

# Using Dreamweaver CC

## 1 – Overview

### About the Web

The worldwide web has become one of the most common uses for the Internet. It allows people to access a wide range of documents and other media from all over the world in a simple to use format. Designing content for the web is not so straight forward though. Many people learning to create websites are used to using word processors such as Microsoft Word, and try to create web pages the same way they'd create a Word document. Unfortunately this doesn't always work too well since the online world and print world are very different. The first thing a new web developer needs to do is gain an understanding of how the web works. You need to remember that some things that will work well in a web page, won't work well in a printed document and vice-versa.

The Web began in the 80s when Sir Tim Berners Lee (pictured) wanted to create a system to facilitate the sharing of information among researchers. The first web site was created in 1991 and in 1994, the **World Wide Web Consortium**<sup>1</sup> (**W3C**) was established to create standards and improve the quality of the web. It was around that time that a new web browser called Netscape Navigator became available, helping to popularise the web due to its ease of use. In 1995 Microsoft released their competing Internet Explorer web browser which pushed the widespread use of the web even further.



Web pages are based on the **Hypertext Markup Language (HTML)**. Originally, creating content for the web required learning the HTML language and writing the code in either a text editor or a more specialised HTML editor. In more recent years it has become common for people to use a **WYSIWYG** editor, (What You See Is What You Get – usually pronounced *wizzy wig*) which removes the need for learning the code since the editor writes it for you as you work. Dreamweaver, Wordpress and Wix are all examples of WYSIWYG web editors. Many WYSIWYG editors also allow the user to edit HTML directly which is still often useful and even sometimes necessary for some more complex web pages.

### About Dreamweaver

Dreamweaver was originally developed by Macromedia and is now owned by Adobe. Over the years it has become one of the most popular tools for developing websites and is widely used by professional web developers. In the past, WYSIWYG editors like Dreamweaver have often been criticised for producing websites that are in many ways inferior to web pages written in HTML code. In recent versions, Dreamweaver has become increasingly more capable of producing neat, efficient HTML code that supports the W3C standards. In addition, it has included increasing support for newer technologies such as **CSS**, **Javascript** and **PHP**.

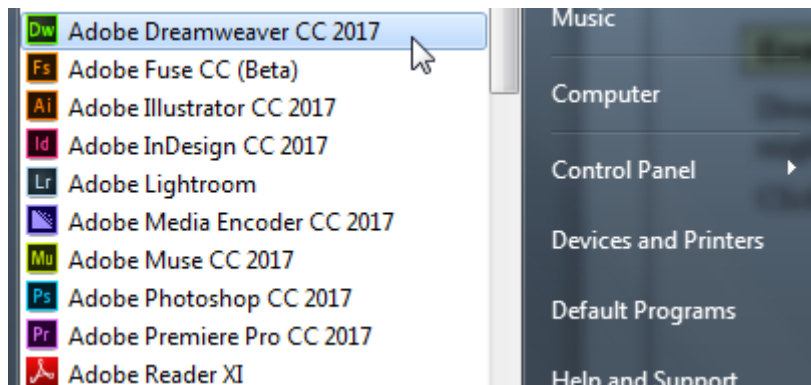
**Note** These exercises assume you are competent in using Microsoft Windows (or Mac OS if you are using the Mac version of Dreamweaver). It is also assumed that you are experienced in using the web and editing documents in applications such as a word processor. Some HTML experience is a definite bonus as well.

<sup>1</sup> <http://www.w3.org/> - World Wide Web consortium website

**Exercise 1 – Starting Dreamweaver**

Dreamweaver can be started like most Windows applications. Below are examples of how it might be launched.

Clicking an option in your start menu.



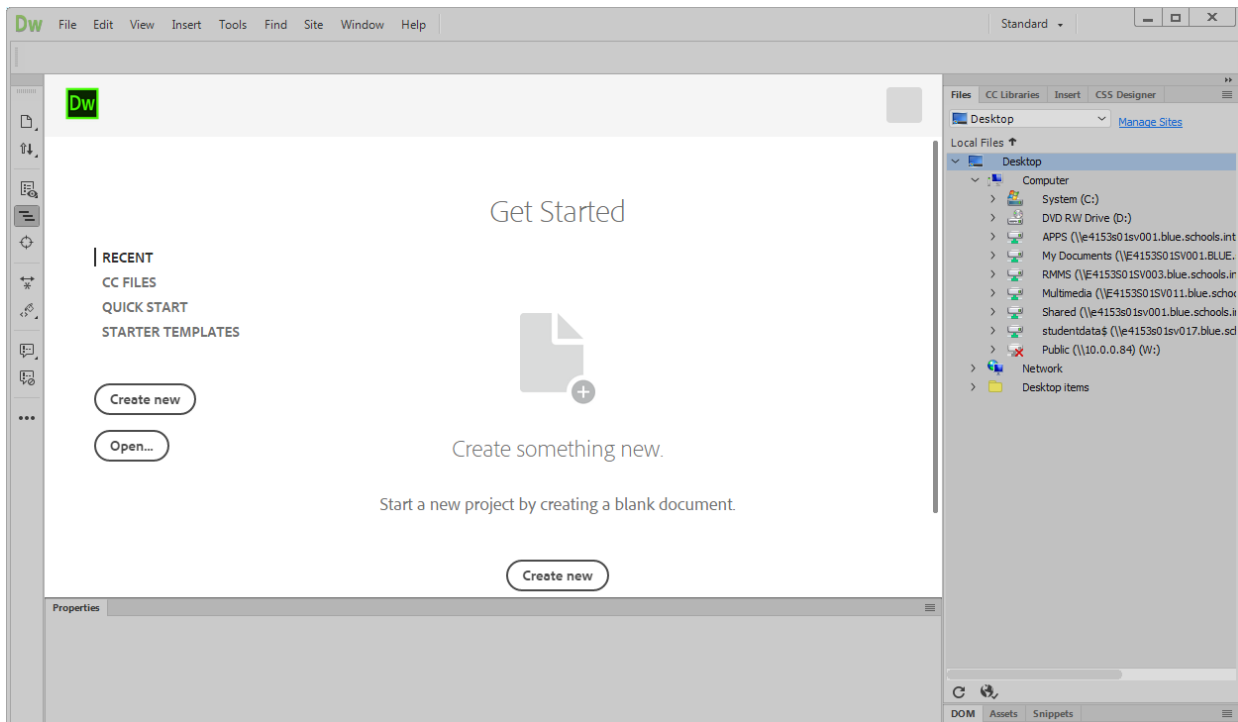
Clicking an icon on your desktop



1) Use one of the above methods to launch Dreamweaver

When Dreamweaver opens it will look similar to the example on the following page.

Like most applications, the top is taken up with menus and toolbars. To the right are a variety of useful **Options Panels**. A **Properties Panel** can be seen at the bottom. The main area of the screen is where you will see any web pages that you are editing. While there is no page open, you will see an introductory screen like the one below. This allows you to open recently edited pages, create new files or gain access to a wide range of tutorials and other helps.




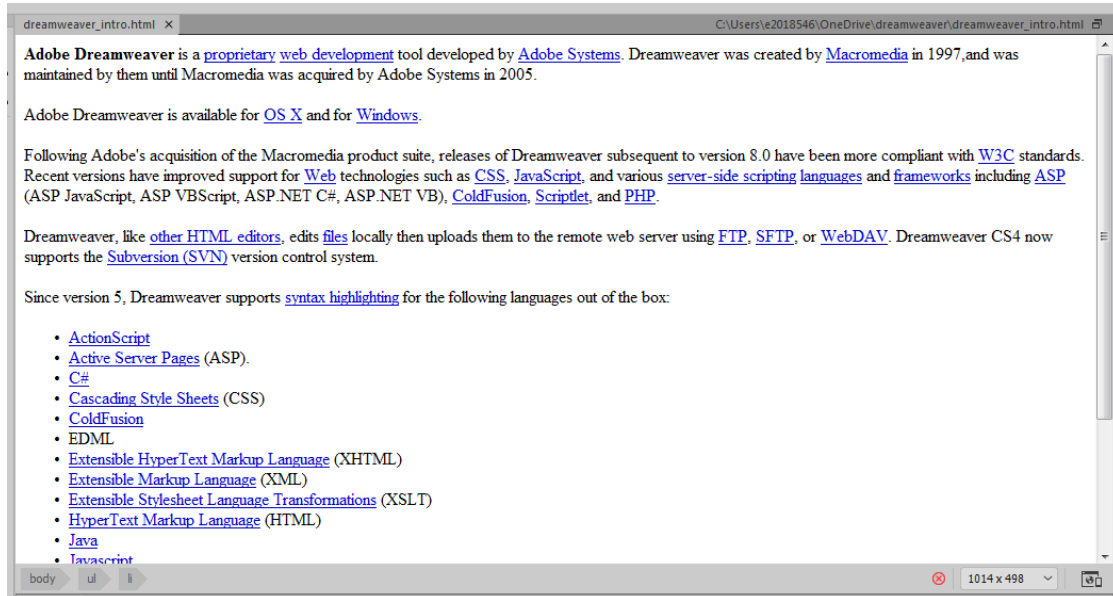
**Note** These exercises were prepared using Dreamweaver CC 2017. Some differences may be evident in earlier or more recent versions.


Before working through the following exercises you will need to make sure you have a copy of the exercise files. If you don't already have them, you can download copies of the files by going to <http://oneil.com.au/pc/> and then going to the Dreamweaver tutorials page.

## Exercise 2 – Looking at a Web Page in Dreamweaver

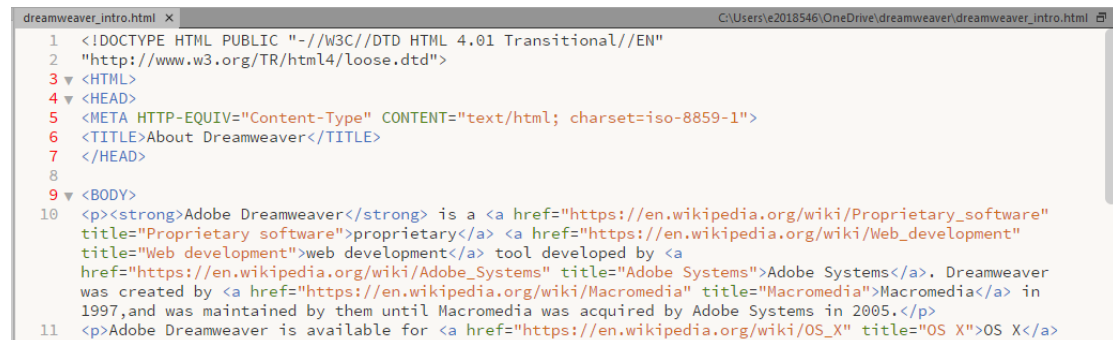
To open a document you can do one of the following.

- Click the **Open** option in the introductory screen. 
  - Select **Open** from the **File** menu.
  - Press **[Ctrl] [O]** on your keyboard.
- 1) Use one of the above methods to activate the file open command and open the file called *dreamweaver\_intro.html*. The main screen area will now be taken up with the document you have opened.



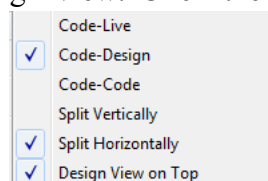
Across the top of the editing window are three buttons labelled **Code**, **Split** and **Design**. An arrow next to **Design** allows you to switch between **Design** and **Live** view. Currently we are in **Design** view. 

- 2) Click the button for **Code** view. Instead of seeing the WYSIWYG (what you see is what you get) view of the page you will now see the HTML code for the page.

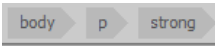


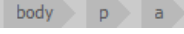
- 3) Click the **Split** button. One half of the window will display the HTML while the other half displays the same page in WYSIWYG view. Editing the page in one view will update the page in the other view.
- 4) For people who are familiar with HTML this is often the preferred view since it offers the best of both worlds, but for the time being we'll stick with the Design view. Click the **Design** button to return to **Design View**.

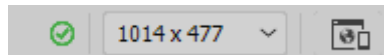
**Tip** You can choose how the 2 sections of your split view will be arranged by going to your **View** menu and then selecting the **Split** menu.



- 5) Click on the first word of the document, *Adobe*.

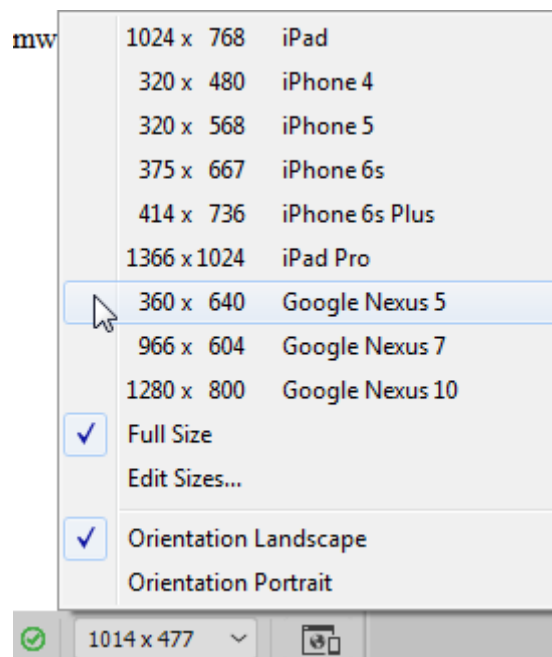
Take a look at the bottom of the editing window and you will notice a series of letters along the bottom.  These represent HTML tags and they tell us that the part of the document you have selected is in the body of the document, it is part of a paragraph and it is part of text that has been formatted bold (strong).

- 6) Click inside one of the links in the document.  Again we can see that what we have selected is in the body of the document and is in a paragraph, only this time instead of bold text we have anchor text. In HTML links are properly referred to as anchors.
- 7) Look at the bottom right corner of the editing window. Here you will see some information that tells you some useful things about your page.

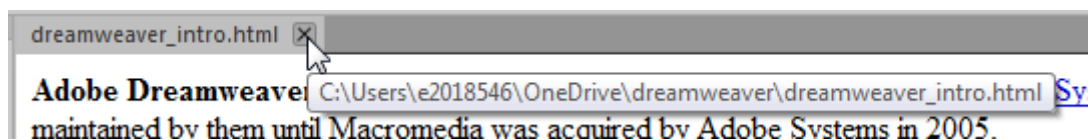


In the example shown here, it is telling us that the current editing area measures 1014 pixels wide by 477 pixels high. Knowing this kind of information can help you to design your page in a way that is suitable for your audience. For instance, checking your page in different sizes can show you how well everything fits when your page is viewed by computers set at different screen resolutions.

- 8) Click document size box in the bottom right corner to get a preview of how the document might look at different screen sizes. Try some of the options.



- 9) Click the **Close** button at the top of the document to close it. Don't save any changes.



**Tip** You can also double click a file name in the file list to open that file for editing. The file list is usually displayed in the side panel. We'll see more on the file list panel later.

**Exercise 3 – Web Worksheet**

Time to see if you've been paying attention. Answer the following questions in the spaces provided.

1) What is the W3C and what is it for? \_\_\_\_\_

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2) What is the difference between HTML editing and WYSIWYG editing? \_\_\_\_\_

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3) Do a bit of research and briefly describe CSS, ASP and PHP as they relate to the web. [www.webopedia.com](http://www.webopedia.com) and [www.wikipedia.com](http://www.wikipedia.com) would both be good starting points. \_\_\_\_\_

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Javascript \_\_\_\_\_

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PHP \_\_\_\_\_

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