Expression Web Practice 1

Introduction: This practice provides an introduction to the Microsoft Expression Web development environment. We will open an existing web site, open existing web pages, create a new web page, add and modify page content using HTML tags, add embedded CSS, add and modify images and create an ImageMap. The information for this tutorial is supplemental information to our textbooks. You can also find additional tutorials and help online.

If you want to view a screencast of your instructor you can use these links:

yoda.tc.uvu.edu/Instructor/bentleyjan/ScreenCasts/ExpWebPractice1/ExpWeb1Intro.mp4 (Links to an external site.)
yoda.tc.uvu.edu/Instructor/bentleyjan/ScreenCasts/ExpWebPractice1/CSS.mp4 (Links to an external site.)
 yoda.tc.uvu.edu/Instructor/bentleyjan/ScreenCasts/ExpWebPractice1/Imagemap.mp4 (Links to an external site.)

Download the ExpWeb1.zip file from the Expression Web Practice 1 in Canvas. Extract the ExpWeb1 folder to your desktop.

Step 1. **Opening a Web Site and Creating Pages**
Open the ExpWeb1 web site in Expression Web, Site=>Open Site.
When creating a new web site from scratch, always make a folder and name it where you want it to reside and add any existing pages, folders or content. Then open the folder as a web site.

Step 2. **Viewing Pages, Resources, and Adding a Page**
The Folder List task pane allows you to view and manage folders, pages, and files in your web site. Click on the + by the Images folder to view the images for this practice.

Click on the start.html page to open it in a tab.
Notice you can change views of a page by clicking at the bottom of the page on: Design View, Code View or Split View.

You can create a new page for the web site by using File=>New=>HTML or by clicking on the New Document button on the Common toolbar.
The new page is opened with the filename of Untitled_1.html. Using File=>Save As you can save this page as **NewPage.html**.
Go to Code View and see the <!Doctype> with the correct HTML5 standard, the correct <html> tag, and the <meta> for character code definition. This is the process you should go through to create new pages for the remainder of the semester.

Step 3. **Formatting Textual Content and Hyperlinks**
Open the IST.html file and view the page in Design View.
We can format the text of this page now using block-level elements like paragraphs, headings, lists, blockquotes, etc.

The Common toolbar contains a drop-down list of "Styles" with choices of many of these block-level tags.
Select the paragraph(s) you want to change and then choose the HTML block-level element from the Styles drop-down list.
For a list, select all the paragraphs you want to become list items and then select ol or ul from the Styles drop-down list.

Expression Web uses the named anchor method (which is being deprecated) for link fragments and calls these Bookmarks.
If we want to use the more accepted method for internal page linking, we will need to do this ourselves in two steps.
First, insert a fragment identifier for top in the first <h1> tag on the IST.html page.
Next, go to the bottom of the page and select the Return to Top text and insert a hyperlink to the address #top.
Inserting a regular anchor or hyperlink can be done from the icon in the toolbar or in the toolbox, or you can just do this in Code View.
In the paragraph on salaries, insert a hyperlink to the URL for
http://www.acinet.org/acinet/.

Step 4.   Adding Embedded CSS
Using the New Style dialog found in the Manage Styles task pane, add some embedded CSS selectors for the IST.html page.
Search for the body selector in the drop-down list. Define these styles in the Current Page.
Add some Font properties to the body selector and Background color, select Apply then OK.
Notice the <style type="text/css> tag had been added in the head of the page and now contains a body selector.
Continue to a new selector for any headings you have added to the page.
The ul selector can add Font properties and also a List property for the list-style-image by browsing and choosing the star.gif in the Images folder..
You can see how the HTML element on the page are automatically modified as you add properties to their selectors.

Using the New style dialog, you can create new style for a user-defined class in the embedded stylesheet.
Type the name of the selector as .bigtext (you must use the . for a class)
Make this text size large and a unique color.
Using the Apply CSS task pane, select the Question: text and then click on the .bigtext style to apply this style to the text.
Then select the Answer: text and apply the .bigtext style to this text.
Save the IST.html page.
Click the Preview icon in the Common Toolbar to view your page in a browser. Choose the browser you prefer.

Step 5.   Manipulating Images
There are many ways to add images to the page.
You can use the Insert=>Picture=>From File menu option, or choose the Picture from File button from the Common toolbar,
or insert an image placeholder from the Toolbox.
The easiest way to insert a picture is to find the image file in the Folder List and then drag the image file onto the page where you want it placed.

You will be asked to provide alternate text for the image as you insert it.

Open the ImageExamples.htm page.
Drag the Hampster.jpg image in front of the Image Experimentation heading.
Right-click on the image and choose the Picture Properties dialog.
Go to the appearance tab to choose Left for the wrapping style and resize the image to 200px wide.
Click OK to close the Picture Properties dialog.
You could also drag the handles on the picture to resize it (holding down Shift will keep the aspect ratio).
Note: When you save the page, if you rename the image, it will resample the image and change the actual file size.

Notice the beige lines at the corners of the image. You can drag these lines to change the margins around the picture.
Hit the Shift key and the blue lines that shown up can be used to change the padding between the image and the border.
A more thoughtful plan would be to create one CSS class for all your images with consistent padding or margins.

You can right-click on an image and show the Pictures toolbar.
This toolbar can be used to change the format of your picture.
You can try simple formatting operations like rotating, flipping, changing brightness and contrast, setting a transparent color, or washing out the color.
Warning: Just make sure if you have modified the image, when you save your page, you rename the image or it will overwrite your original image file with the changes.

Step 6.   Creating an ImageMap
Drag the map.gif image just below the ImageMap heading on the ImageExamples.htm page.
An ImageMap is an image with one or more linked hotspots.
Three types of hotspots used are: circle, rectangle and polygon and are available on the Pictures toolbar.
Right-click on the map image to show the Pictures toolbar.
The image used for the ImageMap will automatically have a usemap attribute added to the <img> tag when you add the first hotspot.

Add a Circle hotspot over the circle part of the map image by clicking on the Circle hotspot on the toolbar, then click in the middle of the circle on the image and drag outward until you get the size you want.
The hyperlink should link to the circle.html page.
Add a Rectangle hotspot over the square part of the map image. Click on the Rectangle hotspot on the toolbar, then click on the corner of the square and then drag until you get the rectangle shape you want.
The hyperlink should link to the rectangle.html page.
Add a Polygon hotspot to the star part of the image. Click on the Polygon hotspot on the toolbar, then work your way around the star by clicking in and out of the shape and double-click to complete the polygon.
The hyperlink should link to the polygon.html page.

Go to each of the circle.html, rectangle.html and polygon.html pages and link each back to the ImageExamples.html page.

Save your changes to these pages. You can check to make sure a page has been saved if you do not see the *next to the page name in the tabs. If you have modified the image on a page, you will be asked if you want to resample the page (change the original) or rename your image as a new file. It is usually a good idea to rename your file if you want to preserve the original.
Click the Preview icon in the Common Toolbar to view your page in a browser. Choose the browser you prefer.

Step 7.   **Validating and Closing the Site**
Be sure to delete any spaces among the coordinates on your hotspots (see example below).

```
40 <h2>Image Map Example</h2>
41
42
43
44 <p><map id="ImgMap0" name="ImgMap0">
45 <area alt="circle page" coords="91,109,31" href="circle.html" shape="circle">
46 <area alt="rectangle page" coords="149,39,224,114" href="rectangle.html" shape="rect">
47 <area alt="polygon page" coords="172,161,190,192,221,205,194,217,178,248,160,222,130,201,1
48 </map
49 <img alt="imagemap" height="289" src="Images/map.gif" usemap="#ImgMap0" width="275"></p>
50
51
```

Your page will validate much easier if you delete these spaces.
When you have completed work on your Web site, you should close your Web site by using the Site=>Close menu option.
Please validate all pages and upload your ExpWeb1 file to the Practices file on the yoda server

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Conclusion: Expression Web has many methods available to a web designer for adding, manipulating and formatting content on a web page. Moving inline CSS to an embedded CSS stylesheet can be an important step is separating content from presentation. While many of these techniques can make you more productive, remember, you can always use the Code View to add or modify your tags and styles. ImageMap hotspots are used to link different parts of the image to other pages. We will be using an ImageMap on our Splash page for Project 7.