Developing with Dreamweaver

Hands-on course of 4 days - 28h
Ref.: HTX - Price 2024: €2 480 (excl. taxes)
The price for the 2025 session dates may be revised

DreamWeaver is the most widely used Web page design studio on the market. As you are introduced to this studio's functions, you will also learn to use the markup language HTML and its new version XHTML, based on XML technologies, as well as graphic formatting using CSS style sheets, and the issues concerning Web site accessibility will be discussed. You will use the product to integrate client-side technologies (JavaScript, Java applets, Flash, plug-ins, ActiveX components), to integrate server-side technologies (CGI, ASP, PHP) and to handle database interactions. At the end of this course, you will be able to create your own Web sites and you will have found out all DreamWeaver's special features.

THE PROGRAMME

last updated: 01/2018

1) Web review
- Web site protocols: HTTP, FTP, NNTP, SMTP, POP3.
- How a Web site operates.
- Intranet, Internet, Extranet, B2B and B2C sites. Impact on the technologies.
- Hosting platform, browsers, Firewall.
- HTML language, role and structure of URLs.
- Parameter-setting the server and client workstation.
Hands-on work : Parameter-setting the browser and the Web server, creating an alias.

2) The DreamWeaver Web design studio
- Overview of the Macromedia range, interaction with Fireworks.
- The test environment.
- Getting to grips with DreamWeaver. Parameter setting for the workspace, the application interface.
- Creating a Web site: compatibility, technical choices.
- HTML graphic design: images and sensitive areas, links, anchors, metatags, formatting graphics, tables, paragraphs, exte
- A description of the HTML language and the latest version, XHTML.
- Versions XHTML 1.0, XHTML mobile.
- Publishing the site and maintaining the code (code cleaning).
- Working in a team and the "Design Notes".
Hands-on work : Creating a space for a Web site project. Learning about the graphics editor and the graphics construction of pages. Developing XHTML pages.

3) Page composition using Web design studios
- Page models. The external import of pages.
- CSS-1 and CSS-2 style sheets. Importing, sharing, building, using.
- Creating forms (text areas, checkbox, combobox, radio, upload), the methods GET and POST and related actions.
- The page's metatags and referencing.
- Building frames, properties, modifications, interactions between frames.
Hands-on work : Creating CSSs, tables, and frames. Importing pages. Creating forms and server calls.

4) Design and accessibility

- Constructing the graphics chart. Importing a graphics chart in the project.
- "Usability" rules: composition rules to be respected.
- Creating a page model with Fireworks.
- Accessibility and taking WAC/W3C priority 2 into account.

Hands-on work : XHTML compatibility and accessibility test. Creating a model using Fireworks. Technically reproducing a supplied graphics chart.

5) Client technologies

- The JavaScript language: implementing behaviours (events). Actions (menu, click, layer displacement, re-routing, context
- Graphic animation: implementing scenarios, rollover.
- Integrating graphics components: Flash, Applet, ActiveX, Plug-ins.
- Using the tag inspector.

Hands-on work : Creating checks in JavaScript, integrating multiple multi-media components.

6) Overview of server technologies

- CGIs and the languages supported by DreamWeaver.
- Graphics programming studio.
- Pre-recorded functions. Enriching the studio with components from the Macromedia Exchange area.
- Interfacing a database with the product. The databases supported.
- Consulting data. Creating a dynamic SQL request. Displaying results in a table. Creating pages.

Hands-on work : Configuring the server for CGIs. Creating a dynamic page and interrogating a database.

DATES

REMOTE CLASS
2024 : 17 Dec

2025 : 28 Jan, 20 May, 15 Jul, 18 Nov