

# Intermediate Web Design

Zac Van Note

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## Objectives

By the end of this class, each student should be able to use Dreamweaver to develop and maintain a simple website. Specifically, each student should:

- Set page properties and backgrounds
- Insert HTML text, links, URLs and images
- Create and edit HTML tables
- Manage a website using the Site View
- Create and edit HTML forms in Dreamweaver
- Apply Dreamweaver JavaScript behaviors to objects
- Create and edit HTML frameset documents

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## Outline

- Introductions, etc.
- HTML / Dreamweaver Review
- Managing a website; Site setup/maintenance basics, using Site View to manage local and remote files
- Working with HTML tables
- Image maps
- Rollovers
- Forms; Creation/processing basics, adding/editing form objects
- Behaviors; form validation and more
- Frames; creating a frameset, targeting, links
- Build a small website

# Web Design Resources

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## Web Site Links

Creative Fuel (Tutorials, software, books, web hosting, domain names and more)  
[www.creativefuel.org](http://www.creativefuel.org)

Macromedia Home Page  
[www.macromedia.com](http://www.macromedia.com)

Dreamweaver Support (Tutorials, Tech. Support, etc.)  
<http://www.macromedia.com/support/dreamweaver/>

Dreamweaver Exchange (Extensions, Commands, etc.)  
<http://www.macromedia.com/exchange/>

Community MX (tutorials, extensions, paid content)  
<http://www.communitymx.com>

WebMonkey (news, tutorials, reviews, etc.)  
<http://hotwired.lycos.com/webmonkey/>

Dreamweaver FAQ  
[www.dwfaq.com](http://www.dwfaq.com)

DMXZone  
[www.dmxzone.com](http://www.dmxzone.com)

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## User Groups

New Mexico Macromedia User's Group

- <http://www.nmmug.net>

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## Recommended Reading

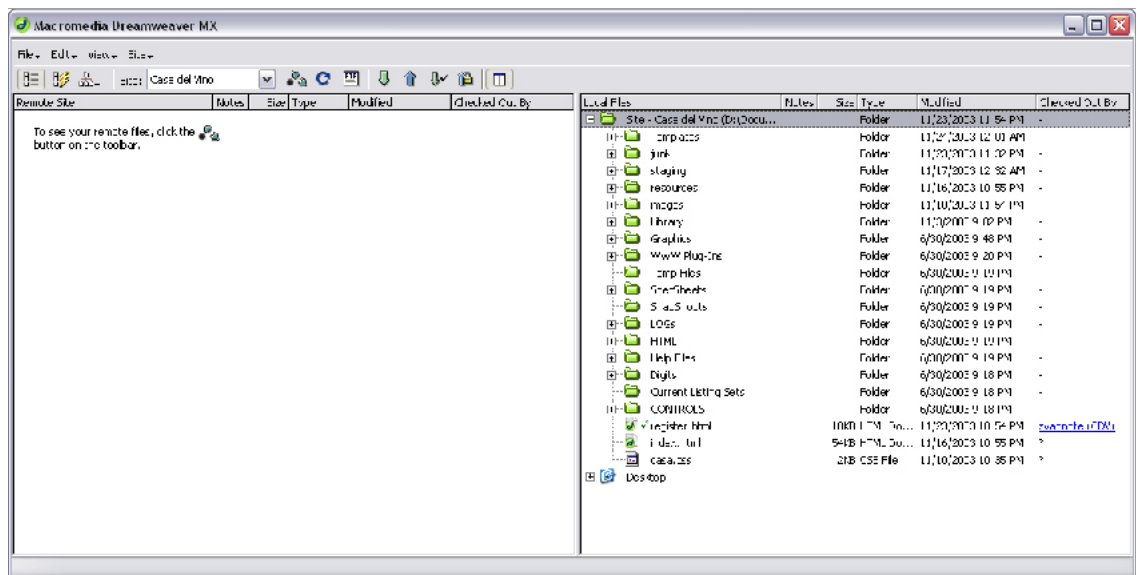
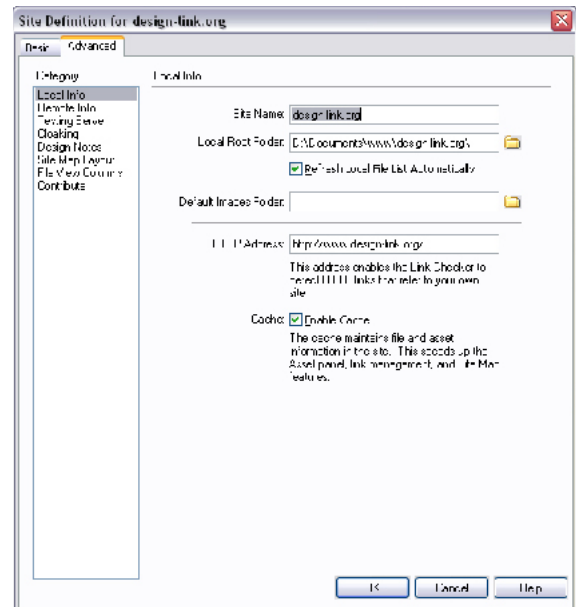
HTML 4 for the World Wide Web: Visual QuickStart Guide

Dreamweaver 8 for Windows and Macintosh: Visual QuickStart Guide

# Beginning Dreamweaver

## Setting up a website

- 1 Define a new site. Go to **SITE > MANAGE SITES...**
- 2 Make sure you are in Advanced Mode.
- 3 On the left, make sure that Local Info is selected, and fill in the blanks:  
Site Name: Beginning Dreamweaver (your name)  
Create a new Local Root Folder called 'Int\_Web'
- 4 On the left, select Site Map Layout. Enter 'index.htm' in the Home Page: field. Click OK, then click DONE.
- 5 Now you have a local site defined. That's all we need for in-class purposes. Please refer to Chapter 2 in the Visual Quickstart book for more in-depth explanations on setting up your remote and/or testing servers.

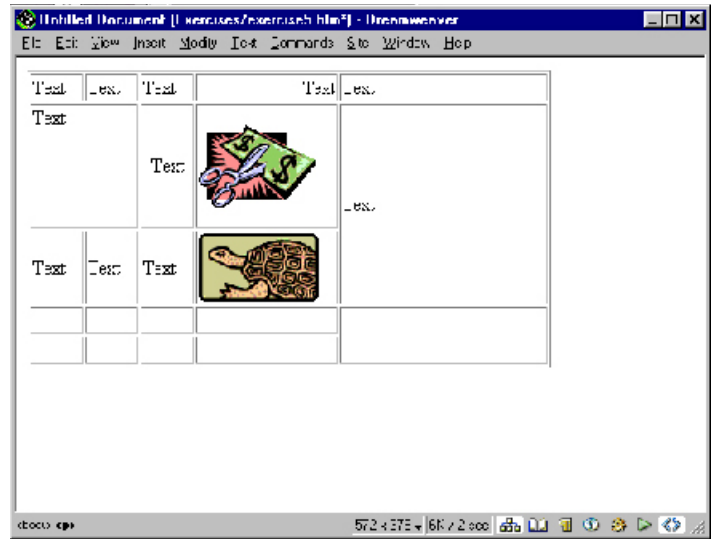


**NOTE:** Setting up a local site like this is a good start, but to really take advantage of the power of the Site Manager, you need to have a Web Server Host. This just means that some server--a fast computer, usually located somewhere else--with a fast connection to the internet, has your site on its hard drive and it's made accessible to anyone with an internet connection and your specific web address. Then you can use the built-in FTP software to transfer files back and forth. You also gain access to several work-group features that make it easy to collaborate on even the most complex websites.

# Beginning Dreamweaver Exercise 5

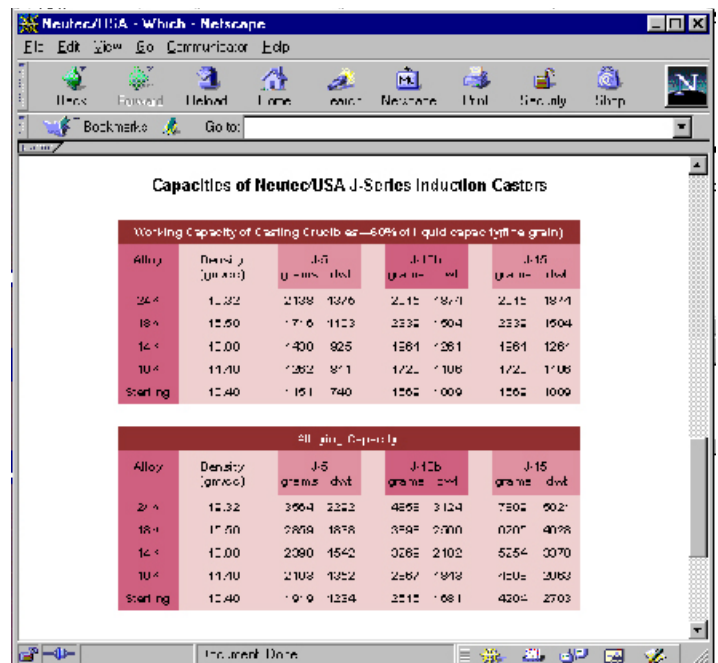
## Working with HTML tables

- 1 Create a New document. Save it as: 'exercise5.htm' in the 'Int\_Web' folder.
- 2 Create a new table (Common Insert Panel) that has 3 columns, 5 rows, a width of 400 pixels, no cell padding nor cell spacing and a border of 1.
- 3 Put some text in most cells. Place some images in the remaining cells.
- 4 Try the following cell options (at least):
  - Adjust the vertical and horizontal alignment
  - Merge cells
  - Color individual cells
  - Adjust cell height and width
- 5 Select the entire table (CTRL/CMD + A) and try the following table options (at least):
  - Adjust table height and width (try pixels and percent)
  - Adjust cell spacing and padding
  - Adjust table alignment
- 6 Save the page and preview in a browser.



## Bonus:

Open 'exercise5\_bonus.htm' and try to duplicate the table. It's not easy, but it can be done with a little practice.

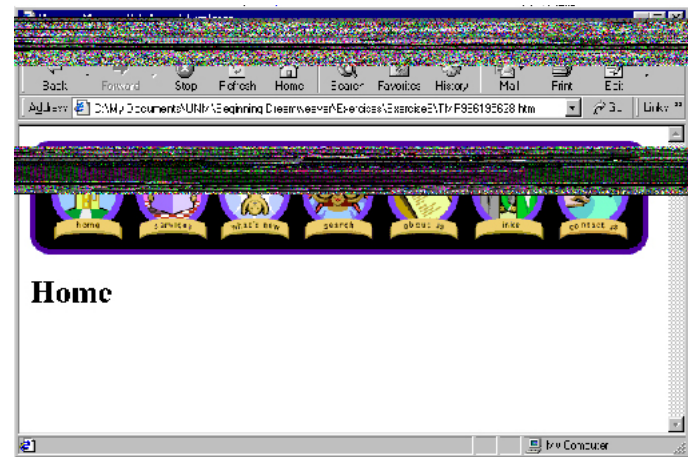
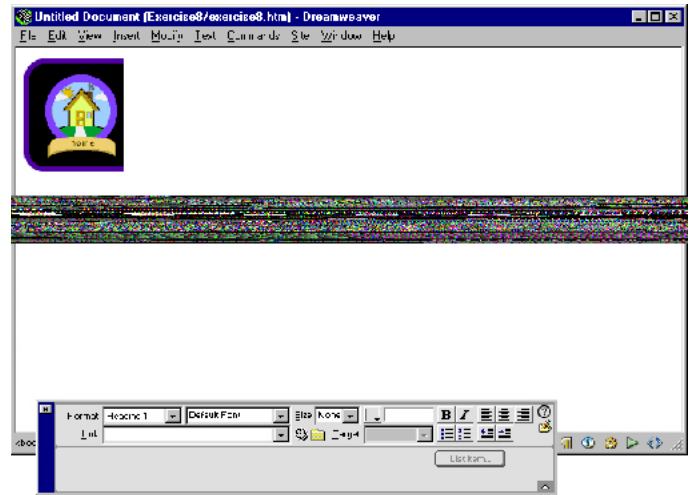




# Beginning Dreamweaver Exercise 7

## Creating rollovers

- 1 Create a New Folder named 'Exercise7' in the 'Int\_Web' folder.
- 2 Create a New document in the 'Exercise7' folder. Save it as: 'index.htm'.
- 3 Insert a 'rollover image'. Call it 'Home'. Use 'home.gif' as the original image and 'home-over.gif' as the rollover image. For 'Go to URL', select 'index.htm'.
- 4 Type in the word 'Home' under the image.
- 5 Save the file and preview in a browser. The rollover should be working now.
- 6 Go back to Dreamweaver and add another rollover for 'Services', 'What's New', 'Search', 'About Us', 'Links' and 'Contact Us' the same as in step 3, but with the corresponding images and URLs.
- 7 Perform a 'Save As...' on your document and name the new file 'services.htm'. Change the word 'Home' to 'Services' under the image. Save and close the file.
- 8 Repeat Step 7 for each page, giving them all logical names and changing the word on each page.
- 10 When you've done all this, save each page and preview in a browser. Test all the links. Go back and fix any broken links. Not only should the rollover work on every link on every page, but so should the links themselves.



## Bonus:

You can also create rollovers in other programs like Fireworks and ImageReady. To insert a Fireworks rollover, you can just click on the 'Insert Fireworks HTML' button and it will put the lines of HTML in the right places. Unfortunately, the HTML generated by programs like ImageReady isn't handled automatically. Luckily it's not that difficult to do it yourself. Just copy the Preload Script within the HEAD of your page. The '...' indicates where the lines of script go. This could be pretty extensive:

```
<!-- ImageReady Preload Script (navbar.psd) -->
<SCRIPT LANGUAGE="JavaScript">
...
</SCRIPT>
<!-- End Preload Script -->
```

Make sure that if the JavaScript was set to preload your images, that the BODY tag includes this:

```
<BODY ONLOAD="preloadImages();">
```

The actual rollover HTML is usually arranged in a table and includes lines of Javascript and image tags. This should be located wherever it falls within the BODY of the page:

```
<!-- ImageReady Slices (navbar.psd) -->
...
</TABLE>
<!-- End ImageReady Slices -->
```

Try using 'navbar.htm' in the 'Exercise 8' folder to place this already setup group of rollovers.

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## Beginning Dreamweaver Quiz 2

### Tables, Image Maps, Rollovers

- 1 You can import an image map from Fireworks or ImageReady, or you can make it directly in Dreamweaver. **T or F**
- 2 A \_\_\_\_\_ is a special kind of script that changes an image when the mouse moves over a specified area.
- 3 You can assign the overall table dimensions when you have text selected within a table. **T or F**
- 4 An \_\_\_\_\_ specifies which part(s) of an image will function as hyperlinks.
- 5 You can add columns and rows or merge and split cells, all from the Properties Panel. **T or F**
- 6 Dreamweaver can create a rollover effect with any two images. **T or F**
- 7 Dreamweaver won't automatically import a rollover generated by programs other than Fireworks. **T or F**
- 8 To create any kind of complex layout that looks correct in virtually any browser, you would use \_\_\_\_\_ .
- 9 Cell Spacing and Cell Padding really do the same thing. **T or F**
- 10 Table and Cell Height and Width can be specified in \_\_\_\_\_ or \_\_\_\_\_ .
- 11 You can specify a different color for every cell in a table. **T or F**
- 12 Tables are not supported by older browsers. **T or F**
- 13 You can align text or images in a cell horizontally and vertically. **T or F**
- 14 Dreamweaver does *not* have the built-in ability to create a secondary rollover effect where one image changes when you move the mouse over another image on the page. **T or F**
- 15 Rollovers and other JavaScript behaviors are not supported by old browsers, and even when they are, some users can turn off JavaScript support within their browser, making your rollovers more like static image maps. **T or F**

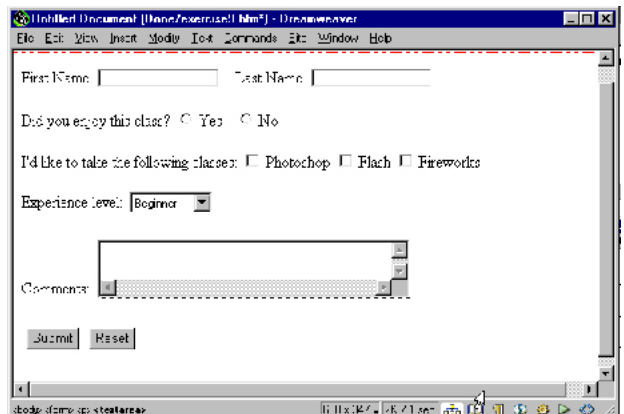
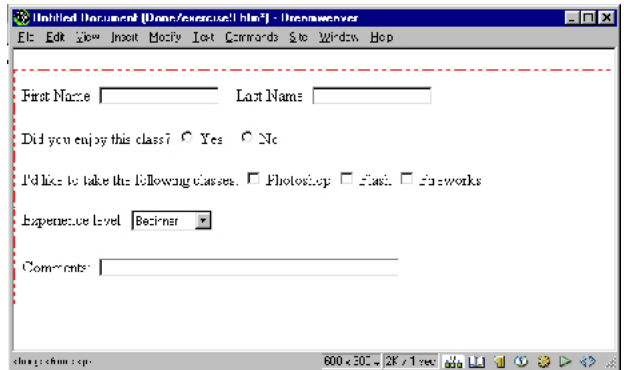
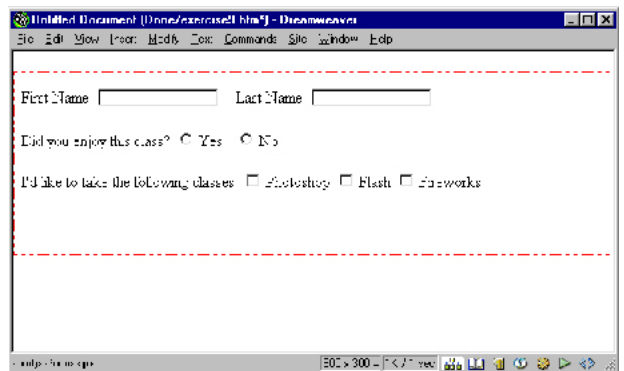
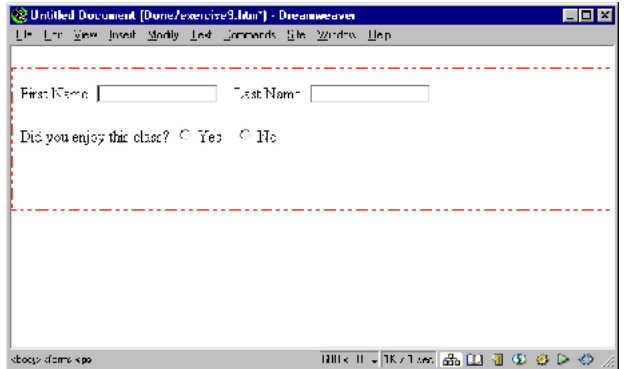
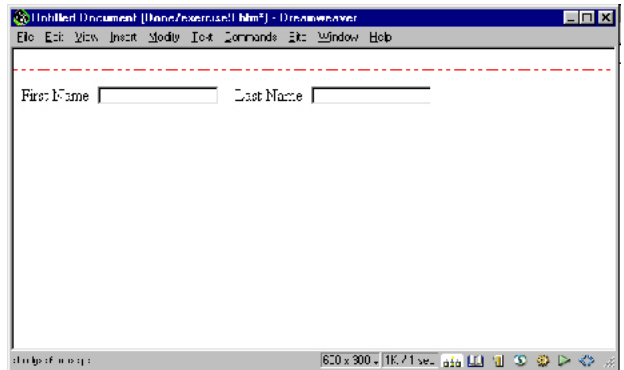
# Beginning Dreamweaver Exercise 8

## Working with forms

- 1 Create a New document titled Forms, and save it as: 'form.htm'.
- 2 Open the Forms Insert Panel. Insert an empty form.
- 3 Type in the word 'First Name' and create a text box.
- 4 Do the same thing for 'Last Name'.
- 5 Add another line that reads 'Did you enjoy this class?' and two radio buttons with the labels 'Yes' and 'No'. Make sure that you assign them values on the Properties Panel. Give both buttons the name 'enjoy'. This tells the form handler that these two values are connected and that there must be one value and no more than one value. Give 'Yes' a Checked Value of 'Yes' and 'No' a value of 'No'. Assign the Initial State for 'Yes' as checked.
- 6 Add another line that reads 'I'd like to take the following classes:' and place a checkbox. Next to the checkbox, type 'Photoshop'. Create another checkbox and type 'Flash'. Repeat for 'Fireworks'. In the Properties Panel, give them all the name 'class' and assign the Checked Value to be the same as their label (Photoshop, Flash, etc.)
- 7 Now, type 'Experience Level' and create a drop down box. Add the List Items: Beginner, Intermediate and Advanced. Select Beginner as the default value.
- 8 On the next line, type 'Comments' and add a 2-line text box that's 60 characters wide.
- 9 Finally, to wrap it all up, create a Submit and Reset button on the next line.
- 10 Save the file and preview in at least two browsers. If you can view it in Netscape, you will notice that the form fields are much wider than they are in IE. Try entering all the information and see how it reacts.

**Note:** To make a form useful, you need to process the information and send it via e-mail or save the results in a text file or database. To do any of the above you need some kind of form handler or script. Common ways to do this are CGI, ASP and ColdFusion, all of which are well beyond the scope of this class. Luckily, any good ISP has a generic form handler on their server that you can easily modify to meet your needs. Just call them or look for a FAQ/Help guide to see what they have available. Most of these basic scripts just e-mail the results as straight text. To do something more elaborate you'll want to look into using ASP, ColdFusion, PHP, CGI, etc.

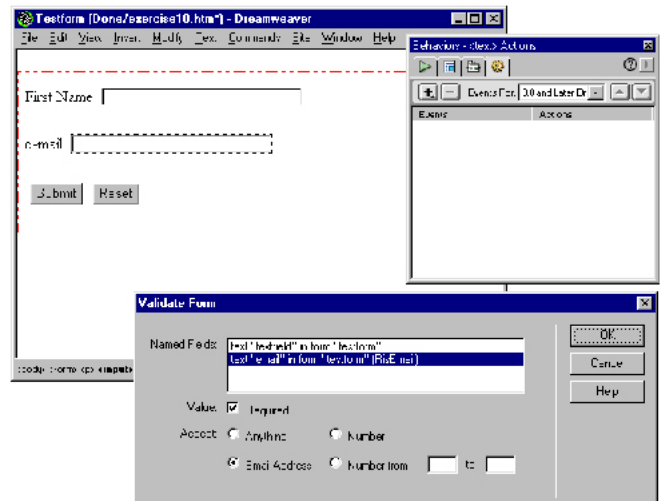
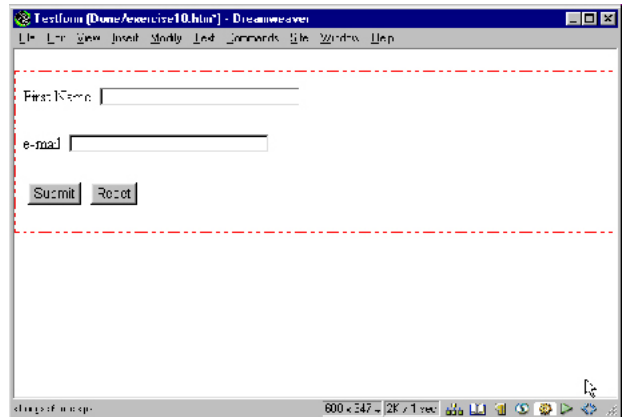
You might want to look into upcoming classes at UNM to help with this area.



# Beginning Dreamweaver Exercise 9

## Using behaviors

- 1 Create a New document. Save it as: 'exercise9.htm' in the 'Int\_Web' folder.
- 2 Create a blank form and name it 'testform'.
- 3 Type in the word 'First Name' and create a text box.
- 4 Type 'e-mail:' and insert a text box that's 40 characters wide and label it 'e-mail'.
- 5 Insert a Submit and Reset button on the next line.
- 6 Open the Behaviors panel. Now you are going to assign a simple form validation behavior to make sure that the value entered in this text box is an e-mail. (Basically it just checks to see that it contains an '@' symbol.)
- 7 Click on the 'email' text box to select it. In the Behavior panel, click on the '+' and scroll down to 'Validate Form'. The Validate Form dialog box appears.
- 8 Make sure that "text 'email' in form 'testform'" is selected in the dialog box. Check on the Value: 'Required' and Accept: 'Email Address'. Click OK.
- 9 Notice that the Behavior panel now has an item listed in it. You could open the item and edit it at any time. For now, go back to your form and save it.
- 10 Preview the form in a browser and notice what happens when you do or don't enter an e-mail address in the 'email' text box.



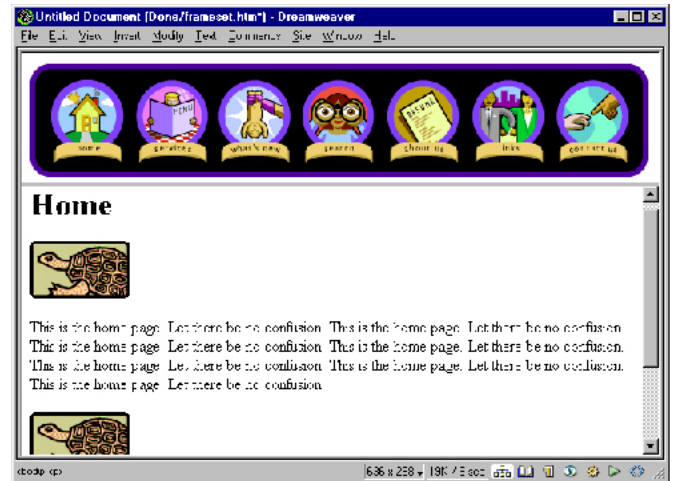
**NOTE:** There are hundreds of other behaviors available from the Macromedia Exchange site as well as a number of independent sites that add functionality to Dreamweaver. Because they rely on JavaScript, some users will get unexpected results depending on their preferences and the browser they're using. But don't let that deter you. Try things out and test thoroughly in your target browsers.

**BONUS:** Go to [yarnomat.com](http://yarnomat.com) and download the 'Check Form MX' extension. It adds several additional options to Macromedia's built-in script.

# Beginning Dreamweaver Exercise 10

## Working with Frames

- 1 Create a New document. Go to FRAMES on the Objects panel and open the Frames panel.
- 2 Click on the 'Top' frame object. This will create a narrow strip for a navigation bar and a large area for the body of your site.
- 3 Make sure that you have clicked within one of the frames. You can look at the Frames panel. If there is a black outline around the edges, then the entire Frameset is selected. Go to FILE>SAVE FRAMESET and save it as: 'frameset.htm' in the 'Int\_Web' folder.
- 4 Now, click in the top frame so you get a blinking cursor. Save this frame as 'top.htm'.
- 5 Click in the bottom frame and save it as 'home.htm'.
- 6 Place the navbar 'Exercise7.gif' in 'top.htm'. Grab the border between the frames and make the top frame large enough to see the entire navbar. Save the file.
- 7 In 'home.htm' type in 'Home' and format it as 'Heading 1'. Place an image and type some dummy copy on the page below your page title. Place enough so you would have to scroll to see all of it. Save the file.
- 8 Go to FILE>OPEN. Open 'home.htm' and then Save As: 'services.htm'. Now change the heading to 'Services' and change out the other elements on the page so they're a little different. Save the new file.
- 9 Now create an image map on 'Exercise7.gif'. Assign the 'Home' button to link to 'home.htm' and the target as 'mainFrame'. This will open the file in the large frame.
- 10 Do the same thing for 'Services' and target 'mainFrame' again. Save the page.
- 11 Preview in a browser. Everything should be working. Notice how the lower frame has a scrollbar and that the top frame never moves. (If you get a message to save, you didn't save one part of the frameset. Go back to Dreamweaver and click SAVE ALL. This will save the Frameset page and the three other open documents.)



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## Beginning Dreamweaver Quiz 3

### Forms, Behaviors, Site Maintenance

- 1 In a group of radio boxes, you can make one and only one selection. **T or F**
- 2 Before you can add objects like radio buttons and text boxes, you must first define a \_\_\_\_\_ .
- 3 To make a drop-down menu, you have to manually create a table of values to display in the drop-down. **T or F**
- 4 A \_\_\_\_\_ button will wipe out all of the entries a user has entered in your form.
- 5 In a text box, you can define how wide the field displays and the maximum number of characters. **T or F**
- 6 Dreamweaver has built-in capabilities to gather all of the information in a form and e-mail it to anyone. **T or F**
- 7 Form Validation and Rollovers are two different \_\_\_\_\_ .
- 8 *Behaviors* add special capabilities by using a special language that only Dreamweaver understands. **T or F**
- 9 Behaviors are usually specific to an object (image, form object, etc.) but can also be applied to a whole page. **T or F**
- 10 To get more Behaviors, Commands and Objects, you should regularly visit \_\_\_\_\_ .
- 15 The Site Manager lets you manage files on your local computer, but not on the server. **T or F**
- 16 Before you can use the Site Manager, you must \_\_\_\_\_ .
- 17 If a group of people are all working on the same site, Dreamweaver won't warn you that someone else already has the file open. **T or F**
- 18 When you \_\_\_\_\_ files, you are copying them from the server to your local computer. When you \_\_\_\_\_ files, you are copying them from your local computer to the server.
- 19 Dreamweaver has built-in \_\_\_\_\_ software that enables you to transfer files from your computer to the server.
- 20 When you open a file that resides on the server, Dreamweaver makes a copy on your computer and doesn't touch the server's copy until you explicitly PUT or CHECK IN the file. **T or F**

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## Beginning Dreamweaver Quiz 4

### Frames

- 1 Because of browser problems and other strangeness you should always avoid Frames. **T or F**
- 2 To make sure your links show up in the correct frame, you must set a \_\_\_\_\_ .
- 3 You can set Frames to display with or without borders and scrollbars. **T or F**
- 4 Frames are only useful for navigation bars you want to always be visible. **T or F**
- 5 Frames have been deprecated in the latest (X)HTML standards, because there are other methods to get the same effects without the problems Frames can cause. **T or F**