



# Mastering Adobe Dreamweaver Course Overview

## Mastering Adobe Dreamweaver

### Course Duration:

14 Hours / 2 Days

#### 1. Dreamweaver CS6 Overview

- Touring the workspace
- Switching and splitting views
- Design view
- Code view
- Split view
- Working with panels
- Minimizing
- Floating
- Dragging
- Grouping, stacking, and docking
- Selecting a workspace layout
- Adjusting toolbars
- Personalizing preferences
- Creating custom keyboard shortcuts
- Using the Property inspector
- Using the HTML tab
- Using the CSS tab
- Image properties

#### 2. HTML Basics

- What is HTML?
- Where did HTML begin?
- Writing your own HTML code
- Understanding HTML syntax
- Inserting HTML code
- Formatting text with HTML
- Applying inline formatting
- Adding structure
- Writing HTML in Dreamweaver
- Something missing?

- Frequently used HTML 4 codes
- HTML tags
- HTML character entities
- Introducing HTML5
- What's new in HTML5
- HTML5 tags
- New techniques and technologies

#### 3. CSS Basics

- What is CSS?
- HTML vs. CSS formatting
- HTML defaults
- CSS box model
- Formatting text
- Cascade theory
- Inheritance theory
- Descendant theory
- Specificity theory
- Code Navigator
- Formatting objects
- Width
- Height
- Borders and backgrounds
- Margins and padding
- Positioning
- Multiples, classes, and IDs, oh my!
- Applying formatting to multiple elements
- Creating class attributes
- Creating ID attributes

#### 4. Creating a Page Layout

- Web design basics
- What is the purpose of the website?
- Who is the customer?
- How do they get here?
- Creating thumbnails
- Creating a page design
- Creating wireframes
- Defining a Dreamweaver site

- Using the Welcome screen
- Previewing your completed file
- Modifying an existing CSS layout
- Adding a background image to the header
- Inserting new components
- Changing element alignment
- Modifying the page width and background color
- Modifying existing content and formatting
- Inserting an image placeholder
- Inserting placeholder text
- Modifying the footer
- Checking browser compatibility

#### 5. Working with Images

- Reviewing web image basics
- Vector graphics
- Raster graphics
- Resolution
- Size
- Color
- Raster image file formats
- GIF
- JPEG
- PNG
- Previewing the completed file
- Inserting an image
- Adjusting image positions with CSS classes
- Working with the Insert panel
- Using Adobe Bridge to insert images
- Inserting non-web file types
- Working with Photoshop Smart Objects
- Copying and pasting images

- from Photoshop and Fireworks
- Inserting images by drag and drop
- Optimizing images with the Property inspector
- Bonus exercise: completing the news page

#### 6. Working with Navigation

- Hyperlink basics
- Internal and external hyperlinks
- Relative vs. absolute hyperlinks
- Previewing the completed file
- Creating internal hyperlinks
- Creating an image-based link
- Creating an external link
- Setting up email links
- Targeting page elements
- Creating a link destination using an ID
- Adding an ID to an HTML table
- Inserting Spry menu bars
- Modifying Spry menus directly
- Customizing the appearance of the Spry menu bar
- Editing CSS using the Code Navigator
- Checking your page