

Day One

Dreamweaver MX

Background

What is Dreamweaver MX?
Roundtrip HTML
HTML Resources
What does HTML do?
What does HTML look like?
HTML Deconstructed
File naming Conventions
File name extensions
What is XHTML?
XHTML code deconstructed
What is XML?
Extending Dream weaver MX
What is DHTML?
What is Java script?
What is web application?

Interface

The welcome Panel
A tour of interface
Macintosh interface
The insert bar
Types of insert panel tabs
The property inspector
Customizing the launcher
The document toolbar and window
Panels and panel groups
External editors
Preset window sizes
Shortcut keys

Site Control

What is a Local root Footer?
Defining a site
Relative and absolute links
File and folder management
Understanding path structure
Different path notations
Using the file browser
Creating a site map
Creating a site from nothing

Basics

Defining the site
Creating and saving the document
File names verses titles
The significance of index. HTML
Inserting images
Inserting text
Centering images and text
Modifying page properties
The page properties panel

The Dreamweaver color pictures
Creating Links, images and text
META Tags

Linking

Linking with Point to file
Linking to new sources file
Browse for file and the link history
Creating email links
Named anchors
Image maps
Linking to Files

Tables

What is a table?
Changing the border of a table
Sorting the table
The sort table dialog box
Changing the color scheme
Creating and modifying a table
Aligning images and text with tables
Percentage-based table alignment
Seamless Image assembly
Combining pixels and percentages
Inserting tab-delimited data
Import tubular data settings
Nested tables and borders
Rounded corner tables

Layout

What are tracing images, layers, and tables?
Applying a tracing image
Tracing images, background colors, and images
Adding layers
Converting layers to tables
Converting tables to layers
What is a layout view?
Layout tables and layout cells

Frames

What are frames?
Saving your first frameset
Coloring frames
Links and targets
Target names
Adding a background image
Seamless background across two frames
Frames objects