TRAINING DRAGON WEBDESIGN

TRAINER: EMILIANO

WEBDESIGN INTRO

- topics
- requisites

TOPICS

IN THIS COURSE WE WILL COVER:

WEB DESIGN

Web Design involves planning, creation and maintenance of websites

3 CLIENT-SIDE LANGUAGES

- HTML to provide content
- CSS to style pages
- JavaScript to add interactivity
- client-side vs server-side
- * in this course we will **not** cover JavaScript or server-side languages

HTML

- tags and attributes
- 3 main tags of a page
- block elements vs inline elements
- most common tags
- adding videos and maps
- tables
- forms
- exercises and challenges

CSS

- CSS intro
- add inline, internal and external CSS
- CSS rulesets, selectors, rules
- style text
- style block elements
- planning and creating layouts
- exercises and challenges

REQUISITES

TO CREATE WEBSITES YOU WILL NEED:

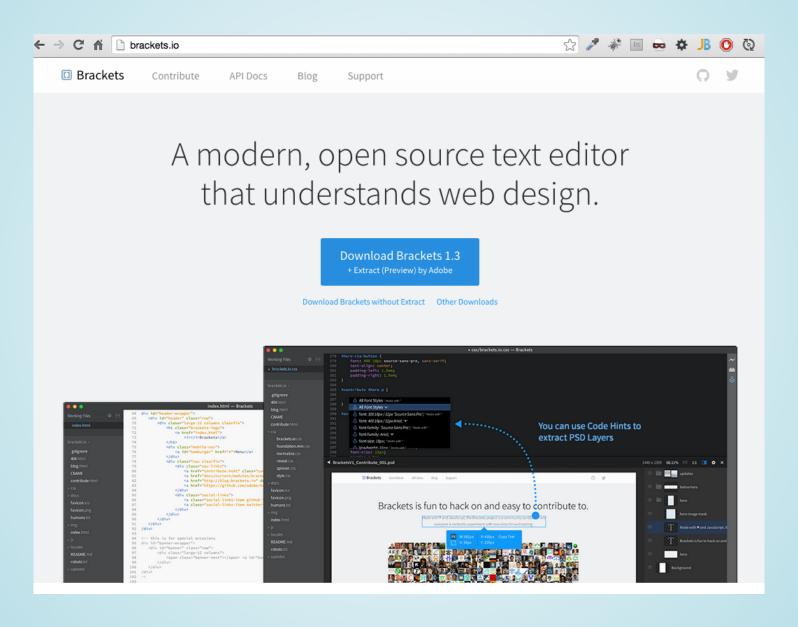
A PC OR A MAC

All technologies that we will cover are **CROSS PLATFORM**, you will be able to use any OS (Windows, MAC OSX, Linux)

A WEB EDITOR / IDE

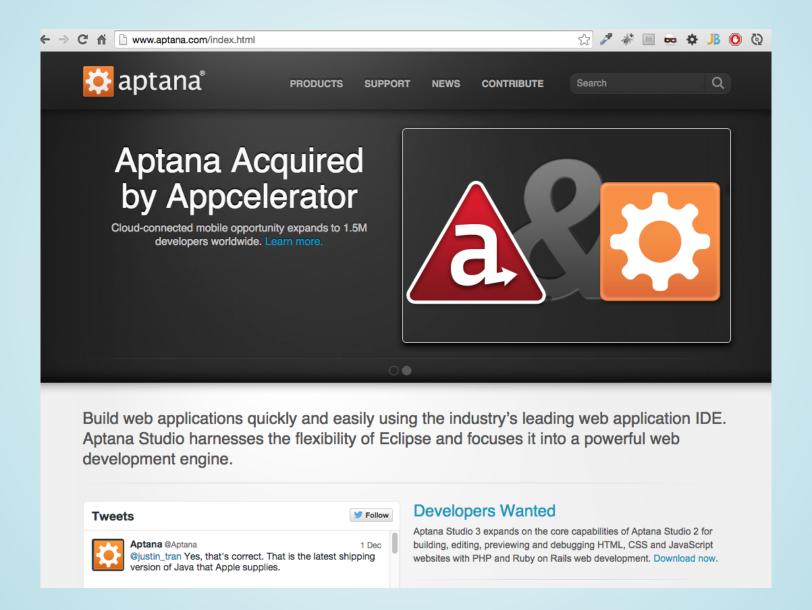
- a Web Editor is a software that recognises web languages
- IDE stands for Integrated Development Environment (web editor, build automation tools, debuggers)
- there are many web editors, some are cheap or free, others are expensive

BRACKETS



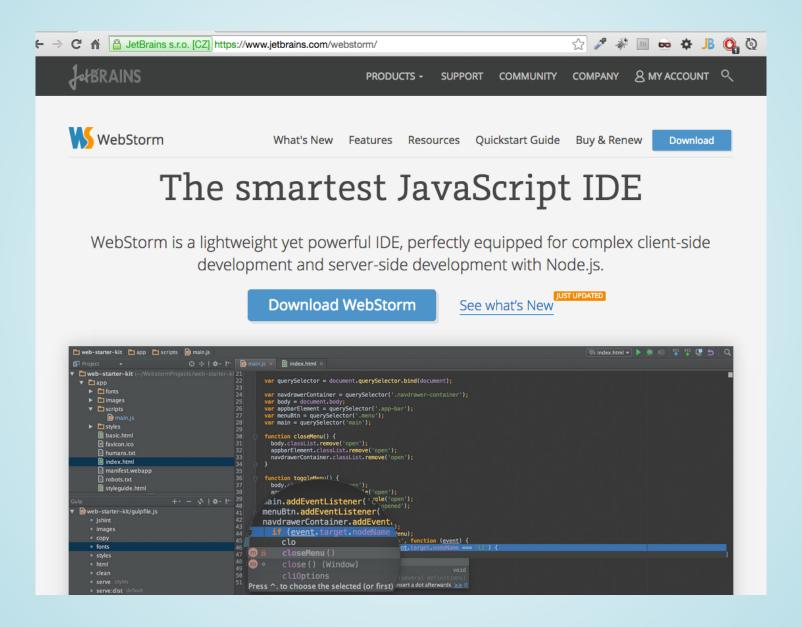
- http://brackets.io
- open source
- live preview
- easy to extend
- cross platform

APTANA STUDIO



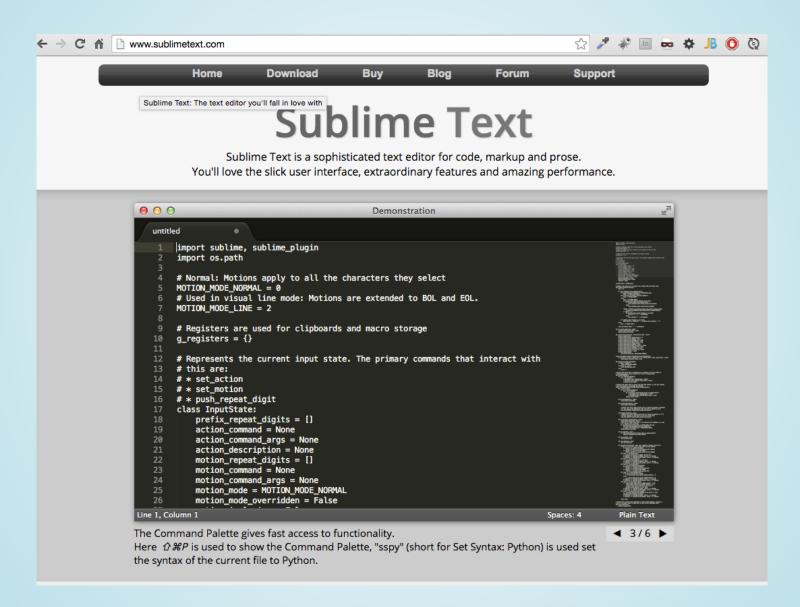
- http://www.aptana.com/
- open source
- supports many languages
- solid and reliable
- cross platform

WEBSTORM



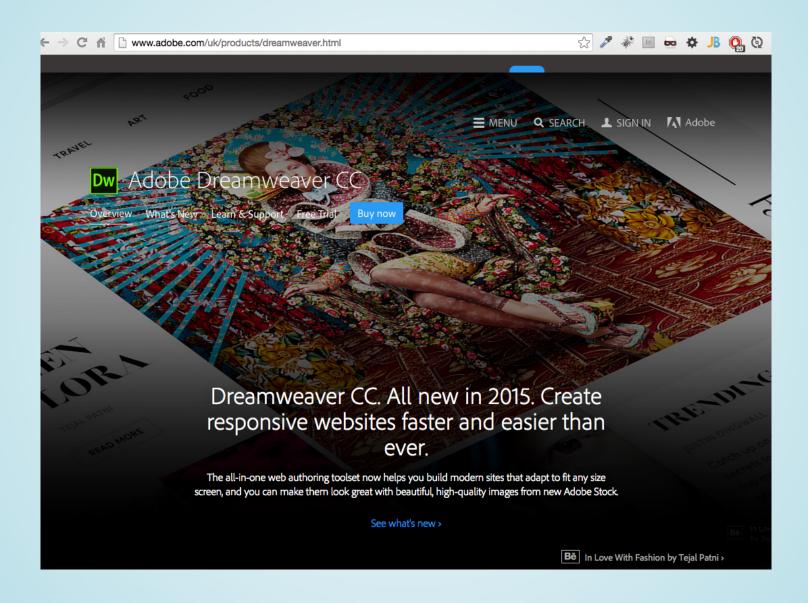
- https://www.jetbrains.com/webstorm/
- cheap
- supports many languages
- very good for client side languages
- cross platform

SUBLIME TEXT



- http://www.sublimetext.com/
- cheap
- supports many languages
- very flexible, plenty of plugins
- cross platform

DREAMWEAVER



- http://www.adobe.com/uk/products/dreamweaver.html
- expensive
- code and design panel
- cross platform