaver CS6 Classroom in a Book is not meant to replace documentation that comes with the program or to be a comprehensive reference for every feature. Only the commands and options used in the lessons are explained in this book. For comprehensive information about program features and tutorials, please refer to these resources:

Adobe Community Help: Community Help brings together active Adobe product users, Adobe product team members, authors, and experts to give you the most useful, relevant, and up-to-date information about Adobe products.

To Access Community Help: To invoke Help, press F1 or choose Help > Dreamweaver Help.

Adobe content is updated based on community feedback and contributions. You can add comments to content and forums (including links to web content), publish your own content using Community Publishing, or contribute Cookbook recipes. Find out how to contribute at www.adobe.com/community/publishing/download.html.

See community.adobe.com/help/profile/faq.html for answers to frequently asked questions about Community Help.

Adobe Dreamweaver CS6 Help and Support: www.adobe.com/support/dreamweaver is where you can find and browse Help and Support content on adobe.com.

Adobe Forums: forums.adobe.com lets you tap into peer-to-peer discussions, questions, and answers on Adobe products.

Adobe TV: tv.adobe.com is an online video resource for expert instruction and inspiration about Adobe products, including a How To channel to get you started with your product.

Adobe Design Center: www.adobe.com/designcenter offers thoughtful articles on design and design issues, a gallery showcasing the work of top-notch designers, tutorials, and more.

Adobe Developer Connection: www.adobe.com/devnet is your source for technical articles, code samples, and how-to videos that cover Adobe developer products and technologies.

Resources for educators: www.adobe.com/education offers a treasure trove of information for instructors who teach classes on Adobe software. Find solutions for education at all levels, including free curricula that use an integrated approach to teaching Adobe software and can be used to prepare for the Adobe Certified Associate exams.

Also check out these useful links:

Adobe Marketplace & Exchange: www.adobe.com/cfusion/exchange is a central resource for finding tools, services, extensions, code samples, and more to supplement and extend your Adobe products.

Adobe Dreamweaver CS6 product home page: www.adobe.com/products/dreamweaver

Adobe Labs: labs.adobe.com gives you access to early builds of cutting-edge technology, as well as forums where you can interact both with the Adobe development teams building that technology and with other like-minded members of the community.

Adobe certification

The Adobe training and certification programs are designed to help Adobe customers improve and promote their product-proficiency skills. There are four levels of certification:

- Adobe Certified Associate (ACA)
- Adobe Certified Expert (ACE)

- Adobe Certified Instructor (ACI)
- Adobe Authorized Training Center (AATC)

The Adobe Certified Associate (ACA) credential certifies that individuals have the entry-level skills to plan, design, build, and maintain effective communications using different forms of digital media.

The Adobe Certified Expert program is a way for expert users to upgrade their credentials. You can use Adobe certification as a catalyst for getting a raise, finding a job, or promoting your expertise.

If you are an ACE-level instructor, the Adobe Certified Instructor program takes your skills to the next level and gives you access to a wide range of Adobe resources.

Adobe Authorized Training Centers offer instructor-led courses and training on Adobe products, employing only Adobe Certified Instructors. A directory of AATCs is available at partners.adobe.com.

For information on the Adobe Certified programs, visit www.adobe.com/support/certification/index.html.

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1 CUSTOMIZING YOUR WORKSPACE

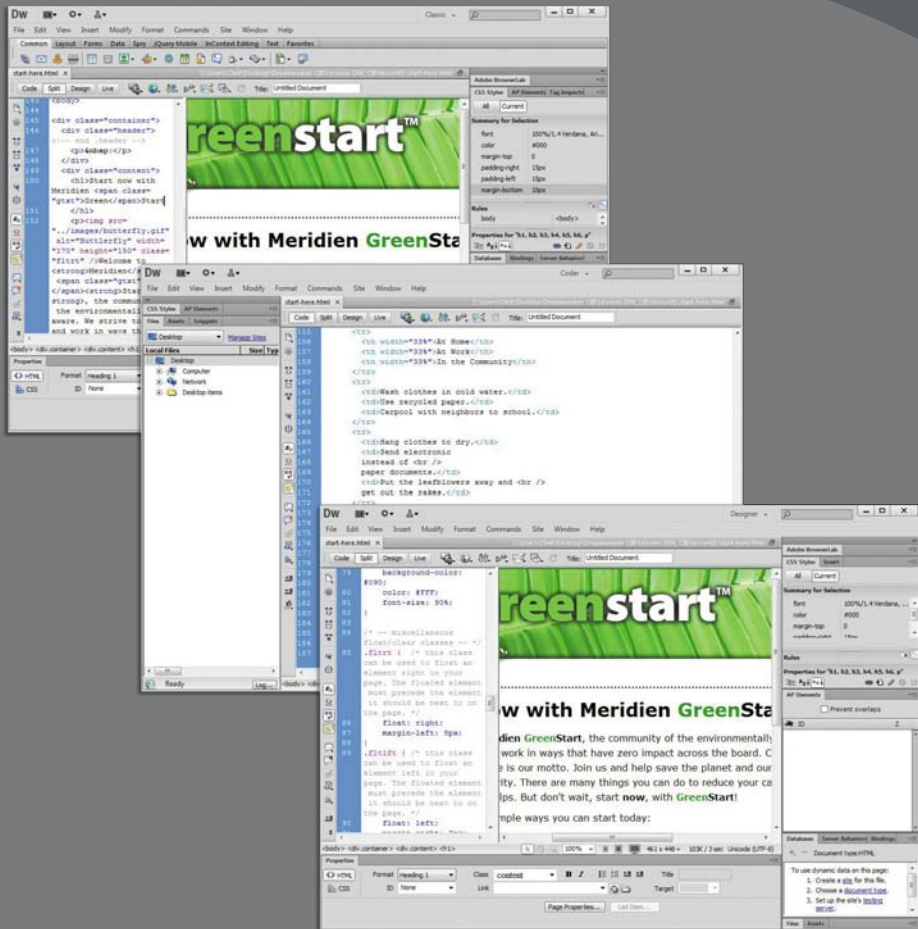
Lesson Overview

In this lesson, you'll familiarize yourself with the Dreamweaver CS6 (Creative Suite 6) program interface and learn how to do the following:

- Switch document views
- Work with panels
- Select a workspace layout
- Adjust toolbars
- Personalize preferences
- Create custom keyboard shortcuts
- Use the Property inspector



This lesson will take about 20 minutes to complete. Before beginning, make sure you have copied the files for Lesson 1 to your hard drive as described in the “Getting Started” section at the beginning of the book.



Dreamweaver offers a customizable and easy-to-use WYSIWYG HTML editor that doesn't compromise when it comes to power and flexibility. You'd probably need a dozen programs to perform all the tasks that Dreamweaver can do—and none of them would be as fun to use.

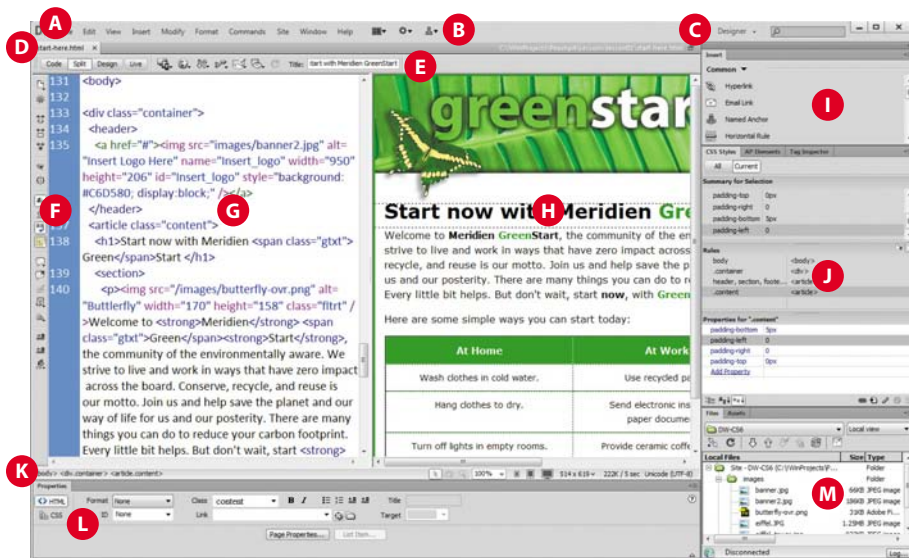
Touring the workspace

Dreamweaver is the industry-leading Hypertext Markup Language (HTML) editor, with good reasons for its popularity. The program offers an incredible array of design and code-editing tools. Dreamweaver offers something for everyone.

Coders love the variety of enhancements built into the Code view environment, and developers enjoy the program's support for ASP, PHP, ColdFusion, and JavaScript, among other programming languages. Designers marvel at seeing their text and graphics appear in an accurate What You See Is What You Get (WYSIWYG) depiction as they work, saving hours of time previewing pages in browsers. Novices certainly appreciate the program's simple-to-use and power-packed interface. No matter what type of user you are, if you use Dreamweaver you don't have to compromise.

The Dreamweaver interface features a vast array of user-configurable panels and toolbars. Take a moment to familiarize yourself with the names of these components.

- A Menu bar
- B Application bar
- C Workspace menu
- D Document tab
- E Document toolbar
- F Coding toolbar
- G Code view
- H Design view
- I Insert panel
- J CSS Styles panel
- K Tag selectors
- L Property inspector
- M Files panel



You'd think a program with this much to offer would be dense, slow, and unwieldy, but you'd be wrong. Dreamweaver provides much of its power via dockable panels and toolbars you can display or hide and arrange in innumerable combinations to create your ideal workspace.

This lesson introduces you to the Dreamweaver interface and gets you in touch with some of the power hiding under the hood. If you want to follow along on the tour, choose File > Open. In the lesson01 folder, choose **start-here.html**. Click Open.

Switching and splitting views

Dreamweaver offers dedicated environments for coders and designers as well as a composite option that blends both together.

Design view

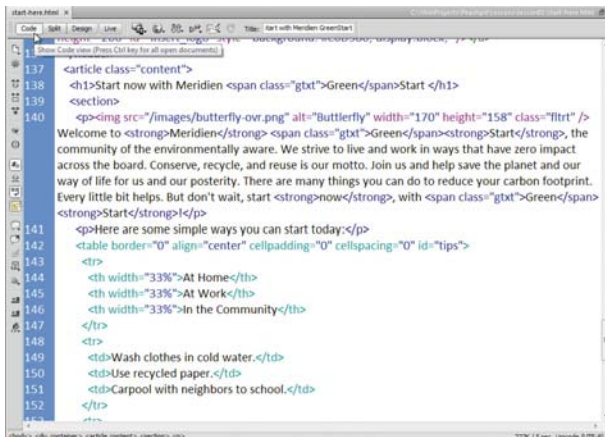
Design view focuses the Dreamweaver workspace on its WYSIWYG editor, which provides a close, but not perfect, depiction of the webpage as it would appear in a browser. To activate Design view, click the Design view button in the Document toolbar.



Design view

Code view

Code view focuses the Dreamweaver workspace exclusively on the HTML code and a variety of code-editing productivity tools. To access Code view, click the Code view button in the Document toolbar.

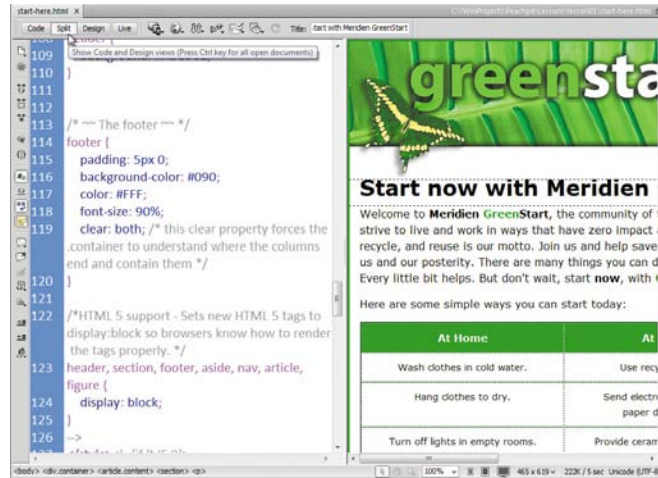


Code view

Split view

Split view provides a composite workspace that gives you access to both the design and the code simultaneously. Changes made in either window update in the other instantly. To access Split view, click the Split view button in the Document toolbar. To take advantage of the expanded width of the new flat-panel displays, Dreamweaver splits the workspace vertically, by default.

Split view



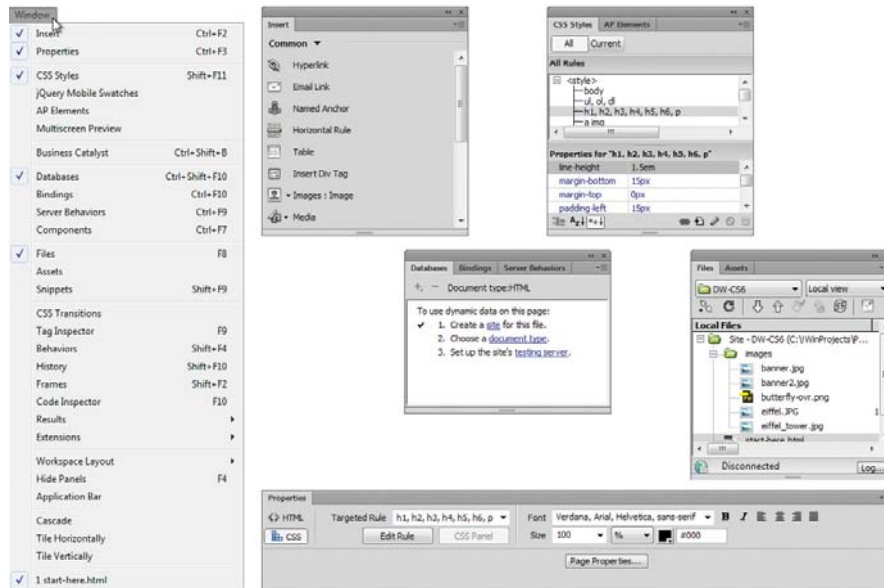
You can also split the screen horizontally by disabling the vertical split in the view menu. To disable this feature, choose View > Split Vertically.

Split view horizontally



Working with panels

Although you can access most commands from the menus, Dreamweaver scatters much of its power in user-selectable panels and toolbars. You can display, hide, arrange, and dock panels at will around the screen. You can even move them to a second or third video display if you desire.



Standard panel grouping

The Window menu lists all the available panels. If you do not see a specific panel on the screen, choose it from the Window menu. A check mark appears in the menu to indicate that the panel is open. Occasionally, one panel may lie behind another on the screen and be difficult to locate. In such situations, simply choose the desired panel in the Window menu and it will rise to the top of the stack.

Minimizing

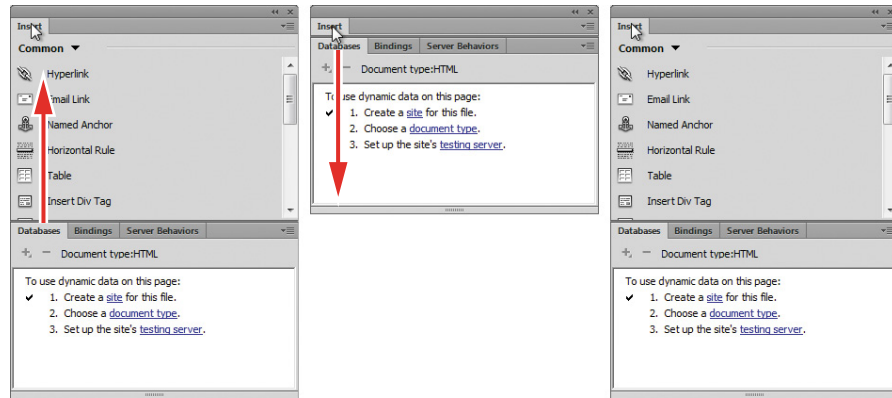
To create room for other panels or to access obscured areas of the workspace, you can minimize or expand individual panels in place. To minimize a panel, double-click the tab containing the panel name. To expand the panel, double-click the tab again.



Minimizing floating panel by double-clicking the tab

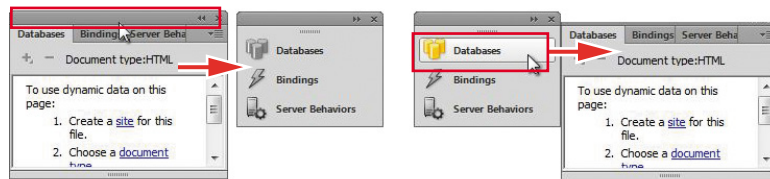
You can also minimize or expand one panel within a stack of panels individually by double-clicking its tab.

Minimizing one panel in a stack using its tab



To recover more screen real estate, you can minimize panel groups or stacks down to icons by double-clicking the title bar. You can also minimize the panels to icons by clicking the double arrow (▢▢) icon in the panel title bar. When panels are minimized to icons, you access any of the individual panels by clicking its icon or button. The selected panel will appear on the left or right of your layout wherever room permits.

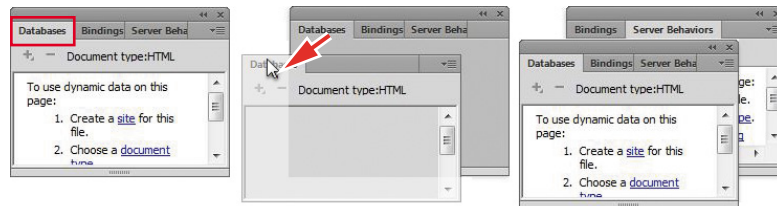
Minimizing sequence to icons



Floating

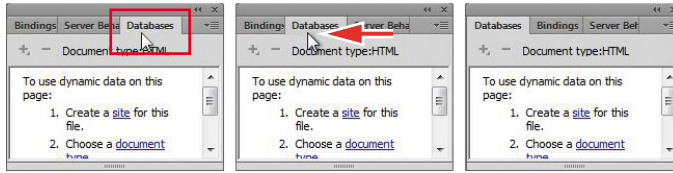
A panel grouped with other panels can be floated separately. To float a panel, drag it from the group by its tab.

Pulling a panel out by its tab



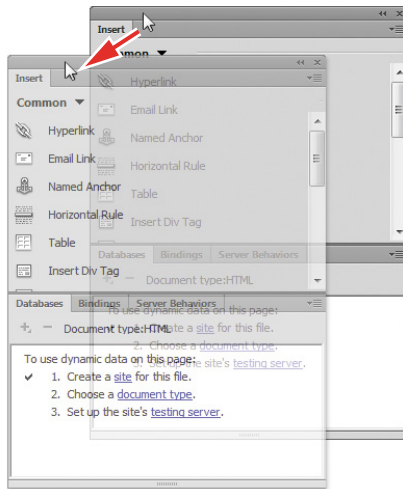
Dragging

You can reorder a panel tab by dragging it to the desired position within the group.



Dragging a tab to change its position

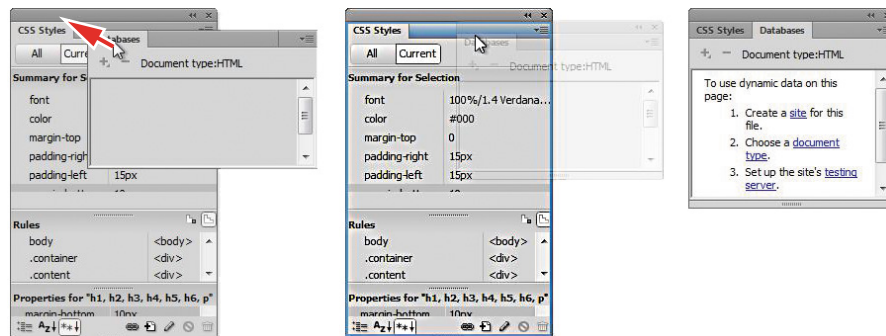
To reposition panels, groups, and stacks in the workspace, simply drag them by the title bar.



Dragging a whole panel group or stack to a new position

Grouping, stacking, and docking

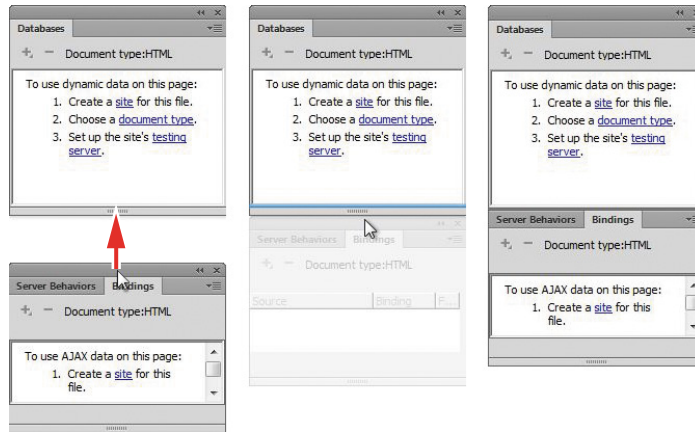
You can create custom groups by dragging one panel into another. When you've moved the panel to the correct position, Dreamweaver highlights the area, called the drop zone, in blue (as shown in the following figure). Release the mouse button to create the new group.



Creating new groups

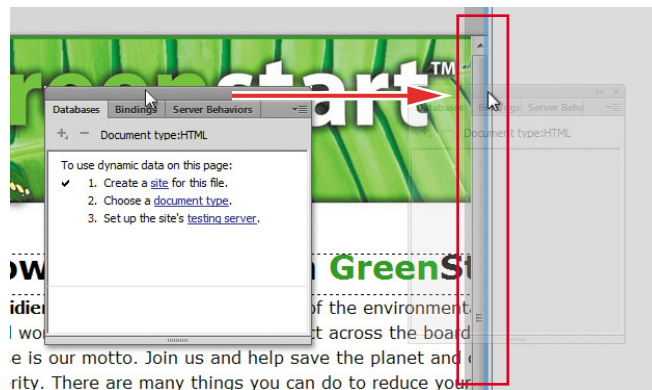
In some cases, you may want to keep both panels visible simultaneously. To stack panels, drag the desired tab to the top or bottom of another panel. When you see the blue drop zone appear, release the mouse button.

Creating panel stacks



Floating panels can be docked to the right, left, or bottom of the Dreamweaver workspace. To dock a panel, group, or stack, drag its title bar to the edge on which you wish to dock. When you see the blue drop zone appear, release the mouse button.

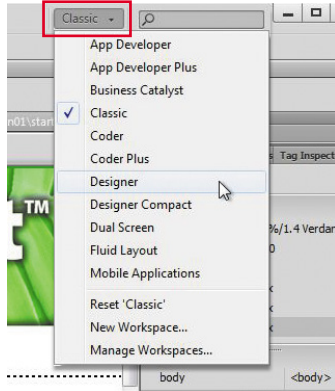
Docking panels



Selecting a workspace layout

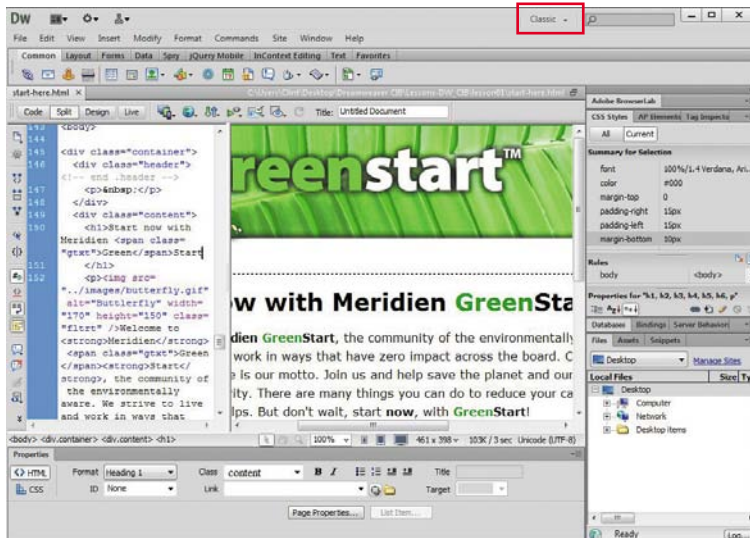
A quick way to customize the program environment is to use one of the prebuilt workspaces in Dreamweaver. These workspaces have been optimized by experts to put the tools you need at your fingertips.

Dreamweaver CS6 includes 11 prebuilt workspaces. To access these workspaces, choose them from the Workspace menu located in the Application bar.



Workspace menu

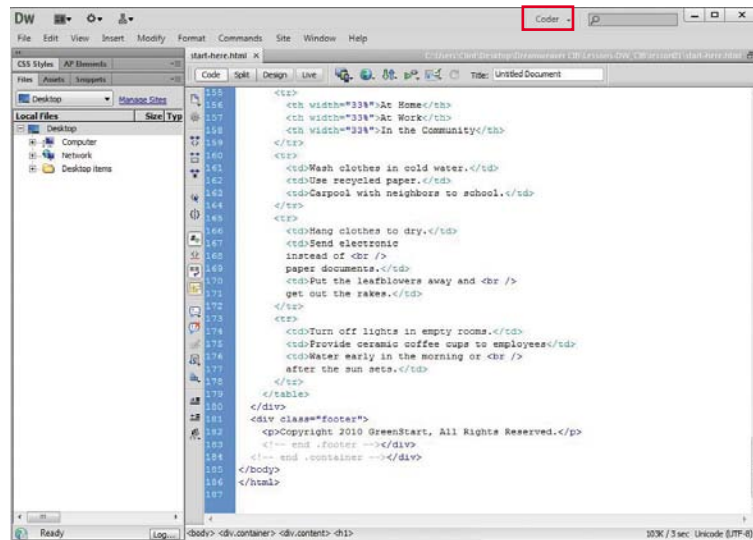
Longtime users of Dreamweaver may choose the Classic workspace, which displays the panels and toolbars they're accustomed to seeing and using in previous Dreamweaver versions.



Classic workspace

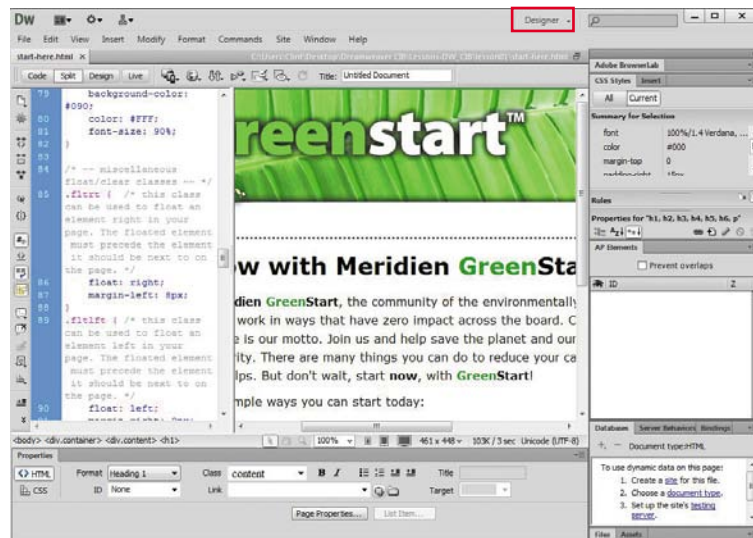
The **Coder workspace** produces a workspace that focuses Dreamweaver on the HTML code and its code-editing tools.

Coder workspace



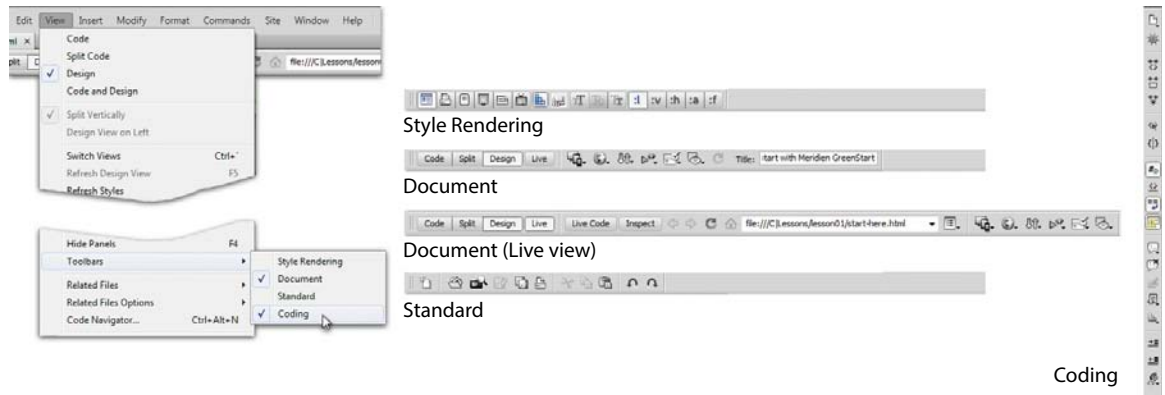
The **Designer workspace** provides the optimum environment for visual designers.

Designer workspace



Adjusting toolbars

Some program features are so handy you may want them available all the time in the form of a toolbar. Three of the toolbars—Style Rendering, Document, and Standard—appear horizontally at the top of the document window. The Coding toolbar, however, appears vertically, but only in the Code view window. You will explore the capabilities of these toolbars in later exercises.

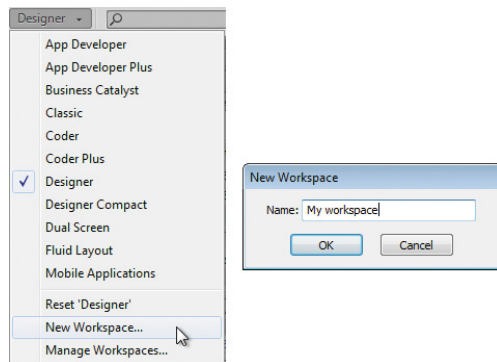


Display the desired toolbar by selecting it from the View menu.

Personalizing preferences

As you continue to work with Dreamweaver, you will devise your own optimal workspace of panels and toolbars for each activity. You can store these configurations in a custom workspace of your own naming.

To save a custom workspace, create your desired configuration, choose New Workspace from the Workspace menu in the Application bar, and then give it a custom name.



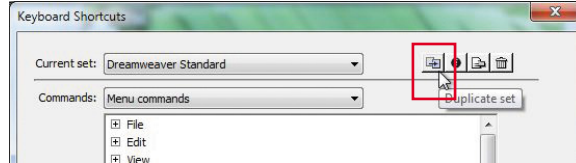
Saving a custom workspace

Creating custom keyboard shortcuts

Another power feature of Dreamweaver is the capability of creating your own keyboard shortcuts as well as editing existing ones. Keyboard shortcuts are loaded and preserved independent of custom workspaces.

Is there a command you can't live without that doesn't have a keyboard shortcut? Create it yourself. Try this:

- 1 Choose Edit > Keyboard Shortcuts/Dreamweaver > Keyboard Shortcuts.



- 2 Click the Duplicate Set button to create a new set of shortcuts.
- 3 Enter a name in the Name Of Duplicate Set field. Click OK.

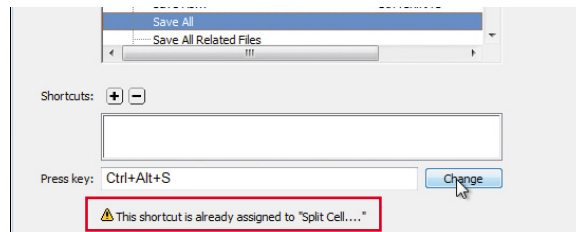


- 4 Choose Menu commands from the Commands menu.
- 5 Select Save All from the File command list.

Note that the Save All command does not have an existing shortcut, although you will use this command frequently in Dreamweaver.

- 6 Insert the cursor in the Press Key field. Press Ctrl-Alt-S/Cmd-Opt-S.

Note the error message indicating that the keyboard combination you chose is already assigned to a command. Although we could reassign the combination, let's choose a different one.

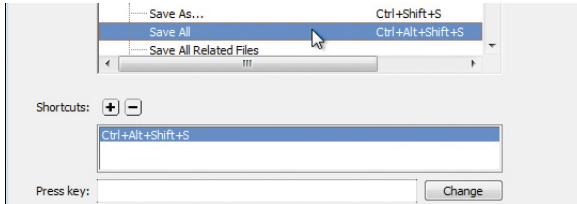


- 7 Press Ctrl-Alt-Shift-S/Cmd-Ctrl-S.

This combination is not currently being used, so let's assign it to the Save All command.

- 8 Click the Change button.

The new shortcut is now assigned to the Save All command.



- 9 Click OK to save the change.

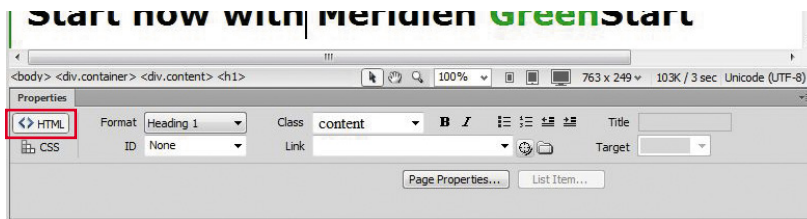
You have created your own keyboard shortcut—one you will use in upcoming lessons.

Using the Property inspector

One tool that is vital to your workflow is the Property inspector. This panel typically appears at the bottom of the workspace. The Property inspector is context driven and adapts to the type of element you select.

Using the HTML tab

Insert the cursor into any text content on your page, and the Property inspector provides a means to quickly assign some basic HTML codes and formatting. When the HTML button is selected, you can apply heading or paragraph tags, as well as bold, italics, bullets, numbers, and indenting, among other formatting and attributes.




HTML Property inspector

Click the CSS (cascading style sheet) button to quickly access commands to assign or edit CSS formatting.

Select an image in a webpage to access the image-based attributes and formatting control of the Property inspector.


us and our posterity. There are many things you can do to reduce your carbon footprint. Every little bit helps. But don't wait, start **now**, with **GreenStart!**

Here are some simple ways you can start today:



The screenshot shows a web browser window with a green bar and a butterfly image. The properties panel on the right shows the image is named 'Image, 13K' and has a source of '../images/butterfly.gif'. The image is 170 pixels wide and 150 pixels high. The class is 'fltrt'.

To access table properties, insert your cursor in a table and then click the table tag selector at the bottom of the document window.



Turn off lights in empty rooms.

Provide ceramic coffee cups to employees

Water early in the morning or after the sun sets.

Copyright 2010 GreenStart, All Rights Reserved.

1	Turn off lights in empty rooms.
2	Provide ceramic coffee cups to employees
3	Water early in the morning or after the sun sets.

Copyright 2010 GreenStart, All Rights Reserved.

The screenshot shows a web browser with a table containing three tips. The first tip, "Turn off lights in empty rooms.", is highlighted with a red box. The browser's developer tools are open, showing the HTML structure and the table's properties. The HTML structure shows a table with three rows and two columns. The first row contains the number "1" and the text "Turn off lights in empty rooms.". The second row contains the number "2" and the text "Provide ceramic coffee cups to employees". The third row contains the number "3" and the text "Water early in the morning or after the sun sets.". The table's properties are shown in the "Properties" panel, indicating a table with 4 rows and 3 columns, with a border of 0 and a cellpadding of 0.

Review questions

- 1 Where can you access the command to display or hide any panel?
- 2 Where can you find the Code, Design, and Split view buttons?
- 3 What can be saved in a workspace?
- 4 Do workspaces also load keyboard shortcuts?
- 5 What happens in the Property inspector when you insert the cursor into various elements on the webpage?

Review answers

- 1 All panels are listed in the Window menu.
- 2 These buttons are components of the Document toolbar.
- 3 Workspaces can save the configuration of the document window, the open panels, and the panels' size and position on the screen.
- 4 No, keyboard shortcuts are loaded and preserved independently of a workspace.
- 5 The Property inspector adapts to the selected element, displaying pertinent information and formatting commands.

2

HTML BASICS

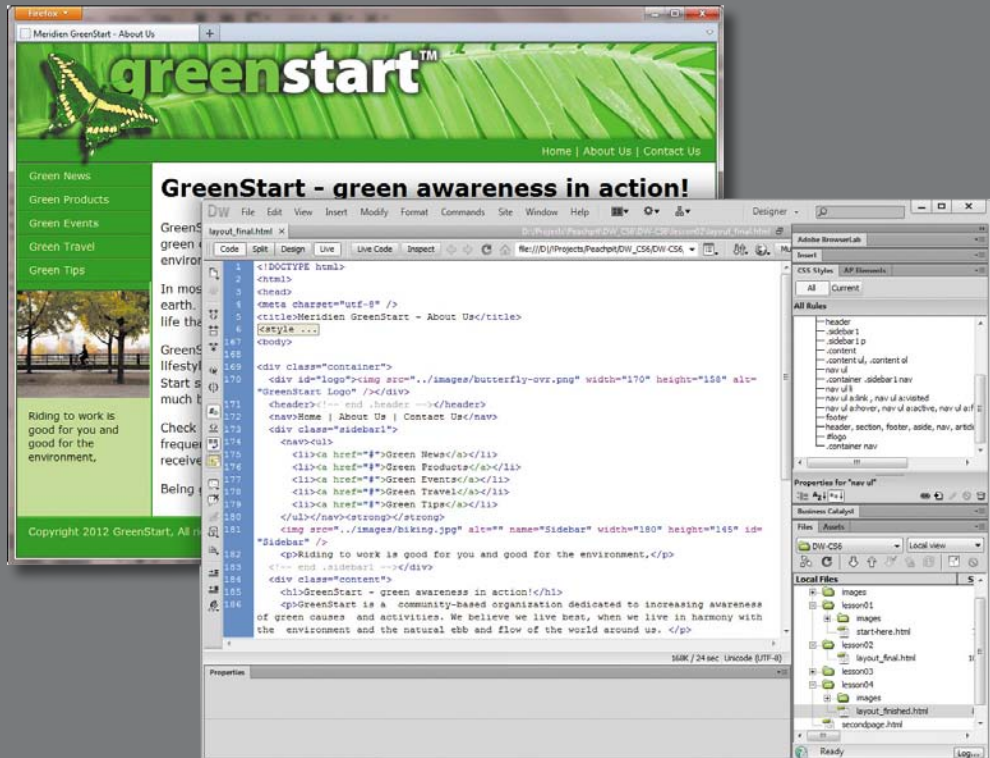
Lesson Overview

In this lesson, you'll familiarize yourself with HTML and learn how to do the following:

- Write HTML code by hand
- Understand HTML syntax
- Insert code elements
- Format text
- Add HTML structure
- Create HTML with Dreamweaver



This lesson will take about 45 minutes to complete. There are no support files for this lesson.



HTML is the backbone of the web, the skeleton of your webpage. It is the structure and substance of the Internet, although it is usually unseen except by the web designer. Without it, the web would not exist. Dreamweaver has many features that help you access, create, and edit HTML code quickly and effectively.

What is HTML?

“What other programs can open a Dreamweaver file?”

This question was asked by a student in a Dreamweaver class; although it might seem obvious to an experienced developer, it illustrates a basic problem in teaching and learning web design. Most people confuse the program with the technology. They assume that the extension .htm or .html belongs to Dreamweaver or Adobe. Print designers are used to working with files ending with .ai, .psd, .indd, and so on. These are proprietary file formats created by programs that have specific capabilities and limitations. The goal in most of these cases is to create a final printed piece. The program in which the file was created provides the power to interpret the code that produces the printed page. Designers have learned over time that opening these file formats in a different program may produce unacceptable results or even damage the file.

On the other hand, the goal of the web designer is to create a webpage for display in a browser. The power and functionality of the originating program have little bearing on the resulting browser display, because the display is contingent on the HTML code and how the browser interprets it. Although a program may write good or bad code, it's the browser that does all the hard work.

The web is based on the HyperText Markup Language (HTML). The language and the file format don't belong to any individual program or company. In fact, it is a nonproprietary, plain-text language that can be edited in any text editor, in any operating system, and on any computer. Dreamweaver is an HTML editor at its core, although it is much more than this. But to maximize the potential of Dreamweaver, you first need to have a good understanding of what HTML is and what it can and can't do. This chapter is intended as a concise primer for HTML and its capabilities and as a foundation for understanding Dreamweaver.

Where did HTML begin?

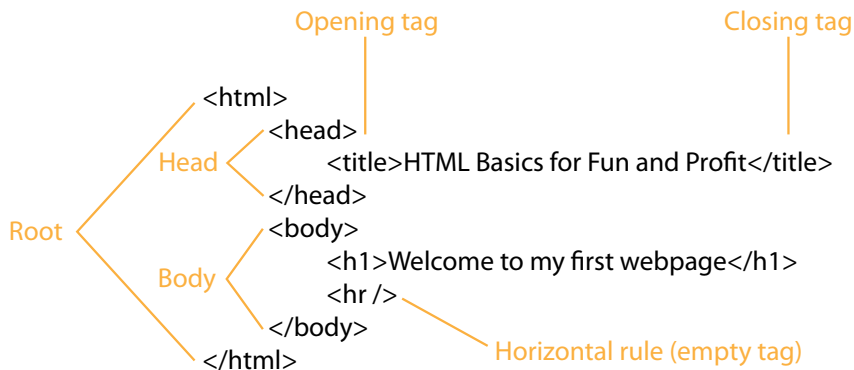
HTML and the first browser were invented in the early 1990s by Tim Berners-Lee, a scientist working at the CERN (Conseil Européen pour la Recherche Nucléaire, which is French for European Council for Nuclear Research) particle physics laboratory in Geneva, Switzerland. He intended the technology as a means for sharing technical papers and information via the fledgling Internet that existed at the time. He shared his HTML and browser inventions openly as an attempt to get the scientific community and others to adopt it and engage in the development themselves. The fact that he did not copyright or try to sell his work started a trend for openness and camaraderie on the web that continues to this day.

The language that Berners-Lee created over 20 years ago was a much simpler construct of what we use now, but HTML is still surprisingly easy to learn and master. At the time of this writing, HTML is at version 4.01, which was officially adopted in 1999. It consists of around 90 *tags*, such as `html`, `head`, `body`, `h1`, `p`, and so on. The tag is written between angle brackets, as in `<p>`, `<h1>`, and `<table>`. These tags are used to enclose, or *mark up*, text and graphics to enable a browser to display them in a particular way. HTML code is considered properly *balanced* when the markup contains both an opening tag (`< . . . >`) and a closing tag (`</ . . . >`). When two matching tags appear this way, they are referred to as an *element*.

Some elements are used to create page structures, others to format text, and yet others to enable interactivity and programmability. Even though Dreamweaver obviates the need for writing most of the code manually, the ability to read and interpret HTML code is still a recommended skill for any burgeoning web designer. And sometimes, writing the code by hand is the only way to find an error in your webpage.

Here you see the basic structure of a webpage:

Basic HTML Code Structure



Properly structured, or balanced, HTML markup consists of an opening tag and a closing tag. Tags are enclosed within angle brackets. You create a closing tag by typing a forward slash (/) after the opening bracket and then repeating the original tag. Empty tags, like the horizontal rule, can be written in an abbreviated fashion, as shown above.

You may be surprised to learn that the only words from this code that display in the web browser are “Welcome to my first webpage.” The rest of the code creates the page structure and text formatting. Like an iceberg, most of the content of the actual webpage remains out of sight.

Writing your own HTML code

The idea of writing code may sound difficult or at least tedious, but creating a webpage is actually much easier than you think. In the next few exercises, you will learn how HTML works by creating a basic webpage and adding and formatting some simple text content:

● **Note:** Feel free to use any text editor for these exercises, but be sure to save your files as plain text.

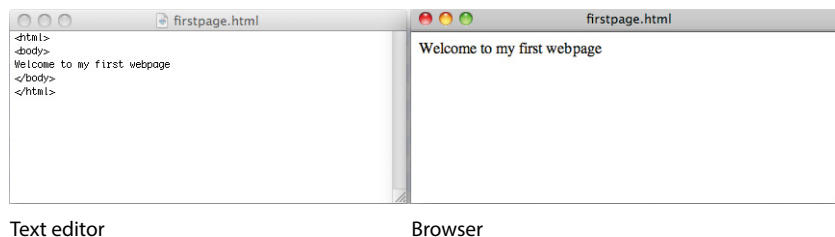
▶ **Tip:** In TextEdit, you may need to choose Format > Format As Plain Text before you can save the file as .html.

● **Note:** Some text editors may try to change the .html extension or prompt you to confirm the choice.

- 1 Launch Notepad (Windows) or TextEdit (Mac).
- 2 Enter the following code in the empty document window:

```
<html>  
<body>  
Welcome to my first webpage  
</body>  
</html>
```
- 3 Save the file to the desktop as **firstpage.html**.
- 4 Launch Chrome, Firefox, Internet Explorer, Safari, or another installed web browser.
- 5 Choose File > Open. Navigate to the desktop, select **firstpage.html**, and then click OK/Open.

Congratulations, you just created your first webpage. As you can see, it doesn't take much code to create a serviceable webpage.

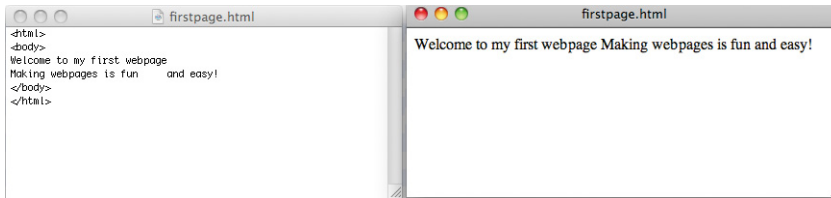


Understanding HTML syntax

Next you'll add content to your new webpage to learn some important aspects of HTML code syntax.

- 1 Switch back to the text editor, but don't close the browser.
- 2 Insert your cursor at the end of the text "Welcome to my first webpage," and press Enter/Return to insert a paragraph return.
- 3 Type **Making webpages is fun**, then press the spacebar five times to insert five spaces. Finish by typing **and easy!** on the same line.

- 4 Save the file.
- 5 Switch to the browser, and refresh the window to load the updated page.



As you can see, the browser is displaying the new text, but it's ignoring the paragraph return between the two lines as well as the extra spaces. In fact, you could add hundreds of paragraph returns between the lines and dozens of spaces between each word, and the browser display would be no different. That's because the browser is programmed to ignore extra white space and honor only HTML code elements. By inserting a tag here and there, you can easily create the desired text display.

Inserting HTML code

In this exercise, you will insert HTML tags to produce the correct text display:

- 1 Switch back to the text editor.
- 2 Add the tags to the text as follows:

Making webpages is fun and easy!

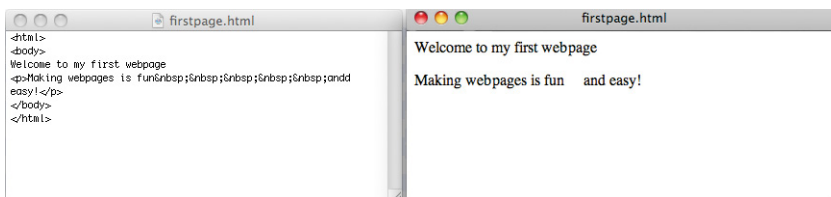
To add extra spacing or other special characters within a line of text, HTML provides code elements called *entities*. Entities are entered into the code differently than tags. For example, the method for inserting a nonbreaking space is to type the ` ` entity.

- 3** Replace the five spaces in the text with nonbreaking spaces, so that the code looks like the following sample:

[illegible]

- 4** Save the file. Switch to the browser and reload or refresh the page display.

The browser is now showing the paragraph return and desired spacing.



● **Note:** A good rule of thumb regarding the use of entities is whether you can enter a character using the standard 101-key keyboard. If the character doesn't appear, you'll probably have to use an entity.

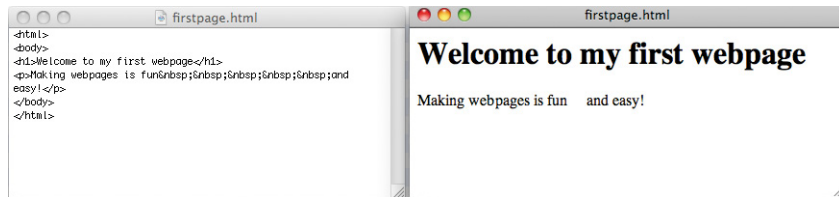
Because the tags and entities were added, the browser can display the desired paragraph structure and spacing.

Formatting text with HTML

Tags often serve multiple purposes. Besides creating paragraph structures and creating white space as demonstrated earlier, they can impart basic text formatting, as well as identify the relative importance of the page content. For example, HTML provides six heading tags (`<h1>` to `<h6>`) you can use to set headings off from normal paragraphs. The tags not only format the text differently than paragraph text, they also impart additional meaning. Heading tags are automatically formatted in bold and often at a larger relative size. The number of the heading also plays a role: Using the `<h1>` tag identifies the heading as being the largest and highest in importance by default. In this exercise, you will add a heading tag to the first line:

- 1 Switch back to the text editor.
- 2 Add the tags to the text as follows:
`<h1>Welcome to my first webpage</h1>`
- 3 Save the file. Switch to the browser and reload or refresh the page display.

Note how the text changed. It is now larger and formatted in boldface.



Web designers use heading tags to identify the importance of specific content and to help improve their site rankings on Google, Yahoo, and other search engines.

Applying inline formatting

So far, all the tags you have used work as paragraph or stand alone elements. These are referred to as *block* elements. HTML also provides the ability to apply formatting and structure to content that's contained within the flow of another tag, or *inline*. A typical use of inline code would be to apply bold or italic styling to a word or to a portion of a paragraph. In this exercise, you will apply inline formatting:

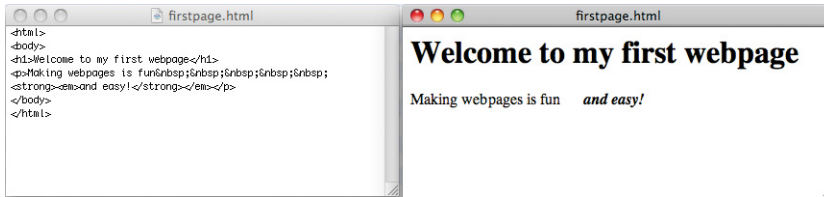
- Switch back to the text editor.
- Add the tags to the text as follows:

```
<p>Making webpages is fun&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&  
<strong><em>and easy!</em></strong></p>
```
- Save the file. Switch to the browser and reload or refresh the page display.

Most formatting, both inline and otherwise, is properly applied using cascading style sheets (CSS). The `` and `` tags are among the few still acceptable ways to apply inline formatting using strictly HTML code elements. Technically, these elements are more intended to add semantic meaning to text content, but

Note: Pay special attention to how the tags are nested so that you close them properly. Notice how the `` tag is closed before the `` tag is closed.

the effect is the same: The text still appears by default as bold or italic. There is an industry-supported move to separate the content from its presentation, or formatting. See Chapter 3, “CSS Basics,” for a full explanation of the strategy and application of CSS in standards-based web design.



The tags `` and `` are used in place of the tags `` (bold) and `<i>` (italic) because they provide enhanced semantic meaning for visitors with disabilities or visual impairment, but the result to the average user is identical.

Adding structure

Most webpages feature at least three fundamental elements: a root (typically `<html>`), `<head>`, and `<body>`. These elements create the essential underlying structure of the webpage. The root element contains all the code and content and is used to declare to the browser, and any browser applications, what types of code elements to expect within the page. The `<body>` element holds all the visible content, such as text, tables, images, movies, and so on. The `<head>` element holds code that performs vital background tasks, including styling, external links, and other information.

The sample page you created doesn't have a `<head>` element. A webpage can exist without this section, but adding any advanced functionality to this page without one would be difficult. In this exercise, you will add `<head>` and `<title>` elements to your webpage:

- 1 Switch back to the text editor.
- 2 Add the tags and content to the text as follows:

```
<html>

<head>

<title>HTML Basics for Fun and Profit</title>

</head>

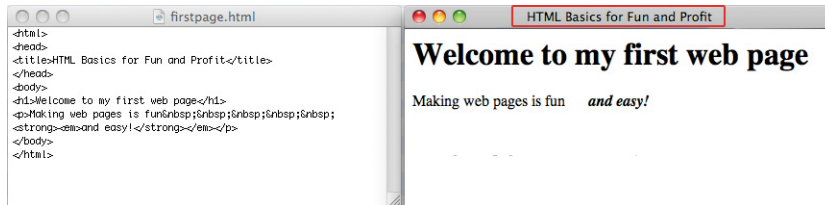
<body>
```

- 3 Save the file. Switch to the browser and reload or refresh the page display.

Did you notice what changed? It may not be obvious at first. Look at the title bar of the browser window. The words “HTML Basics for Fun and Profit” now magically appear above your webpage. By adding the `<title>` element, you have created this display. But it's not just a cool trick; it's good for your business, too.

Google, Yahoo, and the other search engines catalog the `<title>` element of each page and use it, among other criteria, to rank webpages. The content of the title is one of the items typically displayed within the results of a search. A well-titled page could be ranked higher than one with a bad title or one with none at all. Keep your titles short but meaningful. For example, the title “ABC Home Page” doesn’t really convey any useful information. A better title might be “Welcome to the Home Page of ABC Corporation.” Check out other websites (especially peers or competitors) to see how they title their own pages.

The content of the `<title>` tag will appear in the browser title bar when the page is refreshed.



Writing HTML in Dreamweaver

So the inevitable question is, “If I can write HTML in any text editor, why do I need to use Dreamweaver?” Although a complete answer awaits you in the following 13 chapters, the question begs for a quick demonstration. In this exercise, you will re-create the same webpage using Dreamweaver:

- 1 Launch Dreamweaver CS6.
- 2 Choose File > New.
- 3 In the New Document window, select Blank Page from the first column.
- 4 Select HTML from the Page Type column and `<none>` from the Layout column. Click Create.

A new document window opens in Dreamweaver. The window may default to one of three displays: Code view, Design view, or Split view.

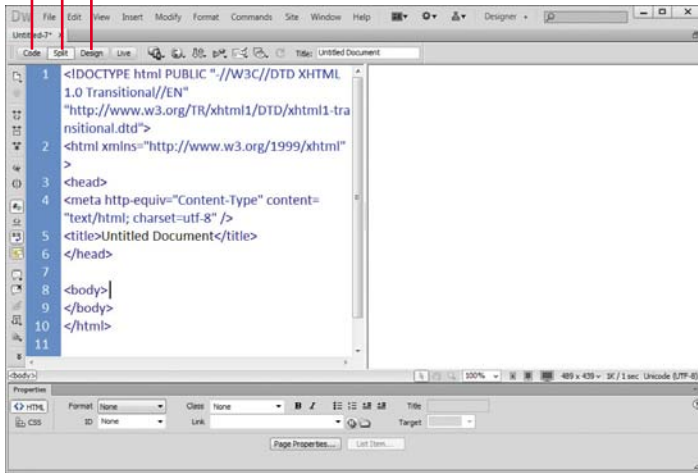
- 5 If it’s not already selected, click the Code view button in the upper-left corner of the document window.

The first thing you should notice in the Code view window is that Dreamweaver has provided a huge head start over using the text editor. The basic structure of the page is already in place, including the root, head, body, and title tags, among others. The only thing Dreamweaver makes you do is add the content itself.

Code view

Split view

Design view



The advantages of using Dreamweaver to create HTML are evident from the very beginning: Much of the page structure is already created.

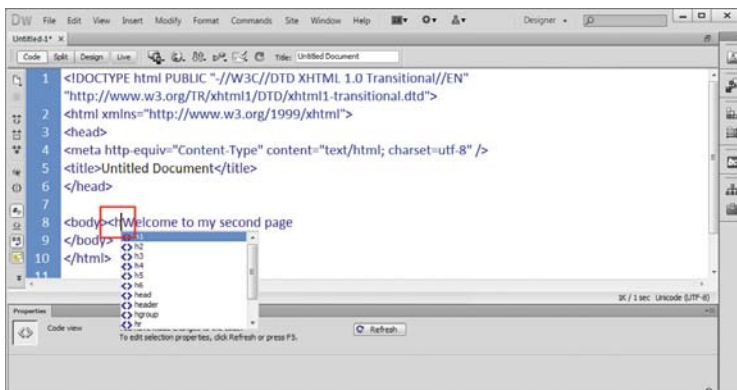
- 6 Insert the cursor after the opening `<body>` tag, and type **Welcome to my second page** following the tag.

Dreamweaver makes it a simple matter to format the first line as a heading 1.

- 7 Move the cursor to the beginning of the text “Welcome to my second page,” and type `<` to start the `<h1>` code element.

Note how Dreamweaver automatically opens a drop-down list of compatible code elements. This is Dreamweaver’s code hinting feature. When activated, code hinting provides a drop-down list of applicable HTML, CSS, JavaScript, and other supported coding elements.

- 8 Type **h** and observe the Code hint window.

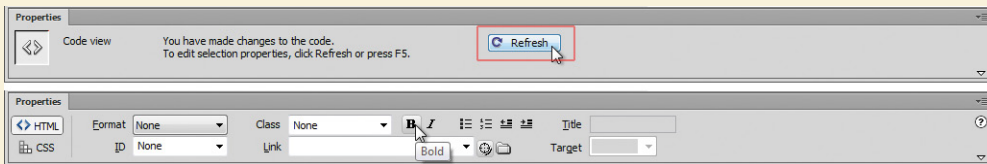


Dreamweaver filters the code hint list to elements that start with “h”.

- 9 In the code hint list, double-click **h1** to insert it in the code. Type **>** to close the element.
- 10 Move the cursor to the end of the text. Type **</** at the end of the sentence.
Note how Dreamweaver closes the **<h1>** element automatically. But most coders add the tags as they write, in the following way:
- 11 Press Enter/Return to insert a line break. Type **<**.
- 12 Type **p** and press Enter/Return to insert the paragraph element. Type **>** to close the tag.
- 13 Type **Making webpages in Dreamweaver is even more fun!** Then type **</** to close the **<p>** element.
Tired of hand-coding yet? Dreamweaver offers multiple ways to format your content.
- 14 Select the word “more.” In the Property inspector, click the **B** button, and then the **I** button to apply the **** and **** tags to the text.
These tags produce the appearance of bold and italic formatting on the selected text.

Something missing?

When you reached for the **B** and **I** buttons in step 14, were they missing? When you make changes in Code view, the Property inspector occasionally needs to be refreshed before you can access the formatting commands featured there. Simply click the Refresh button, and the formatting commands will reappear.



Only two more tasks remain before your new page is complete. Note that Dreamweaver created the **<title>** element and inserted the text “Untitled Document” within it. You could select the text within the code window and enter a new title, or you could change it using another built-in feature.

- 15 Locate the Title field at the top of the document window, and select the “Untitled Document” text.
- 16 Type **HTML Basics, Page 2** in the Title field.