# Activity 1 – A first look at Dreamweaver

Adobe Dreamweaver CS4 is a professional authoring tool used to create web pages. When ready these pages can then be published to a network or internet site that others can visit.

In this first look we will find out about the Dreamweaver interface, and use it to investigate an existing site.

Note: this activity and those that follow assume Dreamweaver has been set up with sites for *sbsp* and *Sports Store* and users have access to the *SBSP2* and *School* folders. For directions on how to do this see *Setup* on the last page.

1. We will start by looking at an imaginary web site for *SpongeBob Squarepants*.

    a   Start Dreamweaver.

    b   In the *Files* panel at right, double click on *index.htm*.
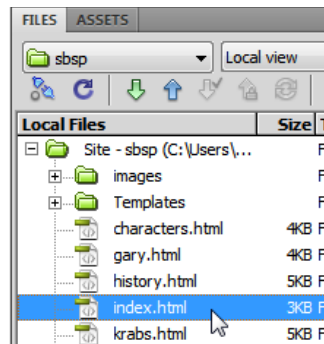
    The page *index.htm* will be opened for ready for editing. This is the home page the site.

    c   To see the *sbsp* web site in action click on the preview button on the toolbar and choose a browser.
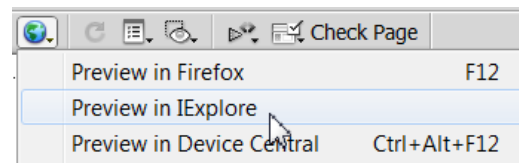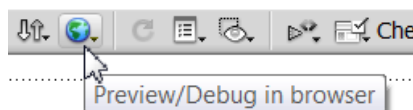

    This will jump out of Dreamweaver and will start the selected browser with the *sbsp* web site displayed.

    Spend a few minutes using the links to look around the site. In particular be aware of the actions of buttons and links to jump to other pages.

    The shortcut for preview is to use the *F12* function key (or *Ctrl+F12* to see the site in the secondary browser, here *IExplore*).
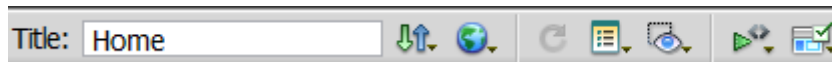
    d   Close the browser and return to Dreamweaver.

2. At this stage we will take a broad look at the Dreamweaver interface and its layout.
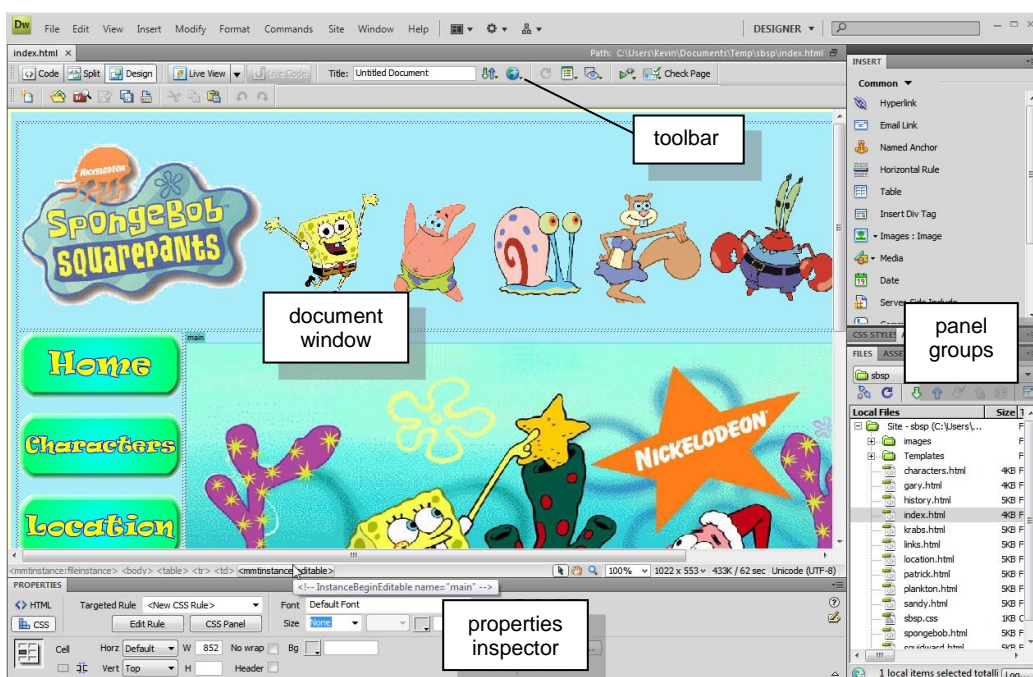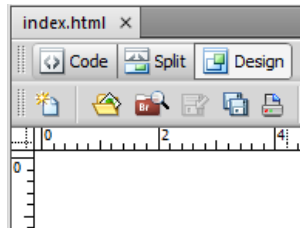
- across the top of the display is a *menu* and a *toolbar* of common actions.
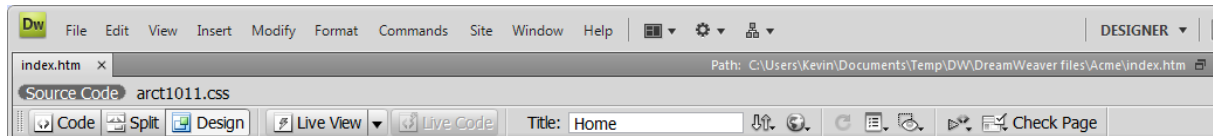
This can be made a little more attractive if you enable coloured icons. To do this from the menu choose *View > Color Icons*.

If you wish you can add a standard toolbar (*View > Toolbars > Standard*) that has icons for *New, Open, Save*, and so on.


- the majority of the interface is taken up with the *Document window*. This is where web pages can be prepared.

  On the toolbar at the top of the document window are buttons for *Code, Split* and *Design. Design* is where the web page is laid out, *Code* shows the HTML behind the page (see next activity), while *Split* will show both at once. For now we will stay in *Design* view.

  To assist with layout you can have rulers displayed around the document window (*View > Rulers > Show*). These can be set to pixels or centimetres.

- below the document window is the *Properties inspector* which can be used to vary the appearance and behaviour of objects in the web page. The information displayed will change depending on which object is selected.

  As shown above the *HTML properties inspector* is displayed. To change to the *CSS properties inspector* click on the *CSS* button at left.
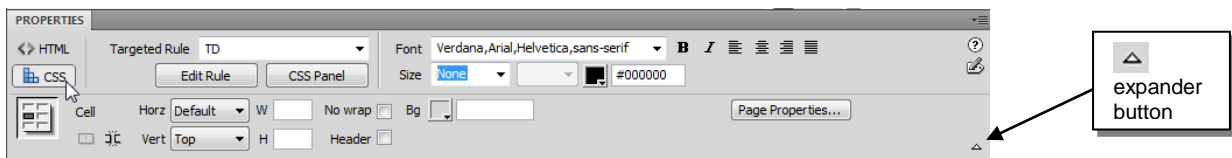

For either inspector there is a *expander button* at lower right to show or hide more of the properties inspector.

- finally at right are a group of panels for specialist actions. Some, like *Assets* or *AP Elements*, are on panel tabs.

  Each of these panels can be expanded or shrunk by clicking once on the gray section of its title bar. In the images above and at right the *Insert* and *Files* panel are displayed, while the *CSS Styles* panel is shrunk.

  To access more panels use the *Window* menu.
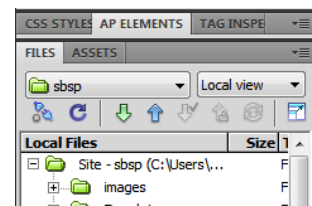
Note: for ways to customise the Dreamweaver interface see *Background Information* at the end of this activity.

3. The *Files panel* shows folders and the web pages, images and other objects that make up the website.

   a   Double click on one of the pages in the files panel at right.

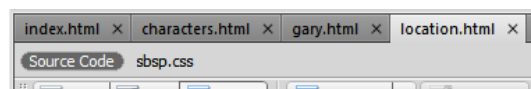   This will open the page in a separate document window to *index.html*.

   Repeat until you have three or four pages open.

   You can use the tabs on these pages to move between them.

   b   From the menu try *Window > Cascade*.

   Try also *Window > Tile Horizontally* (or *Tile Vertically*).

   To return the pages to tabbed mode click the maximise icon at the top right of any page.

4. We will now add a new page to the site. This page will display three pictures with captions from the SpongeBob movie.

    a   Choose *File > New* from the menu.

        So that the new page looks like the others we will use the *sbsp* template.

        In the dialogue that appears choose *Page from Template* and then from the *sbsp* site choose the *sbsp_template*.
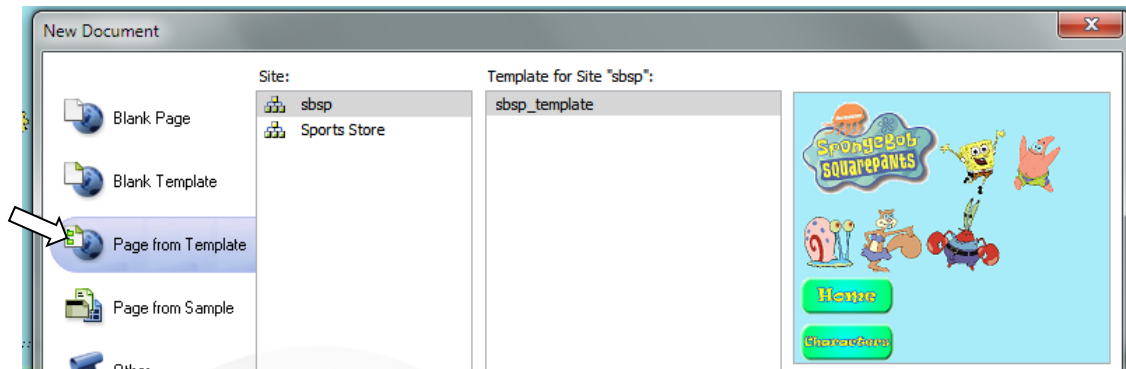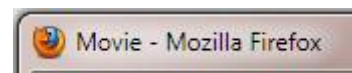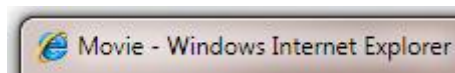

        When ready click *Create* and a new page called *Untitled-1* will appear in the document window.
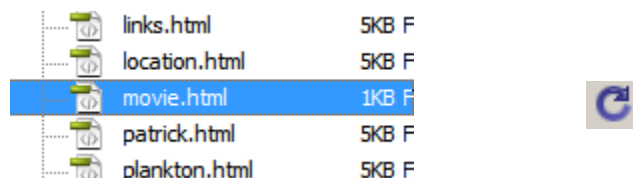
    b   On the toolbar of this page click in the *Title* box and rename it *Movie*.
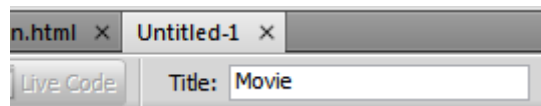
        Page titles are easier to remember and use than file names. The page title will also be displayed in the title bar when the page is opened in a browser.


    c   Save the page as *movie.html* in the *sbsp* folder.

        You will see it appear in the files panel.

        Note: if the file does not appear automatically click on the *Refresh* button at the top of the files panel (or press the *F5* function key).

    d   View the page in the browser (*F12*).

5. Next we will add some images to this page.

    a   In the files panel open the *images* folder and then the *movie* folder.

        These are pictures from the movie.

    b   Click once on any of the images to select it, and then drag it onto the page in the document window so that it is positioned in the *main* section.
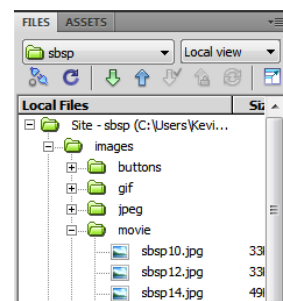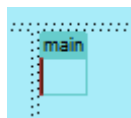
        If you are prompted to add alternate text (*Image Tag Accessibility*) choose *Cancel* at this stage. (The use of alternate text will be explained in Activity 4.)

        If you do not want this particular image press *Delete* while it is still selected.

    c   Click once on the image to select it and use the image handles to resize the picture to a smaller size.

        Hint: if you hold down the *Shift* key as you do this, the picture will resize in proportion.

        You can see that the size of the image in kilobytes (K) and pixels is shown in the properties inspector, along with a *Reset Size* button.

reset size
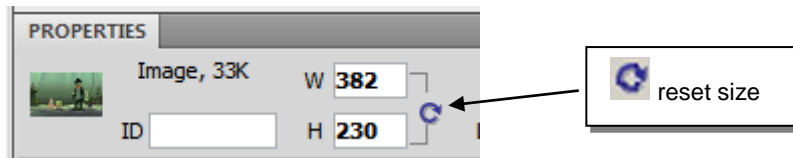
The reset button will return the picture to its original size.

d   Click just past the image (to deselect it) and press *Enter* to move to a new line.

Type a caption for the image. Do not worry about the font, colour or size of the text at this time.

When ready press *Enter* to move to a new line.

e   We will now add more images to the page, but this time we will be able to see them before we select them.

At the top of the files panel, click on the *Assets* tab.
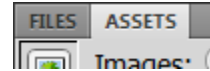
The *Assets* panel is used to catalogue items used in the web site. It includes things like images, colours, Flash animations, hyperlinks, etc. The advantage for us in this case is that we will be able to see a preview of any of the images we might like to use.

image assets

preview
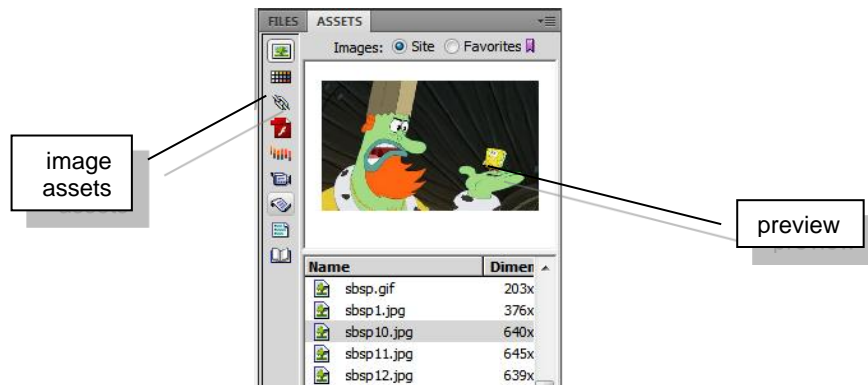
Choose a second and third image to add to the page. (*sbsp 9 10, 12, 13, 14* and *16* are from the movie.)

Drag them from the assets panel to the document window under the earlier picture, and caption each.

f   The asterisk next to a file name on the page tab is a reminder that you have made changes to a page since it was last saved. A page must be saved before any changes you make can be seen in the browser.

Re-save the page.

g   Return to the browser and press the *Refresh* button to see the changes made.

6.   We can now make a link to this page from the home page.

a   Move to the home page (*index.htm*).

b   In the files panel open the *buttons* folder and find the *movie.gif* button.
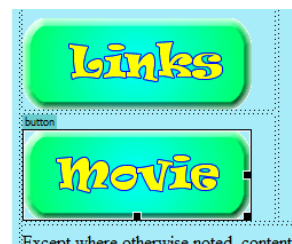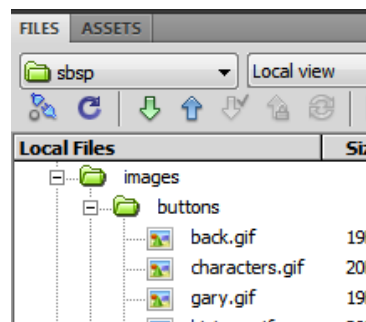
From this folder drag *movie.gif* to just under the other buttons. (Again ignore the accessibility attribute option.)

c   We will now create a hyperlink from this button image to the movie page we created.

In the properties inspector at the bottom find the *Link* box.

Next to this is a *Point to File* icon.

While the movie button is still selected, click on this point to file icon, hold the mouse button down, and drag across to the files panel to point at the file *movie.html*. (If necessary shrink the *images* folder first.)
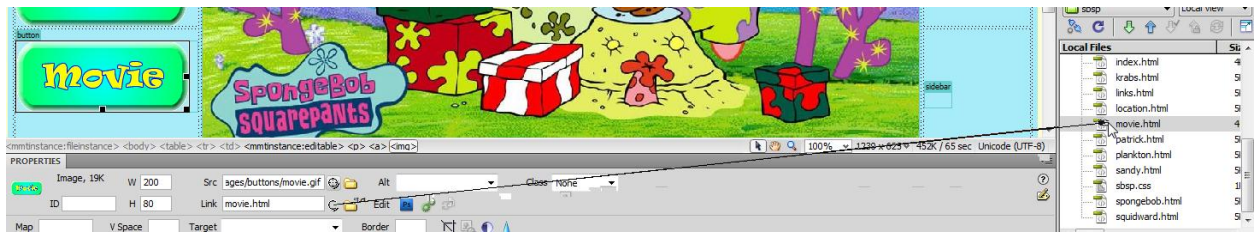

This will create a hyperlink from the button to the page.

d   Save the page and test in the browser (F12). When you click on the button it will open the page you created.

Note: an alternative way to make a link is to right click on the button image, choose *Make Link*, and in the dialogue that appears choose *movie.html*.

7.   To finish click the *Code* button on the toolbar of your movie page.
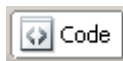

```
1   <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http:
2   <html xmlns="http://www.w3.org/1999/xhtml"><!-- InstanceBegin templat
    -->
3   <head>
4   <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
5   <!-- InstanceBeginEditable name="doctitle" -->
6   <title>Movie</title>
7   <!-- InstanceEndEditable -->
8   <style type="text/css">
9   <!--
10  .panel {
11      font-family: Verdana, Geneva, sans-serif;
```

As you have been making changes to the page Dreamweaver has been preparing the HTML code to go with the page.

We will explore the role of HTML in the next activity.

To return to the normal view click the *Design* button on the toolbar.