

Designing Websites in Dreamweaver CS5

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APTECH LIMITED

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Edition 2 - 2013



Dear Learner,

We congratulate you on your decision to pursue an Aptech Worldwide course.

Aptech Ltd. designs its courses using a sound instructional design model – from conceptualization to execution, incorporating the following key aspects:

- Scanning the user system and needs assessment

Needs assessment is carried out to find the educational and training needs of the learner

Technology trends are regularly scanned and tracked by core teams at Aptech Ltd. TAG* analyzes these on a monthly basis to understand the emerging technology training needs for the Industry.

An annual Industry Recruitment Profile Survey# is conducted during August - October to understand the technologies that Industries would be adapting in the next 2 to 3 years. An analysis of these trends & recruitment needs is then carried out to understand the skill requirements for different roles & career opportunities.

The skill requirements are then mapped with the learner profile (user system) to derive the Learning objectives for the different roles.

- Needs analysis and design of curriculum

The Learning objectives are then analyzed and translated into learning tasks. Each learning task or activity is analyzed in terms of knowledge, skills and attitudes that are required to perform that task. Teachers and domain experts do this jointly. These are then grouped in clusters to form the subjects to be covered by the curriculum.

In addition, the society, the teachers, and the industry expect certain knowledge and skills that are related to abilities such as *learning-to-learn, thinking, adaptability, problem solving, positive attitude etc.* These competencies would cover both cognitive and affective domains.

A precedence diagram for the subjects is drawn where the prerequisites for each subject are graphically illustrated. The number of levels in this diagram is determined by the duration of the course in terms of number of semesters etc. Using the precedence diagram and the time duration for each subject, the curriculum is organized.

- Design & development of instructional materials

The content outlines are developed by including additional topics that are required for the completion of the domain and for the logical development of the competencies identified. Evaluation strategy and scheme is developed for the subject. The topics are arranged/organized in a meaningful sequence.

The detailed instructional material – Training aids, Learner material, reference material, project guidelines, etc.- are then developed. Rigorous quality checks are conducted at every stage.

➤ Strategies for delivery of instruction

Careful consideration is given for the integral development of abilities like thinking, problem solving, learning-to-learn etc. by selecting appropriate instructional strategies (training methodology), instructional activities and instructional materials.

The area of IT is fast changing and nebulous. Hence, considerable flexibility is provided in the instructional process by specially including creative activities with group interaction between the students and the trainer. The positive aspects of Web based learning –acquiring information, organizing information and acting on the basis of insufficient information are some of the aspects, which are incorporated, in the instructional process.

➤ Assessment of learning

The learning is assessed through different modes – tests, assignments & projects. The assessment system is designed to evaluate the level of knowledge & skills as defined by the learning objectives.

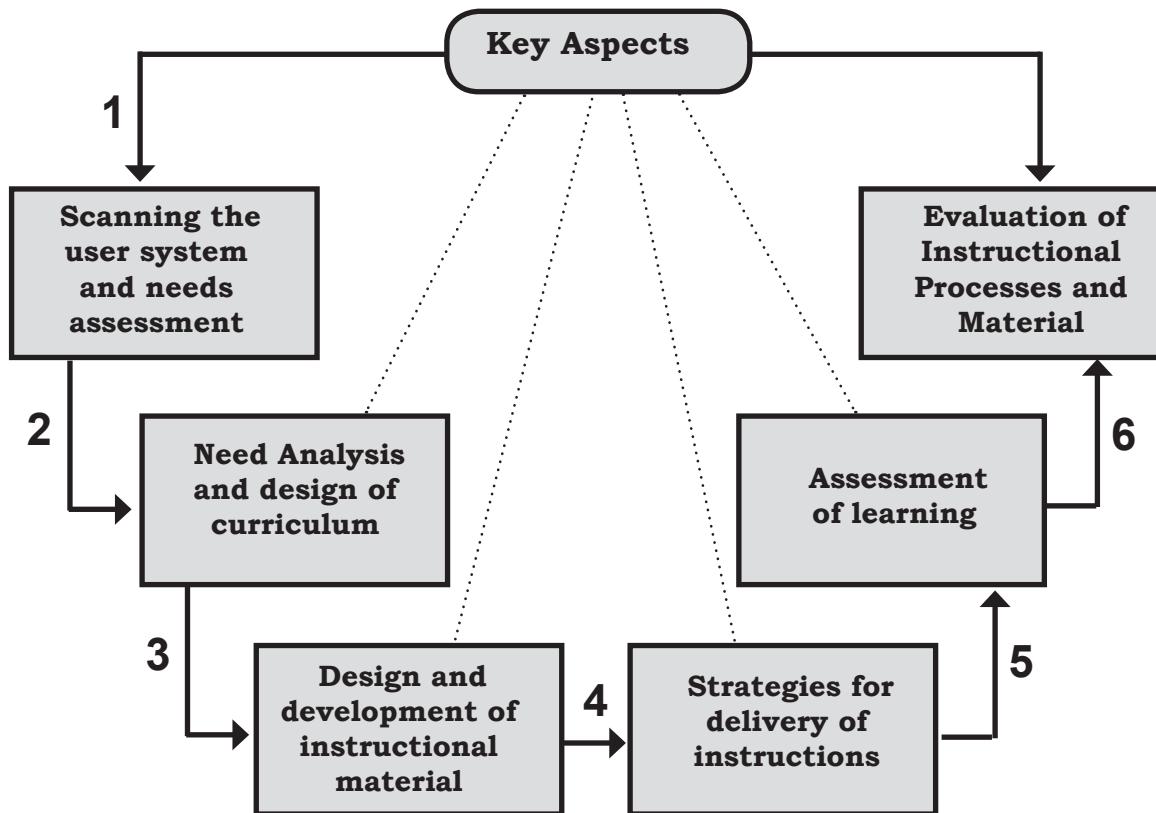
➤ Evaluation of instructional process and instructional materials

The instructional process is backed by an elaborate monitoring system to evaluate - on-time delivery, understanding of a subject module, ability of the instructor to impart learning. As an integral part of this process, we request you to kindly send us your feedback in the reply pre-paid form appended at the end of each module.

*TAG – Technology & Academics Group comprises of members from Aptech Ltd., professors from reputed Academic Institutions, Senior Managers from Industry, Technical gurus from Software Majors & representatives from regulatory organizations/forums.

Technology heads of Aptech Ltd. meet on a monthly basis to share and evaluate the technology trends. The group interfaces with the representatives of the TAG thrice a year to review and validate the technology and academic directions and endeavors of Aptech Ltd.

Aptech New Products Design Model



**A little learning is a dangerous thing,
but a lot of ignorance is just as bad**

”

Preface

The book is designed to introduce you to Adobe Dreamweaver CS5. Adobe Dreamweaver CS5 is a professional Hyper Text Markup Language (HTML) editor that provides a suite of tools enabling you to design, code, and develop the Websites, Web pages, and powerful Web applications. Further, it is used to create various HTML content such as forms, tables, frames, and so on that are essential components of Web pages. Dreamweaver can also make use of Cascading Style Sheets (CSS) to apply styles to the pages. You will also learn to create dynamic Website that requires connectivity to a database.

The CS5 version of Dreamweaver supports more technologies compared to the previous versions and thus, enhances your experience in dynamic Website creation. The knowledge and information in this book is the result of the concentrated effort of the Design Team, which is continuously striving to bring to you the latest, the best and the most relevant subject matter in Information Technology. As a part of Aptech's quality drive, this team does intensive research and curriculum enrichment to keep it in line with industry trends and learner requirements.

We will be glad to receive your suggestions.

Design Team

**Nothing is a waste of time if you
use the experience wisely**

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“

Learning is not compulsory

but neither is survival

”



Objectives

At the end of this session, the student will be able to:

- *List the basic and additional features of Dreamweaver CS5*
- *Identify the various workspace elements and select a workspace layout for Windows*
- *Insert and modify images*
- *Add, format, and edit text to a document*
- *Create a Website*

1.1 Introduction

Adobe Dreamweaver CS5 is a professional Hyper Text Markup Language (HTML) editor and provides a suite of tools that enable you to design, code, and develop Websites, Web pages, and powerful Web applications. Dreamweaver CS5 supports more technologies compared to the previous versions of Dreamweaver and enhances your experience of Website creation.

With Dreamweaver CS5, you can now work with a more comprehensive environment for designing Websites. Dreamweaver CS5 has simplified both - front-end as well as back-end development tasks that enable to create Web pages more easily than before. Dreamweaver has several integrated tools in its GUI that eliminate the need for using third-party browser based tools. Dreamweaver CS5 also enables developers to interact directly with database-driven applications and Ajax interface elements.

Dreamweaver CS5 provides an environment for hand-coding HTML as well as visual editing.

Using the visual editing environment in Dreamweaver CS5, you can:

- Create Web pages without writing a single line of code.
- View all the site elements or assets, such as images and sound.
- Drag assets from an easy-to-use panel directly into a document.
- Import images that have been created and edited in other applications, such as Macromedia Fireworks.
- Add Adobe Flash objects.

Session 1

Getting Started with Dreamweaver CS5

Dreamweaver CS5 provides code editing tools, such as code coloring and tag completion, reference material on HTML, Cascading Style Sheets (CSS), JavaScript, Active Server Pages (ASP), Java Server Pages (JSP), and a JavaScript Debugger. With Dreamweaver CS5, you can create dynamic pages that access and display information from dynamic content sources, such as session variables and databases. It also supports dynamic page development using server languages, such as ColdFusion, ASP, ASP.NET, JSP, and Hypertext Preprocessor (PHP).

Dreamweaver CS5 helps you create dynamic pages that display and process EXtensible Markup Language (XML) data using an Ajax-based framework called Spry. You can use the in-built Spry form elements to build dynamic pages that function on partial refresh of specific elements and do not require a full-page refresh.

Dreamweaver CS5 is customizable. Therefore, it provides options that enable you to create your own objects and commands, modify keyboard shortcuts, and extend Dreamweaver CS5 capabilities with new Behaviors, Property Inspectors, and Site reports by writing JavaScript code.

In this session, you will learn about the basic as well as additional features of Adobe Dreamweaver CS5. You will also learn about the various workspace elements and how to select a workspace layout. In addition, you will learn how to insert and modify images, add text to a document, and format and edit text. Finally, the session will also enable you to create a Website. Table 1.1 list the system requirements for Adobe Dreamweaver CS5.

Windows Operating System
Intel Pentium 4, Intel Centrino, Intel Xeon, or Intel Core Duo (or compatible) processor
Microsoft Windows XP with Service Pack 2 (Service Pack 3 recommended) or Windows Vista Home Premium, Business, Ultimate, or Enterprise (SP1) (certified for 32-bit editions), or Windows 7
512 MB of RAM
1 GB of available hard-disk space (additional free space required during installation). Cannot install on removable flash-based devices.
1280x800 monitor resolution with 16-bit video card
DVD-ROM drive

Table 1.1: System Requirements

1.2 Features of Dreamweaver CS5

The general features of Dreamweaver CS5 are described in this section.

1.2.1 Integrated Workspace

With an integrated workspace that provides tabbed document windows, dockable panel groups, customizable toolbars, and integrated file browsing, you can now save valuable development time.

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Getting Started with Dreamweaver CS5

1.2.2 Powerful Templates

Nested templates are available, which enable you to create customized layout control. Therefore, you can input content without compromising on the site design.

1.2.3 Managing Assets and Libraries

By using the in-built code libraries, you can create database insertion and also update forms, record set navigation pages, and user authentication pages.

1.2.4 Server Technology Support

Dreamweaver CS5 provides support for building ColdFusion MX, ASP.NET, and PHP Websites and ASP, ASP.NET, JSP, and legacy ColdFusion applications.

In order to create dynamic Web pages using ColdFusion, you need to create a ColdFusion data source. You can create or modify the ColdFusion data source directly in Dreamweaver CS5, provided you use the ColdFusion MX 7.0 or a higher version. However, for creating or modifying the data source while using ColdFusion MX, you need to use the ColdFusion MX Administrator, which is the server's management console. You can also open the ColdFusion MX Administrator in Dreamweaver CS5 itself.

1.2.5 XML, XSTL, and Web Standards Support

The XML support, including editing, validating, and importing schemes, ensures a standard compliance. It also creates the Extensible Hyper Text Markup Language (XHTML) output by default, providing an easy conversion mechanism from standard HTML to XHTML.

1.2.6 Creating Pages with CSS

Dreamweaver CS5 also provides improved CSS rendering and design tools using which you can build sites that are compliant with the latest CSS standards.

1.2.7 High Powered Coding Features

With Dreamweaver CS5, you have access to various high-powered coding features like Code Hints, Tag editors, extensible color coding, Tag Chooser, snippets, and code validation. Using these features, you can write your own code faster than ever.

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1.2.8 Accessibility

With the availability of various tools in Dreamweaver CS5, it helps in building accessible Web pages for people with disabilities. Thus, you can now create Web pages that can be accessible to a wider audience.

1.2.9 Snippets Panel

In Dreamweaver CS5, you need not add the same code again and again. With the new Snippets panel, you can store pieces of code for HTML, JavaScript, CSS, and so on, and reuse as and when required. In addition, you can share code snippets with other users and manage the reusable snippets. Dreamweaver CS5 also provides some predefined snippets that you can use as a starting point.

1.2.10 Dynamic Web Page

With Dreamweaver CS5, you can now build dynamic Web pages to add, delete, and view database information. To build dynamic Web pages, you need to set up a Web application server and connect to a database for the ColdFusion, ASP, ASP.NET, JSP, and PHP applications. Based on your server technology, Dreamweaver CS5 handles database connections differently.

1.2.11 Working with Other Applications

Dreamweaver CS5 is integrated with different applications, such as Fireworks, Photoshop, Flash, Adobe Bridge, and Device Central. This integration enables you to work with different assets while creating Web pages.

1.3 New Features of Dreamweaver CS5

Adobe Dreamweaver CS5 is bundled with several new features that provide a flexible development environment to the users to design Websites. Some of the new features of Dreamweaver CS5 will be very helpful for Web developers who generally work in code-centric environment. Some of the new features introduced in Dreamweaver CS5 are described.

1.3.1 Integration with Adobe Browser Lab

Cross-browser compatibility testing is now possible as Dreamweaver CS5 is now integrated with Adobe BrowserLab. BrowserLab enables you to view the page in multiple browsers. You can also customize a browser as per your requirements and preview the page.

1.3.2 Adobe Business Catalyst Integration

With Business Catalyst Integration in Dreamweaver CS5, you can easily login to your client sites and make appropriate changes as and when required.

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1.3.3 CSS Disable/Enable

You can disable or enable CSS properties directly from CSS Styles panel. Disabling a CSS property does not delete the property, but comments out the property.

1.3.4 Enhanced CSS Inspection Tools

Dreamweaver CS5 separates HTML code view from the actual content view. However, it enables you to iterate among the different views and pages freely and modify them in real time. With the advanced CSS tools capability and Live View, you can edit a Web page and preview it at the same time. In the previous versions of Dreamweaver, the task of visually identifying page elements was very tedious. You required external browser-based tools for this task. However, with the Inspect command and Live View in Dreamweaver CS5 simplifies this task for you.

1.3.5 Enhanced CSS Starter Layout

The overall structure of the document has been enhanced. In addition, descendent selectors have been replaced by classes. With the new CSS layout, you can design your document with more ease and comparatively faster.

1.3.6 Dynamically Related Files

This feature of Dreamweaver CS5 enables you to view how a page created in third-party PHP-based Content Management System (CMS) will look when it is finally published. Dreamweaver also enables you to filter file types or use wildcard expressions to edit the files of your choice.

1.3.7 Live View Navigation

This feature was introduced in Dreamweaver CS4, while CS5 makes it more enhanced. You can view a rendered page and access the links available on the page. You can access the links and interact with the server-side applications. In case, there are any changes on the code, Live Code highlights these changes. This simplifies in locating the code changes triggered by JavaScript.

1.3.8 PHP Custom Class Code Hinting

PHP custom class code hinting displays the proper syntax for PHP functions, objects, and constants. This helps users to type the code more accurately. Code hinting also works with your own custom functions and classes, as well as third-party frameworks, such as the Zend framework.

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1.3.9 Simple Site Setup

Dreamweaver CS5 has an advanced Site Definition dialog box that enables you to specify all the mandatory details for site setup.

1.3.10 Site Specific Code Hints

You can customize the coding environment while working with third-party PHP libraries and CMS frameworks, such as WordPress, Joomla, and Drupal. Dreamweaver CS5 provides you with the Site Specific Code Hint dialog box that enables you to create a configuration file required to display the code hints. Dreamweaver CS5 uses this configuration file to locate the code hits specific to your site.

1.3.11 Subversion Enhancement

Subversion in Dreamweaver CS5 enables you to manage files more effectively. You can move, copy, and delete files and synchronize with the Subversion (SVN) repository. This was not possible in the earlier versions.

1.4 Dreamweaver CS5 Interface

Dreamweaver CS5 provides various interface elements in the form of windows and panels that enables you to add and modify various elements on a Web page. You can view documents and object properties using the interface elements. You can also find several toolbars on the interface that enable you to work with your document. The interface elements also help in building style sheets for creating Web pages.

In Windows, Dreamweaver CS5 provides an all-in-one-window integrated layout, where you will find all windows and panels integrated into a single larger application window.

Some of the interface elements that are commonly used are as follows:

- Application bar
- Document toolbar
- Document window
- Workspace switcher
- Panel groups
- CS Live

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- Tag selector
- Property Inspector
- Files panel

Refer to figure 1.1.

Concepts

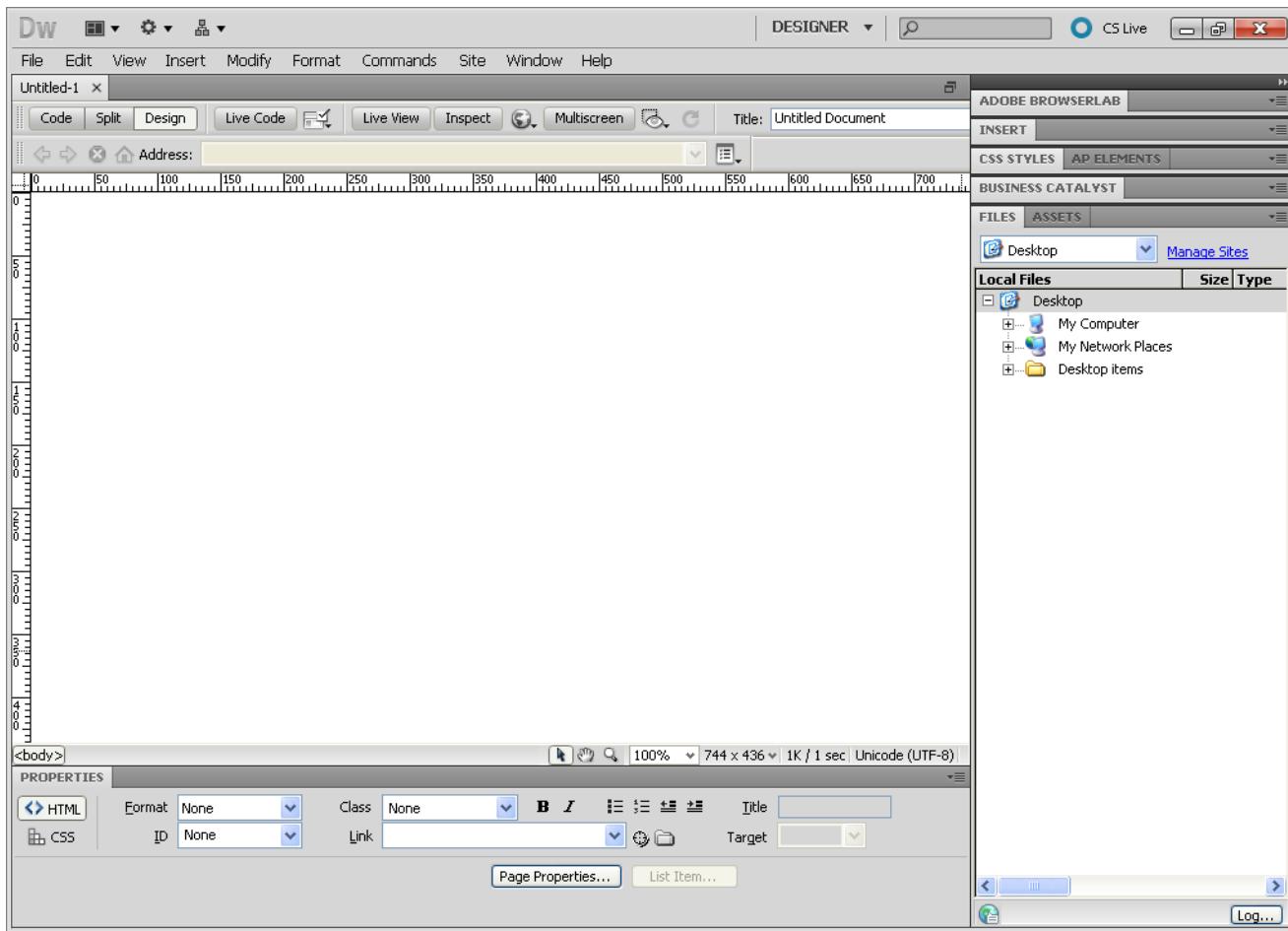


Figure 1.1: Interface of Dreamweaver CS5

1.4.1 Choosing a Workspace Layout

To select a workspace layout, you need to click the Window menu and then, click Workspace Layout. Select any of the following workspace layouts based on your requirements:

- **App Developer:** The most common application development panels are expanded along the left side of the screen. In addition, it also displays the split Design/Code.

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By default, the **Property Inspector** is not displayed.

- **App Developer Plus:** The **App Developer Plus** workspace displays a split Design/Code view with the most common application development panels expanded along the left and right side of the screen. Here you will get the **Property Inspector** displayed in the bottom.
- **Classic:** The Classic view displays the **Insert** bar running horizontally along the top of the **Document** window.
- **Coder:** This workspace is the same as the **Designer** workspace layout. The only difference is that the panel groups are docked on the left, instead of right. In this layout, the **Document** window displays the Code view by default.

Note: You can dock panel groups on either side of the workspace in both the Designer and Coder workspace layouts.

- **Coder Plus:** Most common application development panels expanded along the left and right side. Mainly **Files** panel on the right and **Insert** on the right. **Insert, CSS style, Adobe Bridge, and AP Elements** on right side. While it removes the **Property Inspector** from the default view.
- **Designer:** This workspace uses the Multiple Document Interface (MDI). In this workspace, all document windows and panels are integrated into one larger application window. All the panel groups in this layout are docked on the right.
- **Designer Compact:** Most common application development panels - **Files, Insert, CSS Style, Adobe Bridge, AP Elements, and Asset panel** are expanded along the left side. Property Inspector is present at bottom. View is split view (coding and designing window).
- **Dual Screen:** You use this workspace layout when you use a secondary monitor. When you use this layout, the **Document** window and **Property Inspector** are displayed on the primary monitor. All the other panels are displayed on the secondary monitor.

1.5 Dreamweaver CS5 Workspace Elements

The workspace of Dreamweaver CS5 enables you to view the documents and object properties. You can also enhance the speed of working with Dreamweaver CS5 by using the options provided in the toolbar.

1.5.1 Welcome Screen

When you start Dreamweaver CS5, the Welcome screen is displayed.

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Getting Started with Dreamweaver CS5

This screen provides the options as follows:

- **Open a Recent Item:** Use this option to open a recent file.
- **Create New:** Use this option to create a new document.
- **Dreamweaver CS5 Site:** Use this option to create a new site.
- **Top Features (Videos):** Use this option to view videos and learn more about the new features of Dreamweaver CS5.
- **Getting Started:** The options in this section let you to browse through help and tips on how the program works.

These options are shown in figure 1.2.

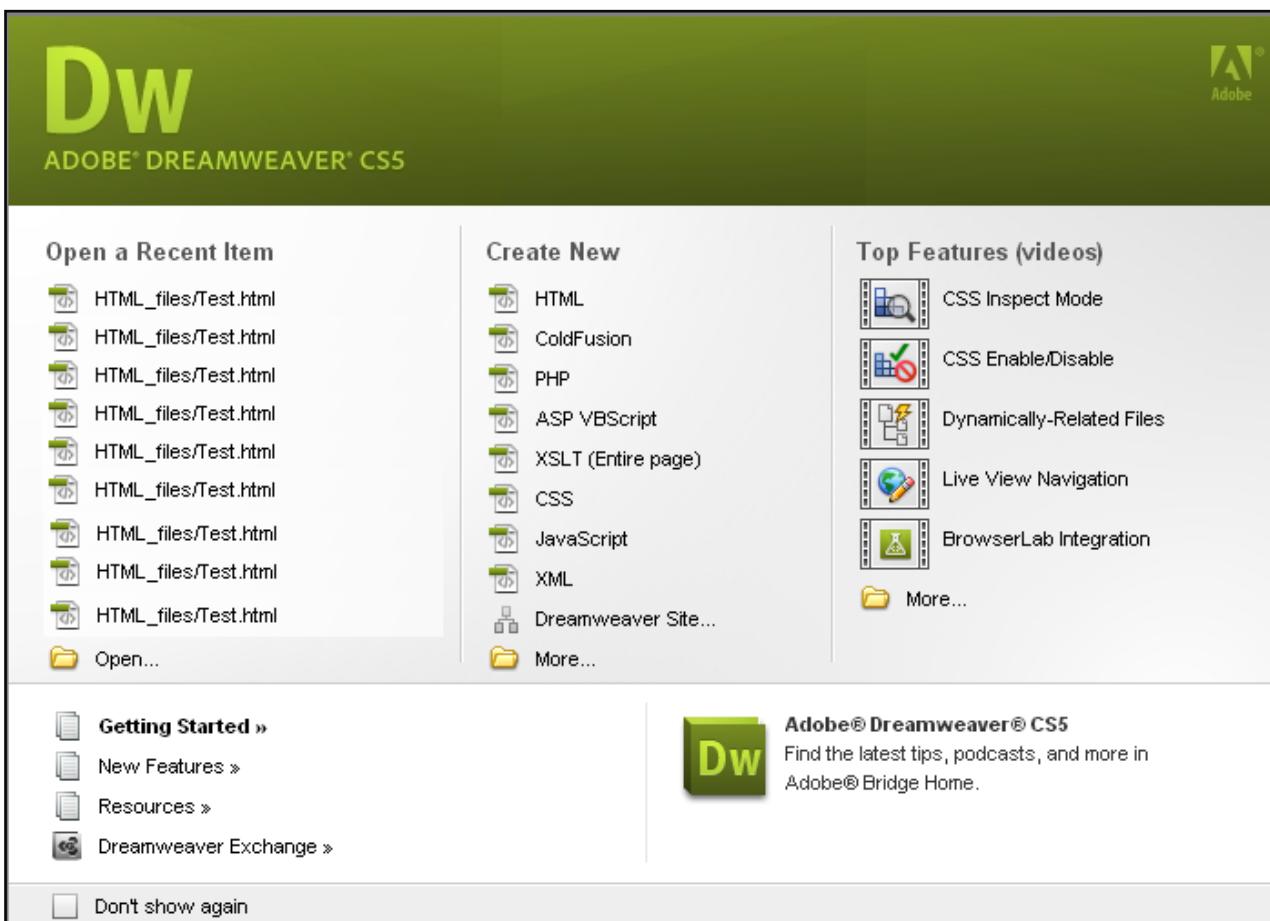


Figure 1.2: Welcome Screen

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1.5.2 Application Bar

Application bar is located across the top of the Dreamweaver CS5 application window. The Application bar contains different menus as shown in figure 1.3. These menus provide you with different commands that help you work with your document.



Figure 1.3: Application Bar

1.5.3 Document Window

The **Document** window displays a page or multiple pages that you are working on. This is the place where you will add text, graphics, sound, and other elements in your Web page. This window displays the documents that you are working on, either as tabbed windows or floating windows. Tabbed windows are displayed when the pages or documents are maximized. However, when the pages or documents are minimized, they are displayed as floating. There are different views in which you can choose the work on a document. They are as follows:

- **Design view:** In the Design view, you see a fully editable and visual representation of the document, similar to what you would see when viewing the page in a browser. To switch to Design view, on the View menu, click the Design command or click the Design button from the Document toolbar. Refer to figure 1.4.

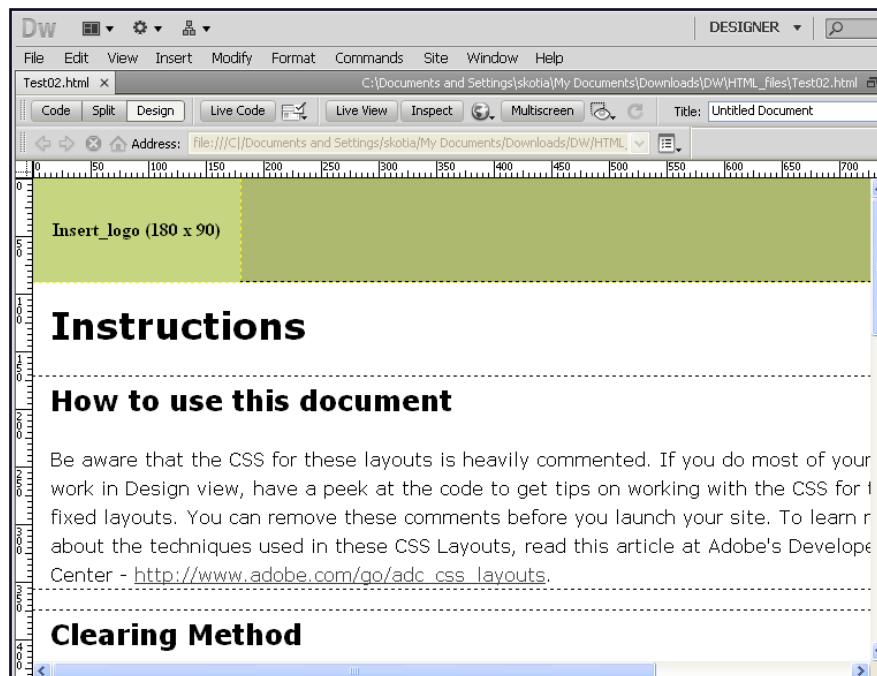
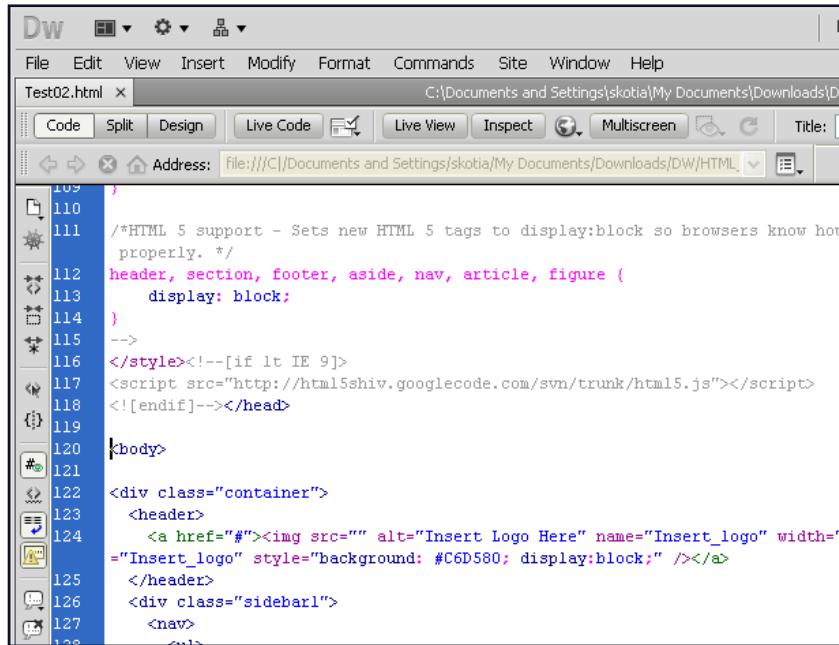


Figure 1.4: Design View

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- **Code view:** In the Code view, you can write and edit HTML, JavaScript, server-language code, and any other kind of code. To switch to Code view, on the View menu, click the Code command or you can also click the Code button from the Document tab. Refer to figure 1.5.



Concepts

Figure 1.5: Code View

- **Code and Design view:** In Code and Design view, you can see Code view and Design view for the same document in a single window. To switch to the Code and Design view, on the View menu, click the Code and Design command. Alternatively, you can also click the Split button from the Document toolbar to switch to the Code and Design view as shown in figure 1.6.

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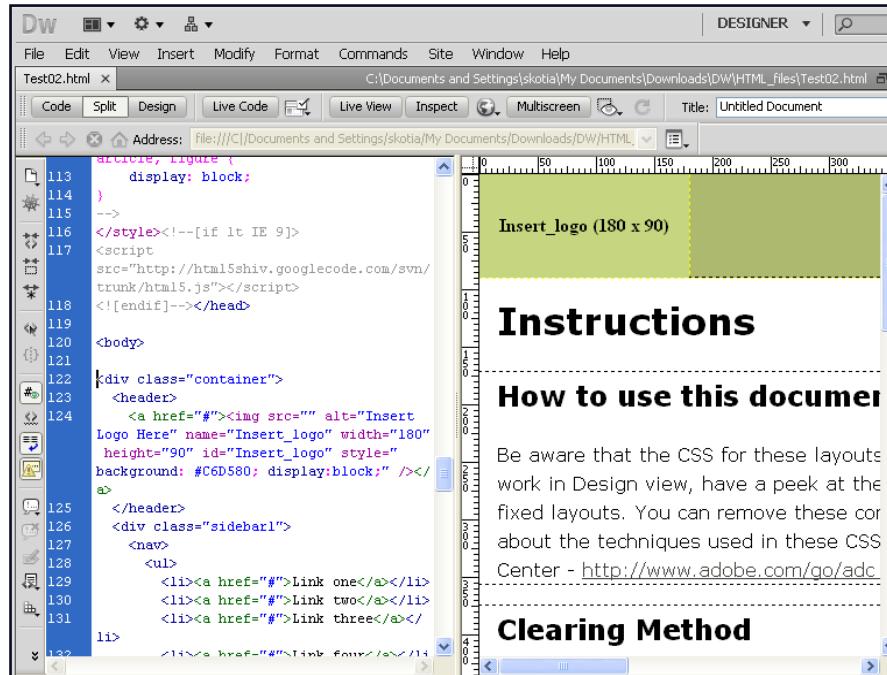


Figure 1.6: Code and Design View

- **Split Code view:** The **Code** view is split into different sections, so that you can work on different sections of the document at the same time. To switch to the **Split Code** view, on the **View** menu, you can click the **Split Code**.

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Refer to figure 1.7.

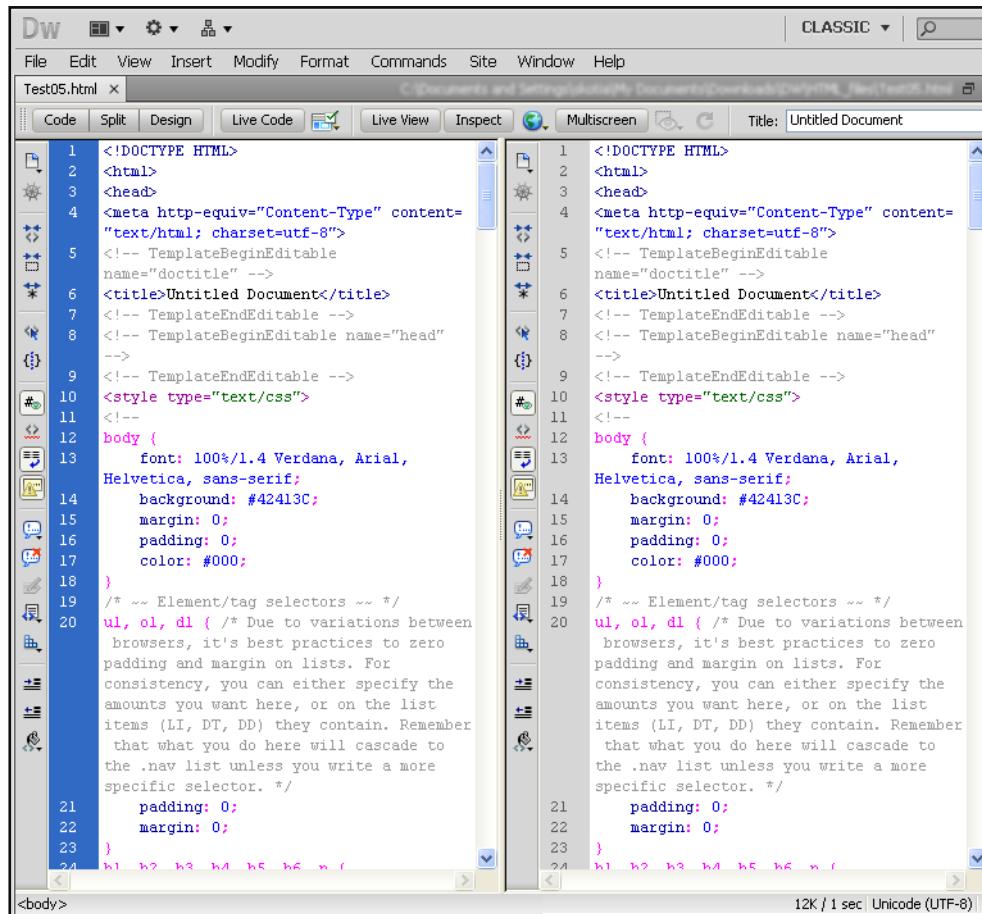


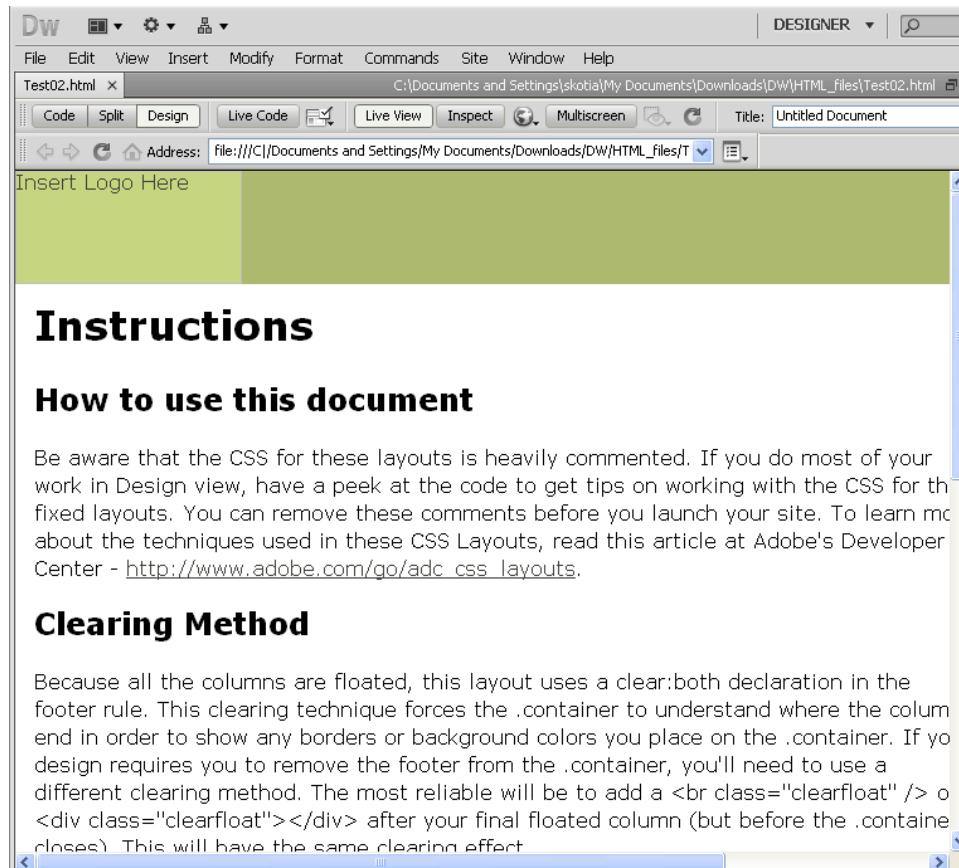
Figure 1.7: Split Code View

- **Live view:** In **Live** view, you can see your document exactly as it would appear in a browser. **Live** view is similar to **Design** view in this sense. However, you cannot edit a document in **Live** view. To edit a document, you will have to edit it in **Code** view and then, refresh **Live** view to see the changes.

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Refer to figure 1.8.



Instructions

How to use this document

Be aware that the CSS for these layouts is heavily commented. If you do most of your work in Design view, have a peek at the code to get tips on working with the CSS for the fixed layouts. You can remove these comments before you launch your site. To learn more about the techniques used in these CSS Layouts, read this article at Adobe's Developer Center - http://www.adobe.com/go/adc_css_layouts.

Clearing Method

Because all the columns are floated, this layout uses a clear:both declaration in the footer rule. This clearing technique forces the .container to understand where the columns end in order to show any borders or background colors you place on the .container. If your design requires you to remove the footer from the .container, you'll need to use a different clearing method. The most reliable will be to add a <br class="clearfloat" /> or <div class="clearfloat"></div> after your final floated column (but before the .container closes). This will have the same clearing effect.

Figure 1.8: Live View

- **Live Code view:** This view is available only when you see a document in **Live** view. In **Live Code** view, you can see the actual code that a browser uses to execute the page, and can dynamically change as you interact with the page in **Live** view. You cannot edit a document in **Live Code** view.

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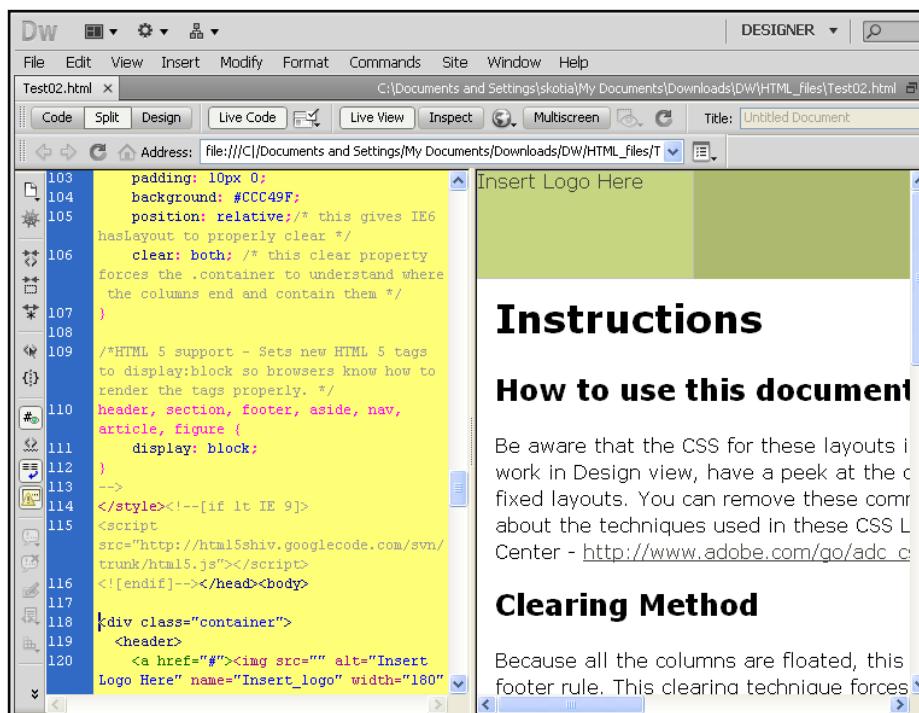


Figure 1.9: Live Code View

Refer to figure 1.9. By default, the **Document** window is maximized. In this default view, tabs appear at the top of the **Document** window showing the filenames of all open documents. To switch to a document, you click its respective tab. If the file has not been saved after making the changes, Dreamweaver CS5 displays an asterisk (*) after the filename. You will find the **Related Files** toolbar below the document's tab. This toolbar displays the related documents, such as CSS files or JavaScript files that are associated with the current document. To open a related file in the **Document** window, click its filename in the **Related Files** toolbar.

Note: Dreamweaver CS5 displays the Related Files toolbar below the document's title bar if you are viewing documents in separate windows.

1.5.4 Document Toolbar

You can toggle between different views with the help of buttons displayed in the Document toolbar as shown in figure 1.10.



Figure 1.10: Document Toolbar

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Apart from the views button, the Document toolbar contains other buttons as listed in table 1.2.

Button	Button Name	Description
	CheckBrowser Compatibility	This button enables you to check if CSS is compatible with different browsers.
	CSS Inspect Mode	Inspect mode works together with Live View to help you quickly identify HTML elements and their associated CSS styles.
	Preview/Debug in Browser	This button enables you to preview or debug your document in a browser. You can select the appropriate browser from the pop-up menu.
	Visual Aids	This button enables you to select different visual aids to design your page.
	Refresh Design View	This button enables you to refresh the Design view of your document when you finish making changes in the Code view.
	Document Title	This field enables you to specify a document title which will appear in the title bar of the browser. In case, you have already saved your document, this name appears in this field.
	File Management	This button displays the File Management pop-up menu. It helps in check-in and check-out of files. You can also open Files panel using this button and write design notes too.

Table 1.2: Document Toolbar Buttons

1.5.5 Standard Toolbar

The **Standard** toolbar enables you to perform standard operations from **File** and **Edit** menus, such as Open, Browse, Save, Cut, Copy, and Paste. Refer to figure 1.11.



Figure 1.11: Standard Toolbar

1.5.6 Coding Toolbar

The **Coding** toolbar contains different buttons that enable you to perform several standard operations on your code.

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For example, you can expand or collapse different sections of your code, apply or remove comments, and insert code snippets. Refer to figure 1.12.

Concepts



Figure 1.12: Coding Toolbar

Note: You cannot undock or move the Coding bar. However, you can hide it by clicking the View menu, pointing to Toolbars, and then, clicking the Coding command.

1.5.7 Style Rendering Toolbar

You can use the **Style Rendering** toolbar only when you use media-dependent style sheets. For example, the style sheet in your document may specify different page size for different print media handheld devices. In such a situation, you can use the options in the **Style Rendering** toolbar to preview the design in different types of media. This toolbar also allows you to enable or disable the CSS styles.

By default, the **Style Rendering** toolbar is hidden. To display the toolbar, on the View menu, point to Toolbars, and then, click the **Style Rendering** command. The **Style Rendering** toolbar is displayed in figure 1.13.



Figure 1.13: Style Rendering Toolbar

By default, Dreamweaver displays the design for the screen media type, that is, the rendering of the design on a computer screen. However, you can also view various other media type renderings by clicking the corresponding buttons in the **Style Rendering** toolbar, as listed in table 1.3.

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Button	Button Name	Description
	Render Screen Media Type	Displays the rendering of the page on a computer screen.
	Render Print Media Type	Displays the rendering of the page on a printed piece of paper.
	Render Handheld Media Type	Displays the rendering of the page on a handheld device, such as a mobile phone or a BlackBerry device.
	Render Projection Media Type	Displays the rendering of the page on a projection device.
	Render Teletype (TTY) Media Type	Displays the rendering of the page on a teletype machine.
	Render TV Media Type	Displays the rendering of the page on a television screen.
	Toggle Displaying Of CSS Styles	Allows you to enable or disable CSS styles. The functionality of this button is independent of the other available buttons for different media type renderings.
	Design-time Style Sheets	Enables you to specify Design-time style sheet.

Table 1.3: Buttons in the Style Rendering Toolbar

1.5.8 Property Inspector

Every element or object, such as text, graphic, or table, which you insert in a page has some specific properties. You can modify these properties using the **Property Inspector**.

To modify the properties of an object, select the object. The **Property Inspector** displays all the formatting properties including links associated with that object as shown in figure 1.14. All the properties associated with the object may not be displayed at the same time. The **Property Inspector** displays an arrow on the lower right corner, indicating that there are more options or properties. Click the arrow to view these options or properties.

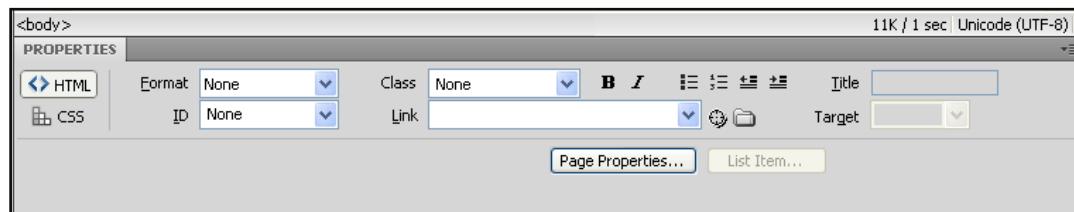


Figure 1.14: Property Inspector

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Note: To ensure that the Property Inspector is visible for a selected object, on the Window menu, select the Properties command or press the Ctrl+F3 keys simultaneously.

1.5.9 Tag Selector

You will find the **Tag selector** on the Status bar located at the bottom of the **Document** window as shown in figure 1.15. You can view the hierarchy of tags surrounding the current selection with the help of **Tag selector**.



Figure 1.15: Tag Selector

You can click any tag in the hierarchy to select that tag and all its contents. For example, you can click <body> to select the entire body of the document. To set the class or ID attributes for a tag in the tag selector, right-click the tag and select a class or ID from the context menu.

1.5.10 Panels and Panel Groups

Panels in Dreamweaver CS5 are grouped into **Panel** groups. **Panel** groups are a set of related panels under one heading. For example, the **File** panel group includes the **Files** panel and **Assets** panel, as shown in figure 1.16. You can also expand or undock the panels from a **Panel** group.



Figure 1.16: Files Panel Group

In order to expand a **Panel** group, click the expander arrow to the left of the group's name. To undock a panel group, drag the gripper at the left edge of the group's title bar and move it to the required position in the workspace.

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1.5.11 Insert Panel

The **Insert** panel provides buttons that enable you to insert objects, such as tables, layers, and graphics in your HTML pages. Refer to figure 1.17.

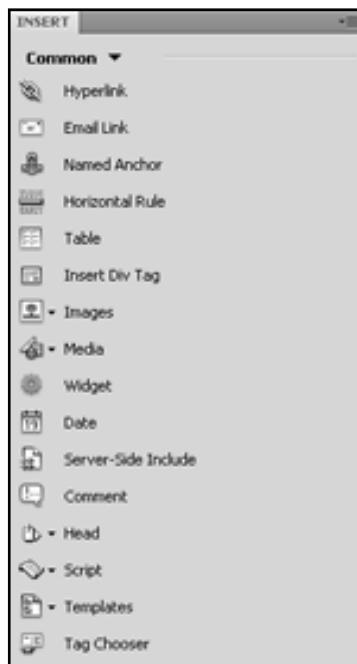


Figure 1.17: Common Category in Insert Panel

The buttons on the **Insert** panel are organized into different categories. To insert an object, you need to switch to the respective category and select the appropriate options. Notice that some of the categories have a pop-up menu, such as **Images**. When you select an option from a category, it becomes the default selection for that category. So, the next time you click in that category, Dreamweaver CS5 inserts the default object.

The **Insert** panel contains categories as listed in table 1.4.

Category	Description
Common	You can insert the most commonly used objects, such as images and tables.
Layout	You can insert tables, table elements, div tags, frames, and Spry widgets. You can also choose two views for tables: Standard (default) and Expanded Tables.
Forms	You can create forms and insert form elements, including Spry validation widgets.
Data	You can insert Spry data objects as well as other dynamic elements, such as recordsets, repeated regions, and record insertion and update forms.

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Category	Description
Spry	You can create Spry pages, including Spry data objects and widgets.
InContext Editing	You can build InContext editing pages, including buttons for Editable Regions, Repeating Regions, and managing CSS classes.
Favorites	You can group and organize the Insert panel buttons you use the most in one common place. This simplifies many of the tasks of inserting objects.
Server-code	This category is available only for pages that use a particular server language, including ASP, ColdFusion Markup Language (CFML) Basic, CFML Flow, CFML Advanced, and PHP. Each of these categories provides server-code objects that you can insert in Code view.

Table 1.4: Insert Panel Categories

Note: To hide or view Insert panel, on the Window menu, click Insert or press Ctrl+F2 keys simultaneously. Unlike other panels in Dreamweaver, you can drag the Insert panel out of its default dock position and drop it into a horizontal position at the top of the Document window. When you do so, it changes from a panel to a toolbar (though you cannot hide and display it in the same way as other toolbars).

1.5.12 Files Panel

You can use the **Files** panel to manage files in your Dreamweaver site. You can perform operations, such as change the size of the viewing area. You can also customize the **Files** panel by changing the view of either your local or remote site that appears by default in the collapsed panel. Refer to figure 1.18.

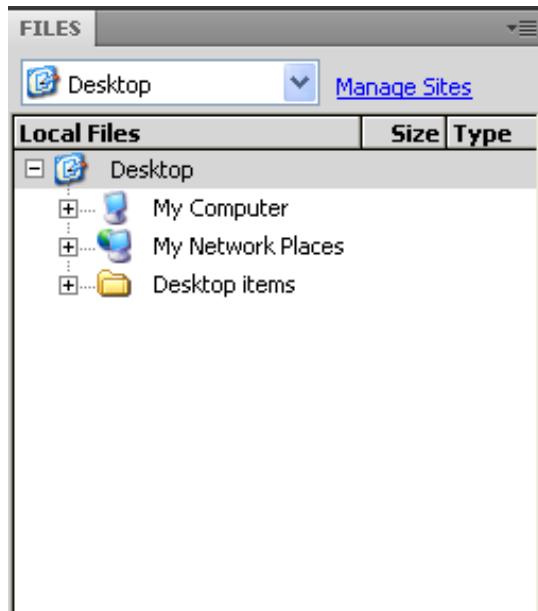


Figure 1.18: Files Panel

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1.6 Images and Text

It is always said that images increase the understanding and learning of content. Therefore, when you create a Web page and add images to supplement the text, it will add an element of learning to your Website. However, you should also remember that Web pages with images require a higher download time compared to pages with only text. Therefore, it is important that you insert images only when they are required or enhance the value of the text. Dreamweaver CS5 provides various options for adding images to Web pages. In addition to simple images, you can add rollover images or create hotspots for an image.

1.6.1 Adding Images

For adding images to your Web page using Dreamweaver CS5, you need not write any code. You just need to insert the images and Dreamweaver CS5 automatically generates the required code.

To insert an image in your document, place the insertion point in the **Document** window where you want the image to appear. Then, on the **Insert** menu, click the **Image** command or on the **Insert** panel, under the **Common** category, click the **Images** button and then, click **Images** from the flyout as shown in figure 1.19.

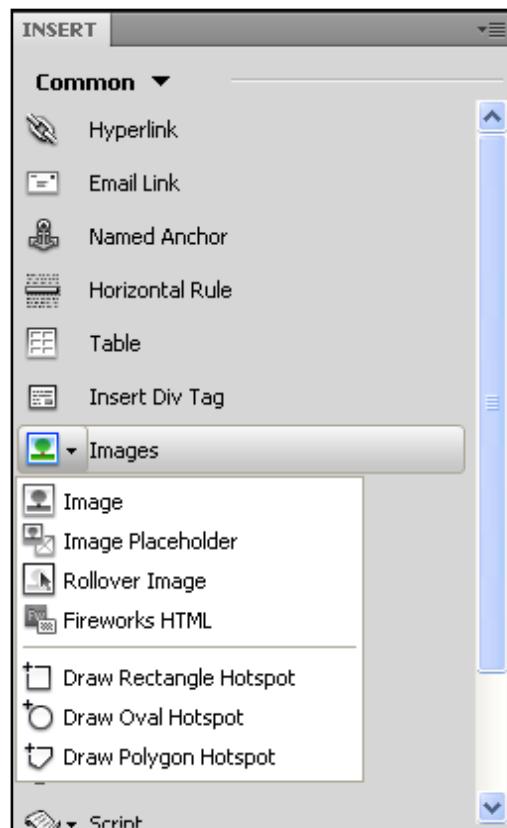


Figure 1.19: Insert Panel Showing the Image Button

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The **Select Image Source** dialog box appears. Here, you can browse the image that you want to insert in the Web page. This dialog box also contains the **Image Preview** option using which you can view the thumbnail of the image before inserting it. Lastly, select the image that you want to insert and click **OK**. The image will be inserted in the **Document** window.

Note: If you are working in an unsaved document, Dreamweaver CS5 generates a file:/// reference to the image file (see in the Code view). When you save the document anywhere in the site, Dreamweaver CS5 converts the reference to a document-relative path.

1.6.2 Inserting an Image Placeholder

At times, when you design Web pages, the images may not be ready. In such situations, you can insert the image placeholder in a Web page instead of the image. Later, when the image is ready, you can insert the image in the image placeholder as shown in figure 1.20. This enables you to prepare the basic layout of the page and save time instead of waiting for the images to be ready.

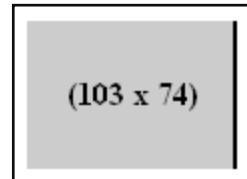


Figure 1.20: Image Placeholder

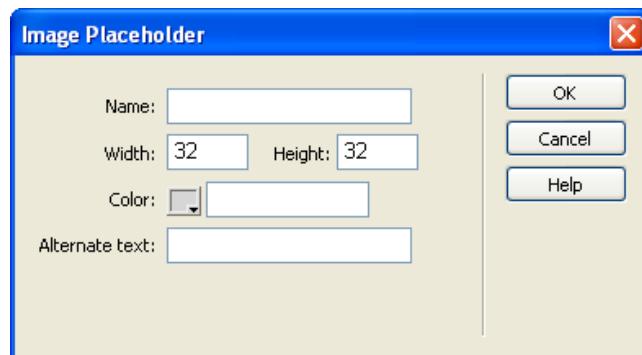


Figure 1.21: Image Placeholder Dialog Box

To insert an image placeholder, first click the **Insert** menu. Now, from the **Image Objects** submenu, click the **Image Placeholder** command. The **Image Placeholder** dialog box is displayed. You can set the properties of the image placeholder, such as name, width, height, color, and alternate text as shown in figure 1.21. You also have the option to use the **Width** and **Height** options where you can specify the location of the placeholder. Likewise, use the **Color** option to specify the color of the placeholder. The **Name** and **Alternate Text** fields are optional. The values that you specify in the **Name** and **Alternate Text** fields appear in the **Property Inspector** that displays the image attributes.

1.6.3 Adding Image to Image Placeholder

After inserting the image placeholder, you can add the images whenever they are ready. To do so, double-click the image placeholder. From the **Select Image Source** dialog box that is displayed, select the image to be inserted and then, click **OK**. The image will be displayed in the placeholder.

1.6.4 Modifying Images

Once you have inserted an image in your Web page, you can use the **Property Inspector** to modify the properties of the image as per your requirements. For example, you can assign a name to the image, link the image to another page or image, align images, crop images, and set borders. Figure 1.22 shows the **Property Inspector** for an image.

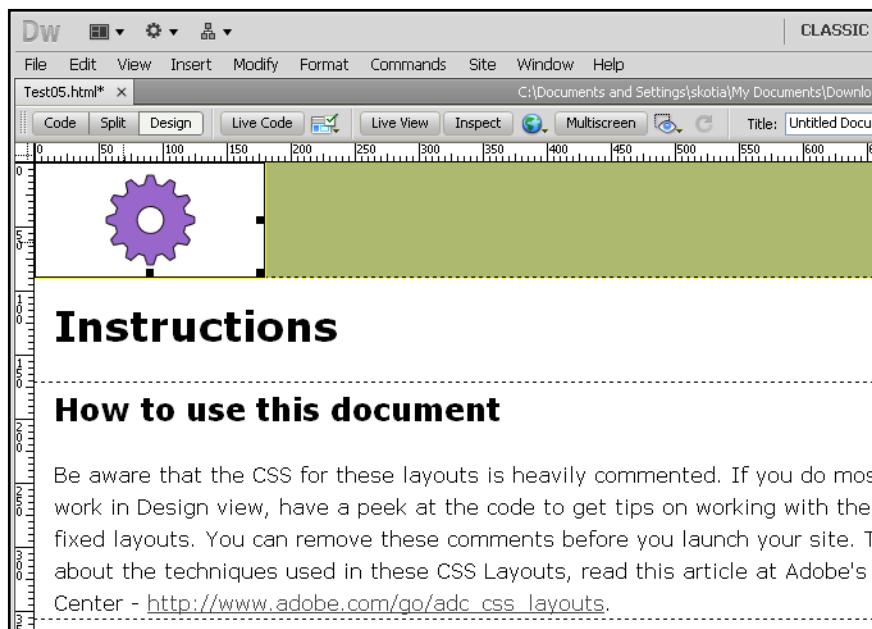


Figure 1.22: Property Inspector for Image

For displaying the attributes for an image, select the image. The attributes that you can modify will be displayed in the **Property Inspector**.

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Table 1.5 lists the image attributes that you can modify in the **Property Inspector**.

Concepts

Category	Description
W and H	Enables you to set the width and height of the image, in pixels. When you insert an image, you will find that these text boxes display the image's original dimensions.
Src	You can specify the source file for the image. To do so, click the folder icon and browse the source file, or type the path.
Link	You can specify a hyperlink for the image. To do so, drag the Point-To-File icon to a file in the Files panel. You can also click the folder icon and browse to a document on your site. In addition, you can manually type the Uniform Resource Locator (URL).
Align	You can align an image and text on the same line.
Alt	You can specify alternative text. Alternative text will appear in place of the image for text-only browsers or for browsers that have been set to download images manually. For visually impaired users who use speech synthesizers with text-only browsers, the alternative text is spoken out loud. In some browsers, this text also appears when the pointer is over the image.
Map Name and Hotspot tools	This option enables you to label and create a client-side image map.
V Space and H Space	These options add space, in pixels, along the sides of the image. V Space adds space along the top and bottom of an image. H Space adds space along the left and right of an image.
Border	Lets you add border to an image in pixels. The default is no border.
Edit	You can start the image editor you specified in External Editors preferences and open the selected image.
Edit Image Settings 	This option opens the Image Preview dialog box and lets you optimize the image.
Crop 	You can trim the size of an image, removing unwanted areas from the selected image.

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Category	Description
Target	<p>You can specify the frame or window in which the linked page should load. (This option is not available when the image is not linked to another file.) The names of all the frames in the current frameset appear in the Target list. You can also select from the following reserved target names:</p> <ul style="list-style-type: none"> ➤ blank: Loads the linked file into a new, unnamed browser window. ➤ parent: Loads the linked file into the parent frameset or window of the frame that contains the link. If the frame containing the link is not nested, the linked file loads into the full browser window. ➤ self: Loads the linked file into the same frame or window as the link. This target is the default, so you usually do not need to specify it. ➤ top: Loads the linked file into the full browser window, thereby removing all frames.
Resample 	This option resamples a resized image, improving its picture quality at its new size and shape.
Brightness and Contrast 	You can adjust the brightness and contrast settings of an image.
Sharpen 	You can adjust the sharpening of the image.
Reset Size 	This option resets the W and H values to the original size of the image. This button appears to the right of the W and H text boxes when you adjust the values of the selected image.

Table 1.5: Image Attributes in Property Inspector

1.6.5 Working with External Image Editor

After adding an image to a Web page in Dreamweaver CS5, you may need to make changes to the image. In such a situation, you can select the image and edit it in an external image editor. After you save the modifications in the external image editor, the changes are reflected in the **Document** window in Dreamweaver.

Dreamweaver also enables you to set up Fireworks as your primary external editor. In addition, you can also select multiple image editors. When you set multiple image editors, you can set preferences to start a specific image editor for editing certain files types. For example, you can set your preferences such that whenever you want to edit an image in Joint Photographic Experts Group (JPEG) format, Fireworks starts. Similarly, you can set up other image editors for other files types, based on your requirement.

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➤ Start the external image editor

To start an external image editor, do one of the following:

- Right-click the image you want to edit and then, click **Edit With**. Click **Browse** and then, select an editor. Other editors present are Photoshop, Fireworks, iexplore, and Browse.
- Select the image you want to edit, and click the **Edit** button (the Pencil icon) in the **Property Inspector**.
- If you do not see an updated image after returning to the Dreamweaver window, select the image and then, click the **Refresh** button in the **Property Inspector**.

1.6.6 Creating Rollover Images

A rollover image is one which changes when you move the mouse pointer across it. Many Websites include rollover images for advertisements. You need two images of the same size to create the rollover: a primary image and a secondary image. The primary image is displayed when the page first loads; whereas the secondary image is displayed when the pointer moves over the primary image. Dreamweaver resizes the second image to match the properties of the first image in case both the images are not of the same size.

When you move the mouse pointer across a rollover image, the **onMouseOver** event is automatically triggered.

However, you can set an image to respond to a different event, such as **onMouseClick** event.

Note: You cannot see the effect of a rollover image in Design view.

To insert a rollover image, follow these steps:

1. In the **Document** window, place the insertion point where you want the rollover to appear.
2. Insert the rollover using one of these methods:
 - a. In the **Common** category of the Insert panel, click the **Images** button, and click the **Rollover Image** icon. With the **Rollover Image** icon displayed in the **Insert** panel, you can drag the icon to the **Document** window.
 - b. Click **Insert**, click **Image Objects**, and then, click **Rollover Image**.

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3. In the **Insert Rollover Image** dialog box that appears as shown in figure 1.23, set the following options:

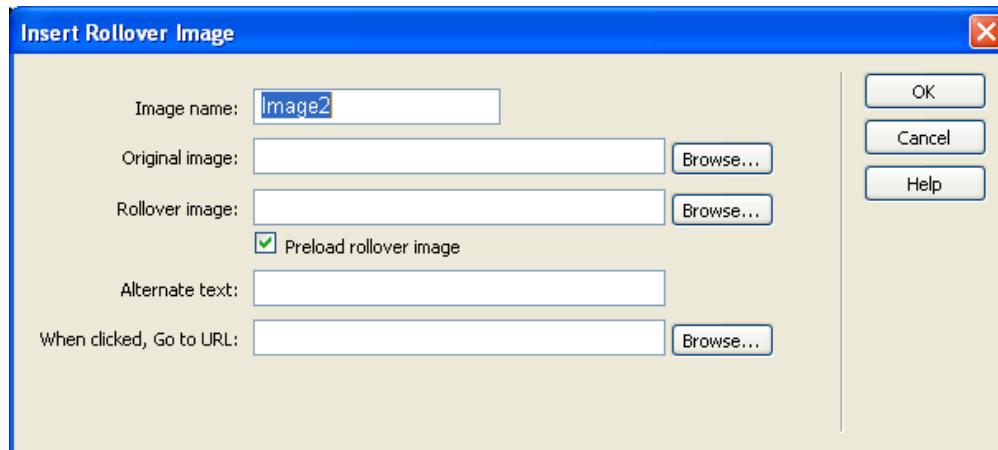


Figure 1.23: Insert Rollover Image Dialog Box

- a. Specify the image name in the **Image name** text box.
 - b. Specify the primary image in the **Original image** text box. You can specify the path or browse the image.
 - c. Specify the secondary image in the **Rollover image** text box. You can specify the path or browse the image.
 - d. Select the **Preload Rollover Image** check box so that no delay occurs when the user rolls the pointer over the image.
 - e. Specify the **Alternate Text** to describe the image for viewers using a text-only browser. This is an optional step.
 - f. Specify the file that you want to open when a user clicks the rollover image in the **When clicked, Go to URL** text box. You can enter the path or click **Browse** and select the file.
4. Click **OK**.
 5. On the **File** menu, click **Preview in Browser** or press **F12**.
 6. In the browser, move the pointer over the original image to see the rollover image.

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1.6.7 Line Breaks in Text

In Dreamweaver CS5, you can add text using any of the following methods:

- Type the text directly in Dreamweaver. After you write a paragraph, press Enter to create a new paragraph.
- Import plain text files or documents in MS Word.
- Copy the text from another application, such as MS Word and paste it in Dreamweaver.

When you press **Enter** at the end of a sentence or a word in a paragraph, a blank space is created above and below it creating a paragraph, by default, as shown.

312, Seawood Building

LakeShore

Jersey

However, if you want to simply move the cursor down without creating a paragraph, as shown, you need to insert a line break using the **Insert** bar.

312, Seawood Building

LakeShore,

Jersey

To insert a line break, do one of the following:

- Press **Shift+Enter**.
- On the **Insert** menu, click **HTML**, click **Special Characters**, and then, click **Line Break** from the submenu.
- In the **Text** category of the **Insert** panel, click the **Characters** button, and click the **Line Break** icon.

1.6.8 Non-Breaking Space in Text

In Dreamweaver CS5, when you try to add more than one space between words, it ignores all the spaces except for the first one. To add more than one space between the words, you can insert Non-Breaking Space in the same way as you inserted Line Break, that is, by using the **Favorites** option on the **Insert** panel.

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First, click the arrow to the left of the **Insert** panel and then, select **Favorites** from the list. On doing so, a message will appear reading **Right-click to customize your favorite objects**. On right-clicking the Insert panel, a menu will be displayed. Select the **Customize Favorites** option from the list.

The **Customize Favorite Objects** dialog box will be displayed as shown in figure 1.24.

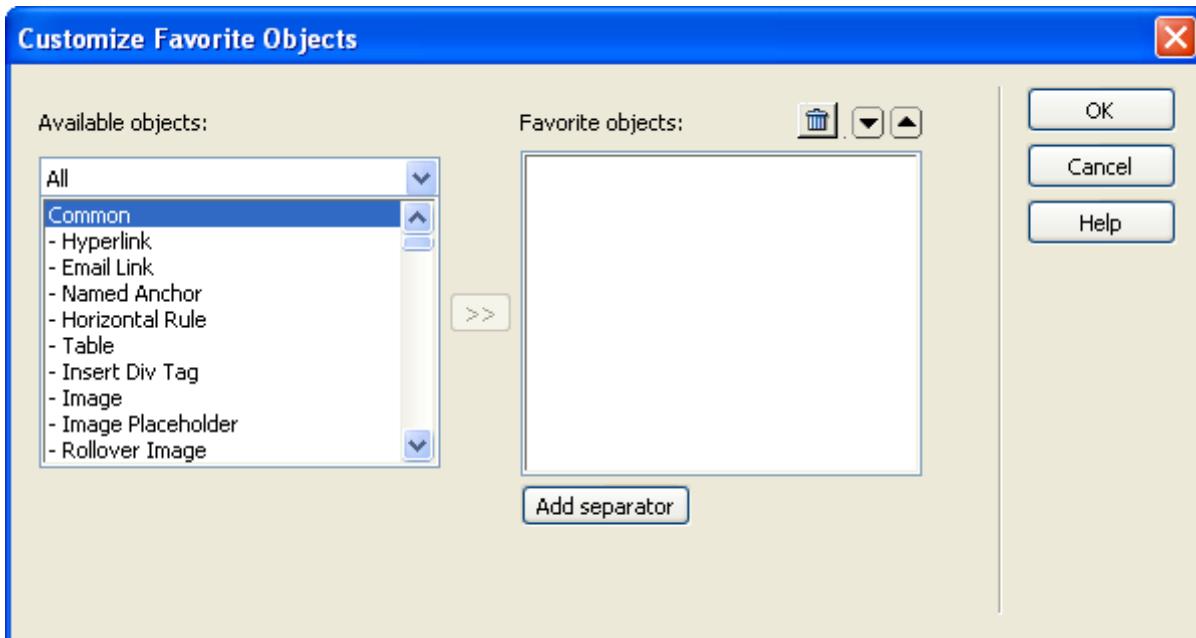


Figure 1.24: Customize Favorite Objects Dialog Box

Here, select the **Text** from the **Available objects** drop-down list and then, select **Non-Breaking Space**, from the **Available Objects** list. Then, click the ‘>>’ arrow button to add the **Non-Breaking Space** option in the **Favorites Objects** list and click **OK**.

The Non-Breaking Space will be displayed in the **Insert** panel. After having done that, place the insertion point where you want to add the space. Lastly, click **Non-Breaking Space** from the Insert bar. A space will be entered after the colon. You can click the **Non-Breaking Space** option as many times as you wish to add the spaces.

You can also insert a non-breaking space by any of the following methods:

- On the **Insert** menu, click **HTML**, then, click **Special Characters**, and then, click **Non-Breaking Space** from the submenu.
- In the **Text** category of the **Insert** panel, click the **Characters** button and click the **Non-Breaking Space** icon.

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Note: In Dreamweaver CS5, you can also insert Non-Breaking Space by pressing the Ctrl+Shift+Space keys simultaneously.

1.6.9 Formatting and Editing Text (CSS versus HTML)

Formatting text is not a difficult task. Similar to a Word processor, you can format text in Dreamweaver. You can perform operations, such as select a heading or paragraph style for a block of text, change the font, size, color, and alignment of selected text, or apply text styles, such as bold, italic, and underline.

In Dreamweaver CS5, you can apply formatting to text in two ways – using the CSS Property Inspector and the HTML Property Inspector. These two Property Inspectors are integrated into one. The two Property Inspectors are present in form of button in **Property Inspector**. Just click the **HTML** or **CSS** button to edit text according to your needs.

Dreamweaver formats text using CSS when you use the **CSS Property Inspector**. When you apply CSS formatting, Dreamweaver writes properties to the head of the document or to a separate style sheet.

If you want to format text using **HTML Property Inspector**, you can use HTML markup tags. When you apply HTML formatting, Dreamweaver adds properties to the HTML code in the body of your page.

Following are a few advantages of using **CSS** rather than **HTML**:

- CSS gives Web designers and developers greater control over Web page design.
- CSS provides improved features for accessibility and reduced file size.
- You can create new styles with the **CSS Property Inspector** along with accessing the existing styles.
- CSS separates visual design elements of a Web page from the structural logic of a Web page, thereby giving Web designers visual and typographic control without sacrificing the integrity of the content.
- Defining typographic design and page layout from within a single, distinct block of code; without having to resort to image maps, font tags, tables, and spacer GIFs allows for faster downloads, streamlined site maintenance, and a central point from which to control design attributes across multiple Web pages.
- You can store styles created with CSS directly in the document.
- You can store styles in an external style sheet for more flexibility.

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- If you attach an external style sheet to several Web pages, all the pages automatically reflect any changes you make to the style sheet. To access all CSS rules for a page, use the **CSS Styles** panel. To access rules that apply to a current selection, use the **CSS Styles** panel or the **Targeted Rule** pop-up menu in the **CSS Property Inspector**.
- **Paragraph formatting**

To organize the text in a Web page, you need to format the text into paragraphs. A paragraph is a logical block of text or information. You use paragraphs to make the text on a Web page more structured and presentable. A paragraph always starts with `<p>` tag and ends with `</p>` tag.

Dreamweaver CS5 has three basic paragraph styles: Paragraph, Heading, and Preformatted. You can apply these paragraph styles using the **Format** drop-down list box in the **Property Inspector** as shown in figure 1.25.

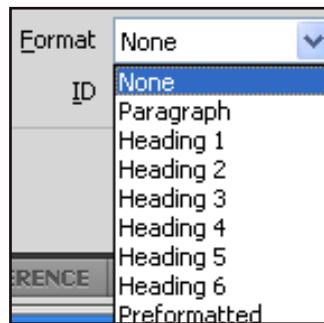


Figure 1.25: Format Drop-down List Box in the Property Inspector

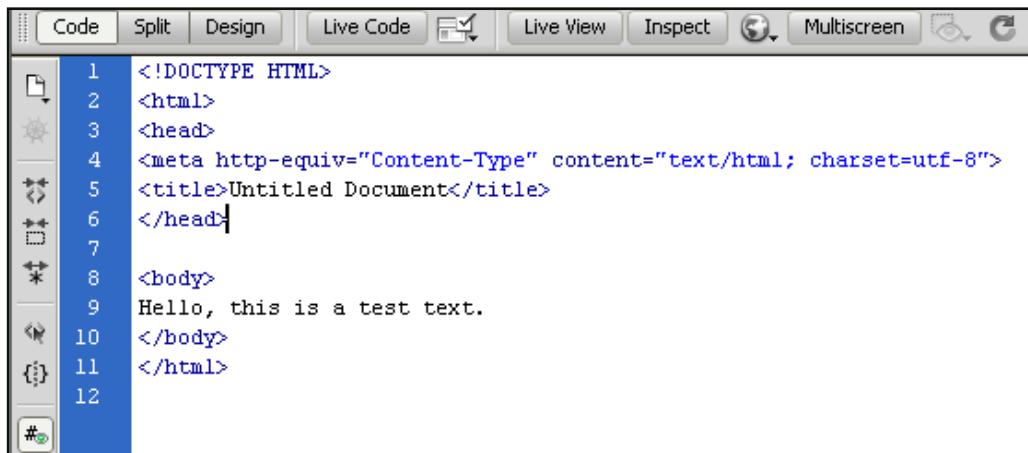
- **Paragraph formatting HTML**

When you start typing text in a new document in Dreamweaver CS5, no paragraph formatting is applied to the text by default. Therefore, the **None** option is selected by default in the **Format** drop-down list box and there are no paragraph tags when you view the text in the **Code** view.

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Refer to figure 1.26, which shows a block of text types in a new document.



```

1 <!DOCTYPE HTML>
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <title>Untitled Document</title>
6 </head>
7
8 <body>
9 Hello, this is a test text.
10 </body>
11 </html>
12

```

Figure 1.26: Block of Text

You can apply a particular paragraph format to the block of text by placing the insertion point anywhere in the block of text in the **Design** view. Now, on the **Format** menu, click the **Paragraph Format** submenu and further click the **Paragraph** command.

The paragraph format is now applied. In the **Code** view, the block of text is enclosed within the opening and closing paragraph tags (**<p>** and **</p>**), as shown in figure 1.27.



```

1 <!DOCTYPE HTML>
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8">
5 <title>Untitled Document</title>
6 </head>
7
8 <body>
9 <p>Hello, this is a test text. </p>
10 </body>
11 </html>
12

```

Figure 1.27: Paragraph Format Applied to a Block of Text

After you apply the **Paragraph** format and press the **Enter** key after the paragraph, a new paragraph will be created with opening and closing **<p>** tags, which you can view in the Code view. You can again enter another block of text as a separate paragraph.

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➤ Heading

Another method of formatting text is by headings. Headings are used to identify different sections of content on a page. They range from **Heading1**, <h1>, which is the largest, to **Heading6**, <h6>, which is the smallest. You can apply a particular heading to the text in a page by placing the insertion point anywhere in the line or block of the text. You can also select the text and then, on the **Format** menu, click **Paragraph Format**. Then, you can select the appropriate heading from 1-6 that you wish to apply. Alternatively, in the **Property Inspector**, you can click the **Format** drop-down list and select appropriate heading style. Refer to figure 1.28.

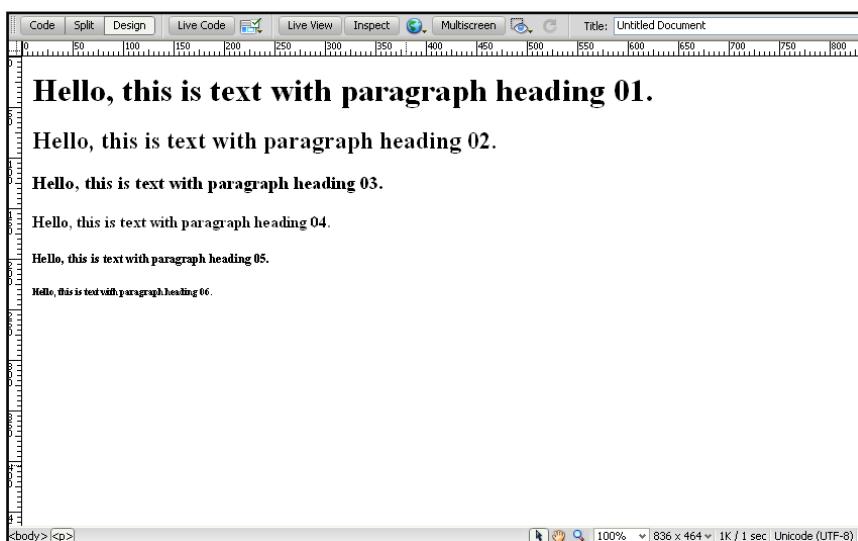


Figure 1.28: Heading Applied to Text

➤ Preformatted text

While designing a Web page, you often need to use extra spaces, tabs, and other blank space characters. However, when Web browsers display Web pages, these extra spaces, tabs, and blank space characters are ignored and not displayed.

In such situations, you can use the preformatted text to format the text with extra spaces, tabs, or line breaks. When you apply preformatting, the sentence you type does not automatically wrap, so you must press the **Enter** key to create a new line. For example, place the insertion point in the document where you want to type the block of text. Now, from the **Format list**, select the **Preformatted** option. You can also select the **Text** and then, from the **Paragraph Format** command, select the **Preformatted Text** option. Now, type the text and specify the extra spaces wherever required. When you preview this text as a page in browser, as shown in figure 1.29, the preformatted text will display the extra spaces.

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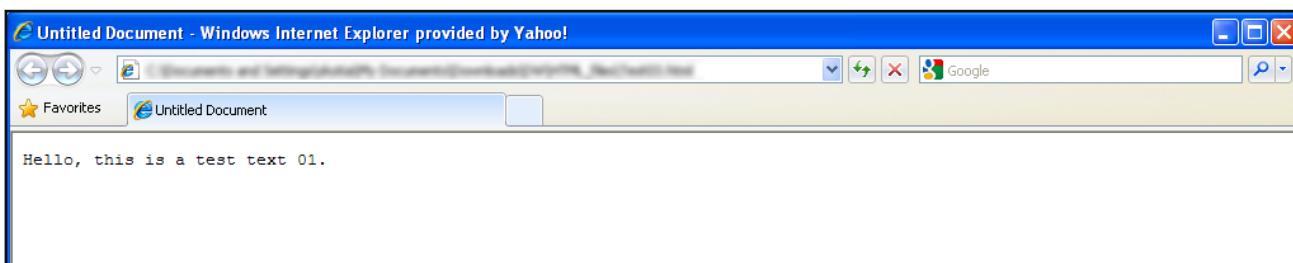


Figure 1.29: Preformatted Text-preview in Browser

1.6.10 Checking Spelling

After you write the text for a Web page, you should always use **Spell Check** to ensure that there are no spelling errors in the text. To check spelling in your document, on the **Commands** menu, click **Check Spelling** or press Shift+F7 keys simultaneously. Figure 1.30 shows the **Check Spelling** dialog box.

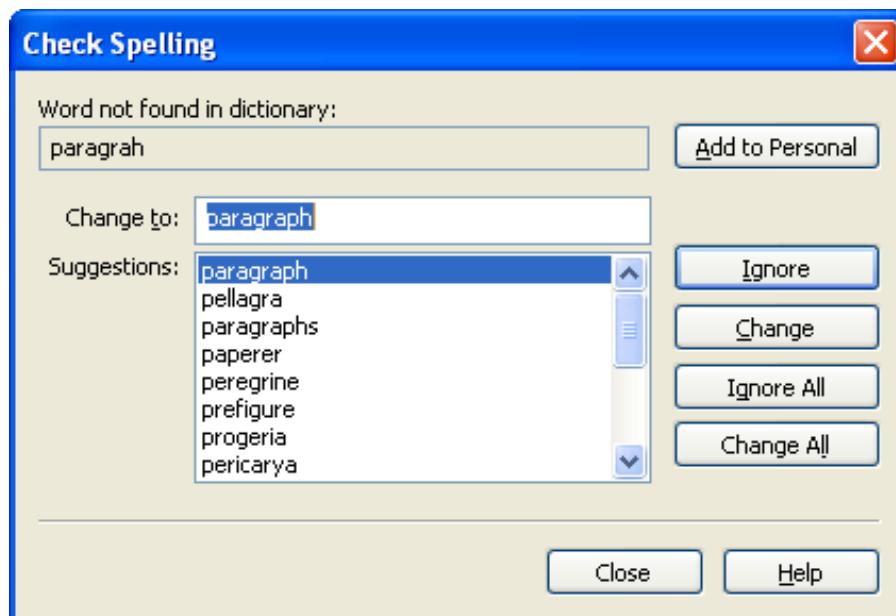


Figure 1.30: Check Spelling Dialog Box

Note: Before you check any document for spelling errors, you should always select the correct dictionary based on the language that you used for creating the text in the Web page. It is important that you select the dictionary because when you run Spell Check, Dreamweaver CS5 checks the word spellings against the list of words in the selected dictionary.

By default, the spelling checker uses the U.S. English spelling dictionary. For setting a dictionary of your choice, on the Edit menu, click **Preferences**. The **Preferences** dialog box will be displayed.

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In the **General** tab, select the required dictionary from the **Special Dictionary** drop-down list. Refer to figure 1.31.

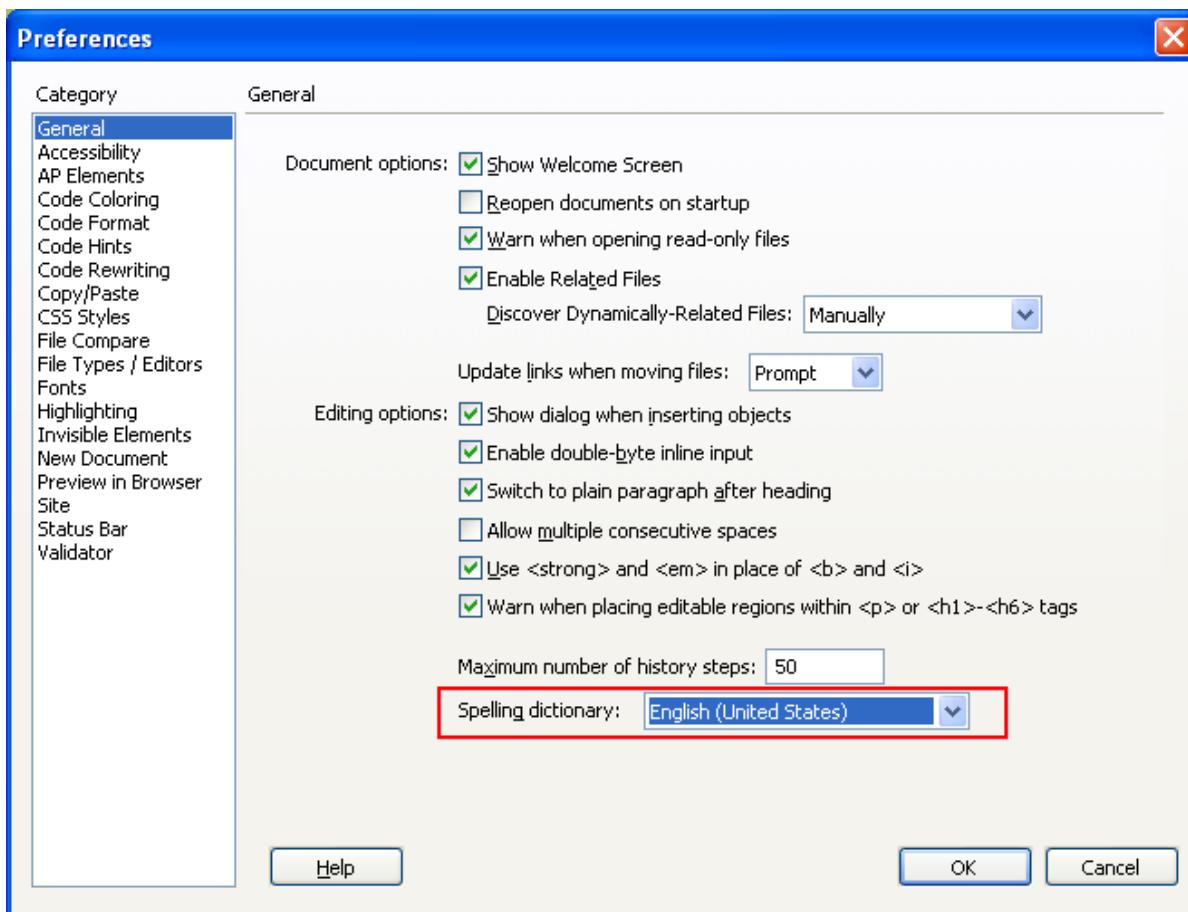


Figure 1.31: Spelling Dictionary Drop-down List

1.7 Creating a Website

When we create a Website using Dreamweaver, the Website refers to a local or remote storage location for the documents that we create. The most fundamental concept for creating a Website in Dreamweaver CS5 is defining a site. Therefore, before you begin to create your site, you must first define a site.

1.7.1 Setting Up a New Site

To setup a new site, you need to arrange all your Dreamweaver documents at one place. The Site Setup dialog box is where you specify the settings for your Dreamweaver site.

To open the **Site Setup** dialog box, From the **Site** menu, you click **New Site**.

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The **Site Setup** dialog box is displayed as shown in figure 1.32.

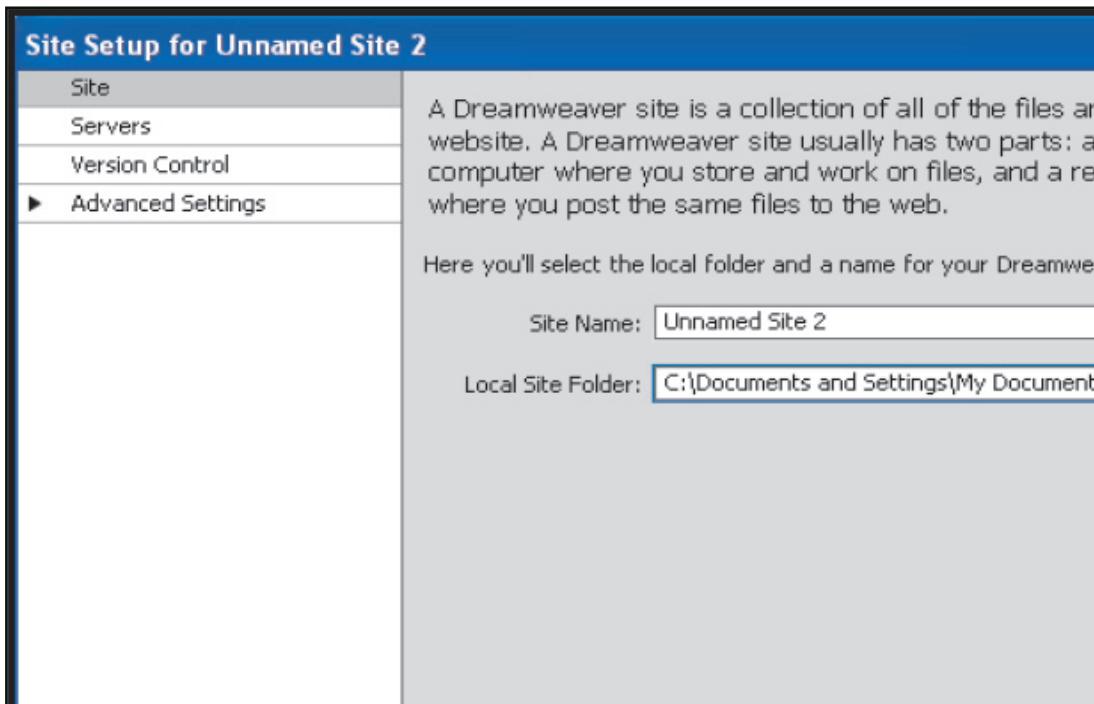


Figure 1.32: Site Setup Dialog Box

You need to specify different options on the Site Setup dialog box in order to create a Website.

➤ **Site category**

To start working with your Dreamweaver site, you need to specify the site category field of the **Site Setup** dialog box. In this field, you need to specify the local folder where you will store all of your site files. The local folder can be on your local computer or on a network server.

Note: You do not need to specify a remote folder if your local root folder is on the system running your Web server. This implies the Web server is running on your local computer.

You can specify the following options in the Site Category:

- **Site Name:** In the **Site Name** text box, you specify the site name that will appear in the **Files** panel and in the **Manage Sites** dialog box. The site name does not appear in the browser.
- **Local Site Folder:** In this field, you specify the name of the folder on your local disk where you store the site files, templates, and library items. Create a folder on your hard disk or browse to the folder.

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➤ Servers category

You can specify the **Servers** category, where you can specify a remote and testing server. You specify the remote folder on the remote server where your Website files are stored. In the Dreamweaver **Files** panel, the remote folder is referred to as your remote site. When you set up a remote folder, you must select a connection method for Dreamweaver to upload and download files to your Web server.

➤ Version Control category

You can check in and check out files using SVN, which is a versioning control system that enables you to collaboratively edit and manage files on remote Web servers. You can get the latest versions of files, make changes, and commit the files using SVN. You can use a third-party file comparison tool to compare files for differences and work with SVN version-control files.

➤ Advanced Settings category

You can specify settings, such as the default image folder in which you want to store images for your site, the kind of links Dreamweaver creates when you create links to other pages in your site. You can also specify the URL of your Website. Dreamweaver uses the Web URL to create site root-relative links, and to verify links when you use the link checker. In addition, you can specify other settings, such as Case-sensitive Links Checking, Enable Cache, Cloaking, and other categories.

1.7.2 Setting Up a Testing Site

Developing dynamic pages requires generating and displaying dynamic content. You need to setup a testing site for this purpose. You specify a testing server, which can be your local computer, a development server, a staging server, or a production server.

To setup a testing server, on the **Site** menu, click **Manage Sites**. The **Manage Sites** dialog box appears as shown in figure 1.33. Then, click **New** to set up a new site, or select an existing Dreamweaver site and click **Edit**. In the **Site Setup** dialog box, select the **Servers** category and do one of the following:

- Click the **Add New Server** button to add a new server.
- Select an existing server and click the **Edit Existing Server** button.

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Concepts

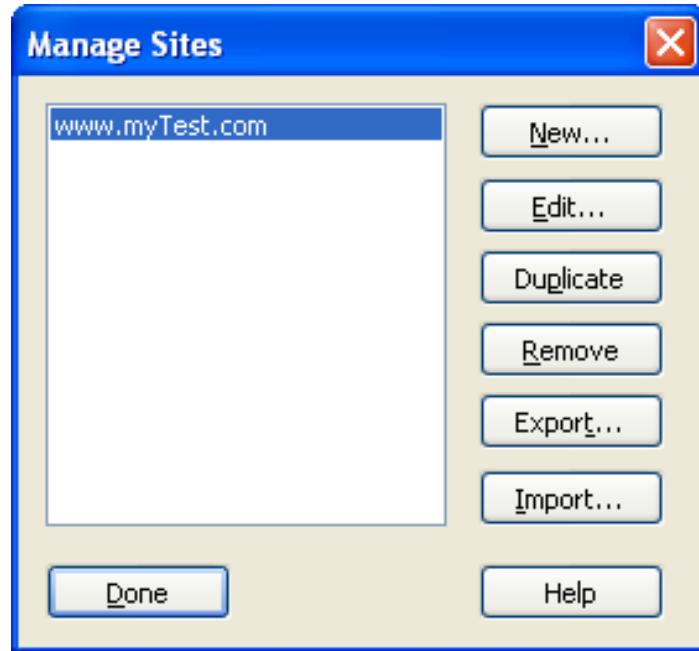


Figure 1.33: Manage Sites Dialog Box

You specify **Basic** options as necessary as shown in figure 1.34.

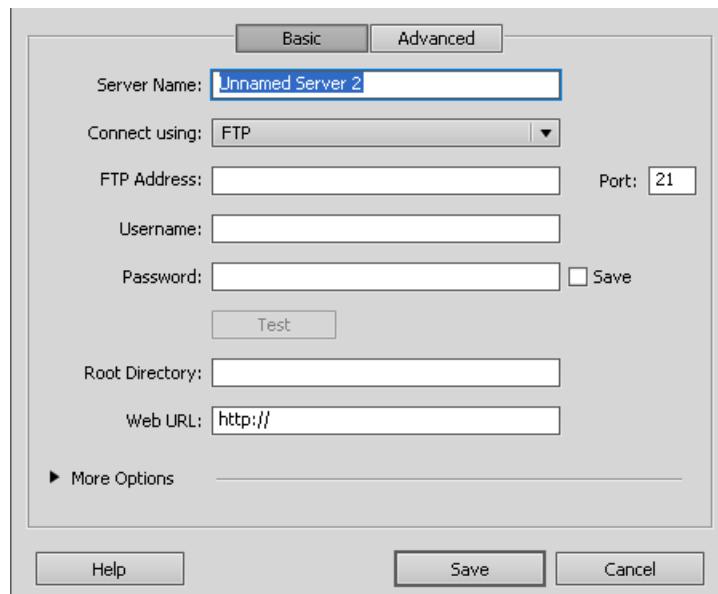


Figure 1.34: Basic Screen

Then, click the **Advanced** button.

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The Advanced screen appears as shown in figure 1.35.

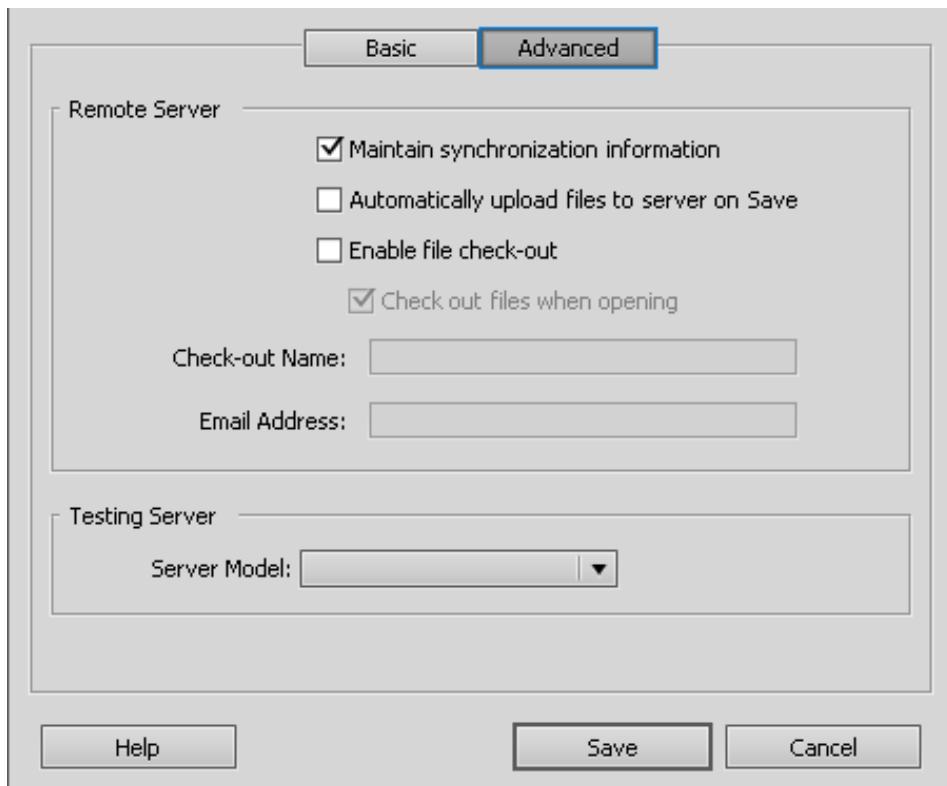


Figure 1.35: Advanced Screen

Under **Testing Server**, select the server model you want to use for your Web application. When done, click **Save** to close the **Advanced** screen. Then in the **Servers** category, specify the server you just added or edited as a testing server.

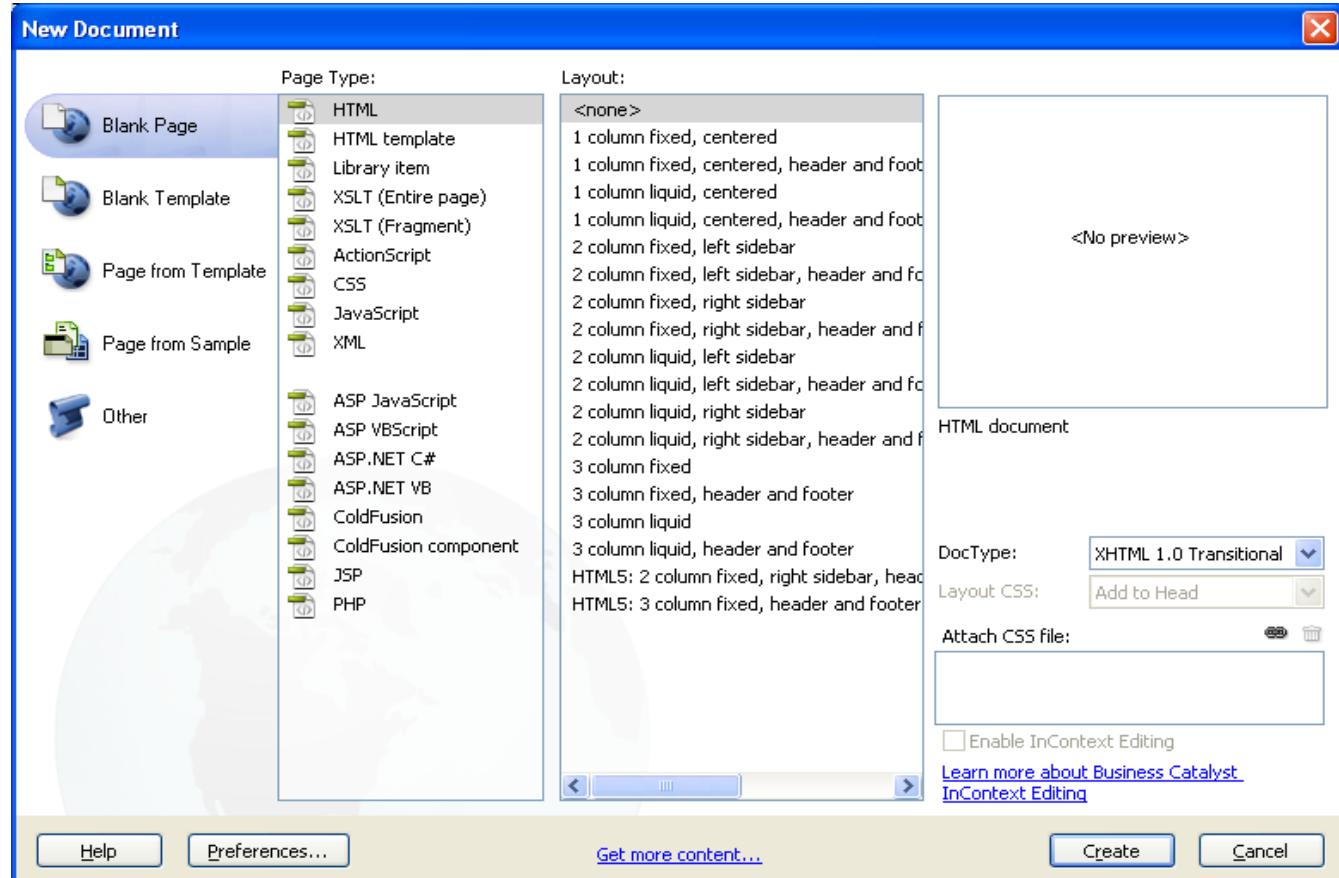
1.7.3 Creating a New Page

After creating a local site and testing server, you can start creating pages. To create a new page, on the **File** menu, click the **New** command or press the **Ctrl+N** keys simultaneously.

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The **New Document** dialog box will be displayed as shown in figure 1.36.



Concepts

Figure 1.36: New Document Dialog Box

The New Document dialog box displays the various page types and the corresponding layouts that you can use in each page type in the adjacent column. You can also use this dialog box to select different types of documents, such as Basic page, Dynamic page, Template page, and Framesets. You can also change the language of your Web page from HTML to XHTML. For this, you need to use the **DocType** option.

1.7.4 Using Templates

Similar to other applications, such as MS Word, you can use existing templates in Dreamweaver CS5 and create a new document. You can either use the **New Document** dialog box to select a template from any of your Dreamweaver-defined sites or use the **Assets** panel to create a new document from an existing template.

To create a new document based on a template, on the **File** menu, click **New**. In the **New Document** dialog box, select the **Blank Template** category as shown in figure 1.37. Then, select **HTML Template** from **Template Type** column and from **Layout** column, select your preferable option.

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Concepts

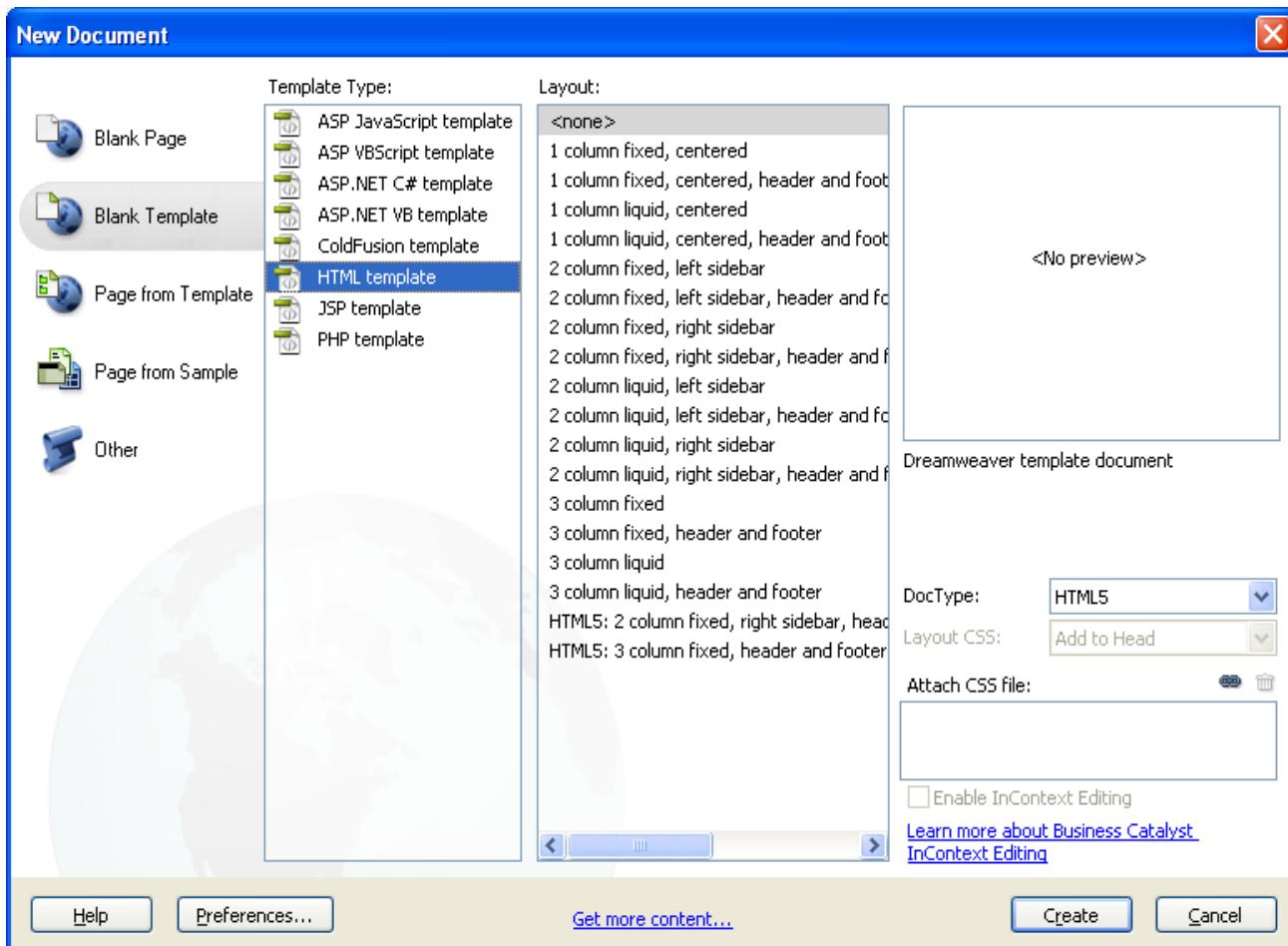


Figure 1.37: Basic Screen

In the **Site** column, select the Dreamweaver site that contains the template you want use, and then, select a template from the list on the right. Clear the **Update Page When Template Changes** check box if you do not want to update this page whenever the template changes on which this page is based. Click **Preferences** if you want to set default document preferences, such as a document type, encoding, and a file extension. Click **Get More Content** if you want to open Dreamweaver Exchange where you can download more page design content. Click **Create** and save the document.

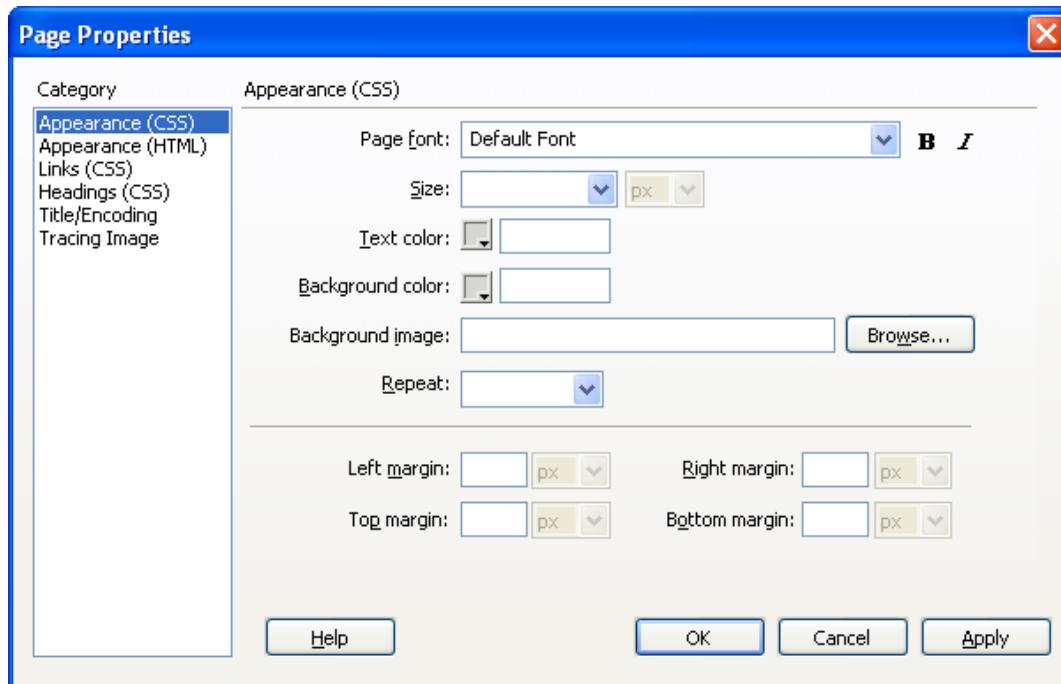
1.7.5 Page Properties

After creating a Web page, you can set the properties for the page, such as background image, background color, link color, and margins. To set or modify the page properties for each Web page, you use the Page Properties dialog box. To open the **Page Properties** dialog box, on the Modify menu, click the **Page Properties** command.

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Figure 1.38 shows the **Page Properties** dialog box.



Concepts

Figure 1.38: Page Properties Dialog Box

The Page Properties dialog box enables you to specify the default font family and font size, background color, margins, link styles, and many other aspects of page design. You can assign new page properties for each new page you create, and modify those for existing pages. Changes you make in the Page Properties dialog box apply to the entire page. Following are the categories that you can set using the Page Properties dialog box:

- **Appearance (CSS):** You can set CSS page font, background color, background image properties using this category.
- **Appearance (HTML):** You can set HTML page properties, such as background image, text properties, and link color using this category.
- **Links (CSS):** You can define the default font, font size, and colors for links, visited links, and active links for CSS using this category.
- **Headings (CSS):** You can define heading font and color for headings using this category.
- **Title-Encoding:** The Title-Encoding category enables you to specify the document encoding type that is specific to the language used to author your Web pages as well as specify which Unicode Normalization Form to use with that encoding type.
- **Tracing Image:** You can insert an image file which can be used as a guide in designing your page using this category.

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1.7.6 Viewing a Site Map

A site map is a visual overview of your site layout. To view a site map, you first need to create an **index.html** Web page. This index page is usually the homepage for any Website. The **index.html** page is always at the top and all the other files of the Website are linked to it in the same manner in which they would be displayed on the Website. The other files are displayed below the **index.html** page.

1.7.7 Previewing Web Page in Browsers

After creating a Web page, you need to validate whether the page would be displayed correctly when visitors view the page using different Web browsers. To do so, you can preview the Web pages in browsers, such as Internet Explorer or Netscape. You must save your document before previewing it, so that you can view the recent changes made. To preview a Web page in a browser, on the File menu, you click **Preview In Browser**. Then, you need to select the one of the listed browsers. Alternatively, you can press **F12** to preview the Web page in the primary browser

Note: If no browsers are listed, on the Edit menu, click Preferences, and then, select the Preview In Browser category on the left to select a browser.



Summary

- Adobe Dreamweaver CS5 is enhanced and integrated with more applications than any previous version, making it better to create Websites.
- Dreamweaver CS5 has simplified both - front-end as well as back-end development tasks that enable to create Web pages more easily than before.
- Dreamweaver CS5 provides code editing tools, such as code coloring and tag completion, reference material on HTML, Cascading Style Sheets (CSS), JavaScript, Active Server Pages (ASP), Java Server Pages (JSP), and a JavaScript Debugger.
- Some new features of Dreamweaver CS5 include:
 - Integration with Adobe BrowserLab
 - Adobe Business Catalyst Integration
 - CSS Disable/Enable
 - Enhanced CSS Inspection Tools
 - Enhanced CSS Starter Layout
 - Dynamically Related Files
 - Live View Navigation
 - PHP Custom Class Code Hinting
 - Simple Site Setup
 - Site Specific Code Hints
 - Subversion Enhancement

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Summary

- Dreamweaver CS5 interface consists of the following:
 - Application bar
 - Document toolbar
 - Document window
 - Workspace switcher
 - Panel groups
 - CS Live
 - Tag selector
 - Property Inspector
 - Files panel
- Dreamweaver CS5 automatically generates the required code once you insert an image.
- At times, when you design Web pages, the images may not be ready. In such situations, you can insert the image placeholder in a Web page instead of the image.
- Once the image is ready, you can insert the image in the image placeholder.
- To create a Website in Dreamweaver CS5, you first need to setup a new site and testing site.
- You can create a new Web page on your own or use the default templates to create your Website.
- You can preview the Web page using several browsers, such as Internet Explorer.



Check Your Progress

1. In order to create dynamic Web pages using ColdFusion, you need to create a ColdFusion _____.
 - a. Template
 - b. Source file
 - c. Header
 - d. Footer

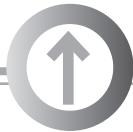
2. _____ enables you to view the page in multiple browsers.
 - a. Flare
 - b. Live View
 - c. Adobe BrowserLab
 - d. Adobe Business Catalyst

3. With _____, you can move, copy, and delete files and synchronize with the SVN repository.
 - a. Site specific code hints
 - b. Enhanced CSS starter layout
 - c. Live View navigation
 - d. Subversion enhancement

4. _____ contains different menus.
 - a. Application bar
 - b. Document toolbar
 - c. Standard toolbar
 - d. Property Inspector

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Check Your Progress

5. In _____ view, you can view Code view and Design view for the same document in a single window.
 - a. Code and Design
 - b. Design
 - c. Code
 - d. Live

6. You can use the _____ toolbar only when you use media-dependent style sheets.
 - a. Coding
 - b. Style Rendering
 - c. Standard
 - d. Tag selector

7. Rollover images are automatically set to respond to the _____ event.
 - a. onMouseOver
 - b. onChange
 - c. onLoad
 - d. onSubmit

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Do It Yourself

Concepts

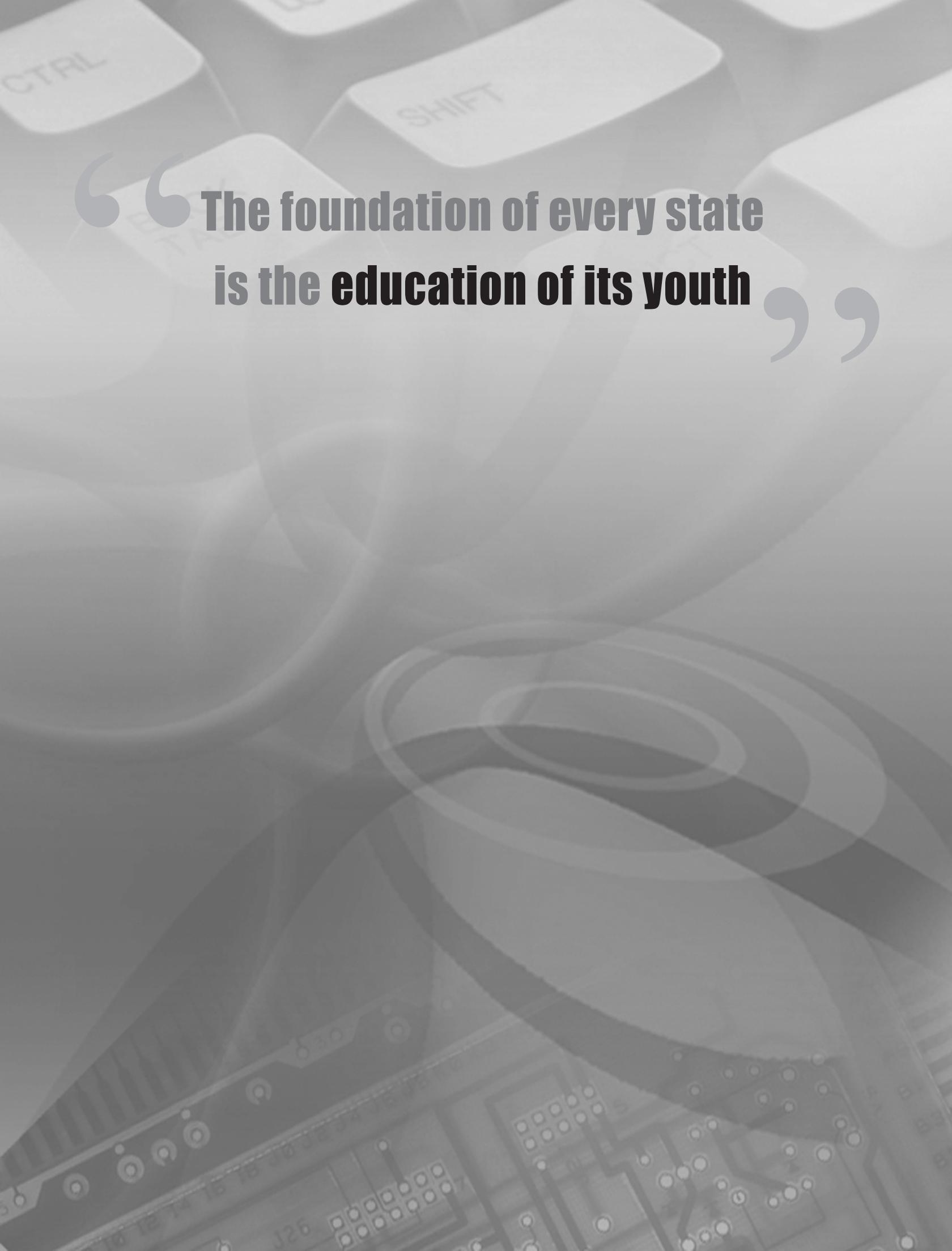
1. Create a Website of 'ABC Computers'. The content received from the client is as follows:

Address: 203-A, Kourtney Villa, J Tire Road, Jersey. We are into the computer hardware business for the last 10 years and are the leading suppliers in and around Jersey. We believe in Quality rather than Quantity.

Hints:

- a. First you will define a local site in Dreamweaver CS5 and name the site as 'ABC Computers'.
- b. Then, you will create a new Web page, set its properties, and add content and other elements to it. Finally, you will preview the finished page in different browsers.

“ The foundation of every state
is the education of its youth ”



Objectives

At the end of this session, the student will be able to:

- *Import external applications*
- *Create and edit lists*
- *Create tables in standard and layout modes*
- *Work with tabular data*
- *Create links within and outside a Web page*
- *Modify links*
- *Use frames*

2.1 Introduction

In the previous session, you learned about the features of Adobe Dreamweaver CS5 and its various workspace elements. You also learned how to select a workspace layout, insert and modify images, and add, format, and edit text. Lastly, you also learned how to create a Website. In this session, you will learn about importing Microsoft Office documents to Dreamweaver CS5. You will also learn about working with lists, tables, images, links, and frames in Dreamweaver CS5.

2.2 Working with External Applications

Dreamweaver CS5 allows you to copy content from Microsoft Office documents, such as Microsoft Word and Excel files, and add it to your Web pages without losing formatting. To do so, you need to convert the Microsoft office document into Hypertext Markup Language (HTML) and then import the HTML document in Dreamweaver. You can also directly import the Microsoft office documents in Dreamweaver CS5 using the **Import** command from the **File** menu and then selecting the document type (Word Document or Excel Document) from the submenu. With an integrated workspace that provides tabbed document windows, dockable panel groups, customizable toolbars, and integrated file browsing, you can now save valuable development time.

2.2.1 Working with Fireworks

Fireworks is a powerful Web-development tool for creating and managing graphics. You can easily edit, optimize, and place Web graphics files in your HTML pages using Fireworks with Dreamweaver.

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Working with Lists, Table, Links, and Frames

You can import a graphic from Fireworks directly in a Dreamweaver document. You can also create a new Fireworks graphic from a Dreamweaver image placeholder. To insert a Fireworks image, you need to place the insertion point where you want the image to appear. Then, from the **Insert** menu, click **Image**. Alternatively, you can also click the **Common** category of the **Insert** panel, and then click the **Image** button or drag it to the document. Later, you can navigate to the desired Fireworks exported file, and click **OK**.

2.2.2 Working with Photoshop

Dreamweaver optimizes Photoshop image files (PSD format) as Web-ready images (GIF, JPEG, and PNG formats). When we import an image from Photoshop, Dreamweaver inserts the image as a Smart Object and maintains a live connection to the original PSD file. There are two ways in which you can work with Photoshop files in Dreamweaver CS5 – copy/paste workflow and Smart Objects workflow.

- **Copy/paste workflow**

You use the Copy/Paste workflow when you want to insert part of a Photoshop file as an image on a Web page. You can select the part of the image in Photoshop, copy and paste it in the Dreamweaver. In case, you want to make changes to the content later, you need to open the original Photoshop file, make appropriate changes, copy your slice or layer to the clipboard again, and then paste the updated slice or layer into Dreamweaver.

- **Smart objects workflow**

You use the Smart Object workflow when you want to work with complete Photoshop files. When you import a Photoshop image into Dreamweaver using the Smart Objects workflow, Dreamweaver places a Smart Objects icon on the image after exporting the image. You can view the Smart Objects icon in the **Design** view in the upper left corner of the image as shown in figure 2.1.

To import Photoshop file in Dreamweaver using Smart Objects workflow, in **Design** or **Code** view, place the insertion point on your page where you want the image inserted. Then, on the **Insert** menu, click **Image**. Locate your Photoshop PSD image file in the **Select Image Source** dialog box by clicking the **Browse** button and navigating to it. In the **Image Preview** dialog box that appears as shown in figure 2.2, adjust optimization settings as needed and click **OK**. Lastly, save the Web-ready image file to a location within your Website's root folder.



Figure 2.1: Smart Objects Icon

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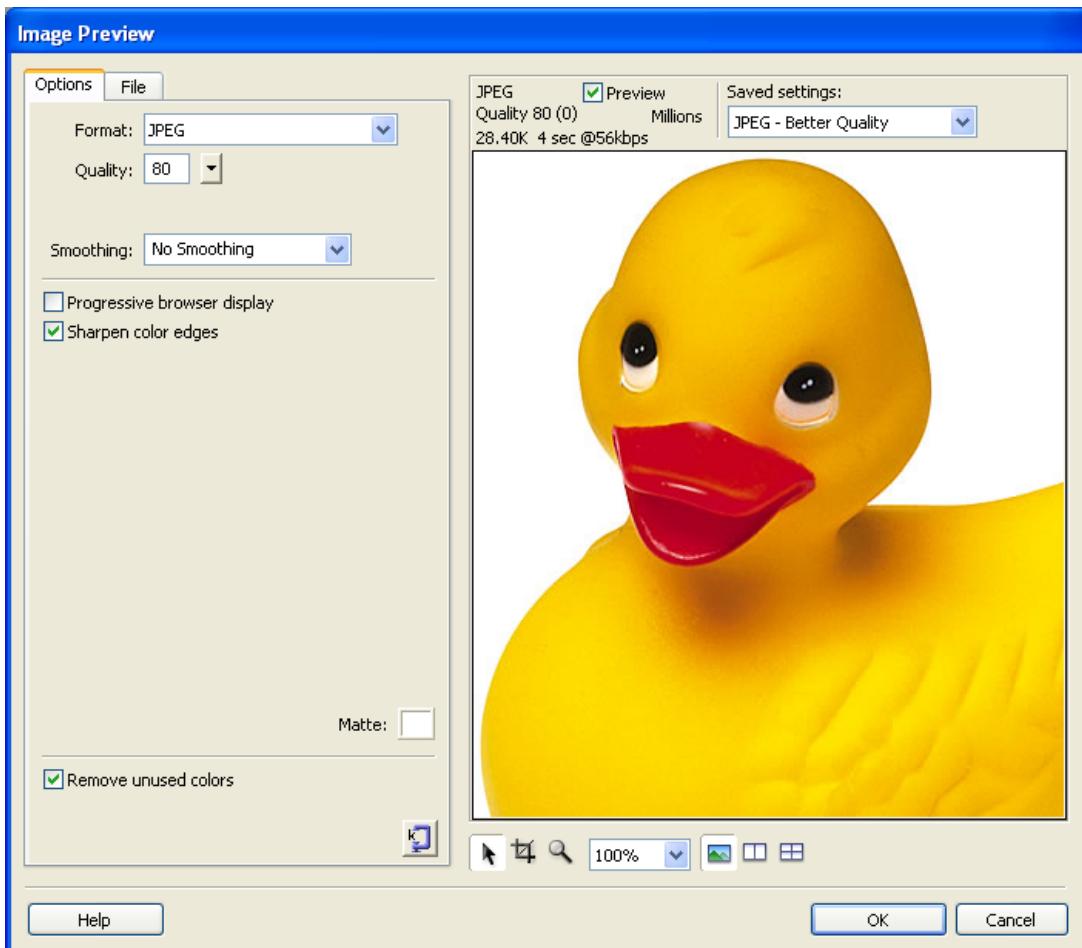


Figure 2.2: Select Image Dialog Box

In case you have made any changes to the original Photoshop image, Dreamweaver detects it and displays the Smart Object icon's arrow in red. To update the Web image, you need to select the Web image in **Design** view and click the **Update from Original** button in the **Property Inspector**. Thus, when you use the Smart Objects workflow, you do not need to open Photoshop to update a Web image. In addition, you can make changes to the Web image without making changes or modifying the Photoshop image.

2.2.3 Working with Flash

Dreamweaver CS5 enables you to export a ShockWave Flash (SWF) file and edit it using Flash. To edit the SWF file, Dreamweaver uses the source document that is the Flash Authoring (FLA) file and re-export the edited file into Dreamweaver. To edit an SWF file using Flash in Dreamweaver, you need to use **Property Inspector**. Then, in the Dreamweaver document, you click the SWF file placeholder to select it. Later, in the **Property Inspector**, you click **Edit**. Alternatively, you right-click the placeholder for the SWF file, and select **Edit With Flash** from the context menu.

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When you chose to edit the SWF file using Flash, Dreamweaver switches the focus to Flash, and Flash attempts to locate the FLA file for the selected SWF file. In Flash, edit the FLA file. The **Flash Document** window indicates that you are modifying the file from within Dreamweaver. After editing the file, click **Done**. After the edits are complete, Flash updates the FLA file, re-exports it as a SWF file into Dreamweaver, Flash closes, and then returns the focus to the Dreamweaver document.

➤ SWF file properties

Similar to Shockwave file properties, SWF file has the same properties, which you can set using the **Property Inspector**. Table 2.1 lists the SWF file properties in the **Property Inspector**. By default, you might be able to view only a few properties. To view all the properties, click the expander arrow located on the lower right corner of the **Property Inspector**.

Property Name	Description
ID	You need to specify a unique ID for the SWF file in this field.
W and H	You need to specify the width and height of the movie in pixels.
File	You need to specify the path to the Flash or Shockwave movie file. To do so, click the folder icon to browse to a file or type a path in the field.
Src	You need to specify the path of the source FLA file.
Bg	You can specify a background color for the movie area.
Edit	You will be able to view this option only when you have Flash installed on your computer. You can use this option to start Flash and edit the FLA file.
Class	You can use this option to apply a CSS class to the movie.
Loop	When you select this option, the movie starts again after finishing. If you clear this option, the movie will be played only once.
Autoplay	When you select this option, your movie will be played automatically. You need not click the Play button.
V Space and H Space	You can specify the number of pixels of white space above, below, and on both sides of the movie.
Quality	You can control the buffering and loading of movie using this setting.
Scale	You can control the dimensions in which the movie will be played as per the width and height values.
Align	You can specify the alignment of movie on the page.
W mode	You can control the appearance of different Dynamic HTML (DHTML) elements along with the SWF file. The default value of this setting is Opaque , which ensures that DHTML elements will appear on the top of the SWF file.
Play	You can select this option to play the movie in the Document window.
Parameters	You can specify additional parameters to control the movie by using this dialog box.

Table 2.1: SWF File Properties

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2.2.4 AIR Extension for Dreamweaver

With Adobe AIR Extension for Dreamweaver, you can create rich Internet applications for your desktop. Thus, you will not compulsorily require an Internet connection to run the applications.

Concepts

➤ System Requirements

Following are the software requirements to use the Adobe AIR Extension for Dreamweaver:

- Dreamweaver CS3 or later
- Adobe Extension Manager CS3 or later
- Java JRE 1.4 or later (necessary for creating the Adobe AIR file)

Note: The Java JRE is available at <http://java.sun.com/>.

To install and run an Adobe AIR application on the desktop, you must also install Adobe AIR on your computer.

➤ Installing the Adobe AIR Extension for Dreamweaver

You can download the Adobe AIR Extension for Dreamweaver from <http://www.adobe.com/products/air/tools/ajax/>. On this Website, you double-click the .mxp extension file in Windows Explorer (Windows) or in the Finder (Macintosh). Follow the onscreen instructions to install the extension. After you are finished the installation procedure, restart Dreamweaver.

➤ Creating an AIR Application in Dreamweaver

To create an HTML-based AIR application in Dreamweaver, make sure that the Web pages you want to package into an application are contained in a defined Dreamweaver site. In Dreamweaver, open the home page of the set of pages you want to package. Then, on the **Site** menu, click **Air Application Settings**. The **AIR Application** and **Installer Settings** dialog box is displayed as shown in figure 2.3. Complete this dialog box and then click the **Create AIR File button**.

Note: When you create an Adobe AIR file for the first time, Dreamweaver creates an application.xml file in your site root folder. This file serves as a manifest, defining various properties of the application.

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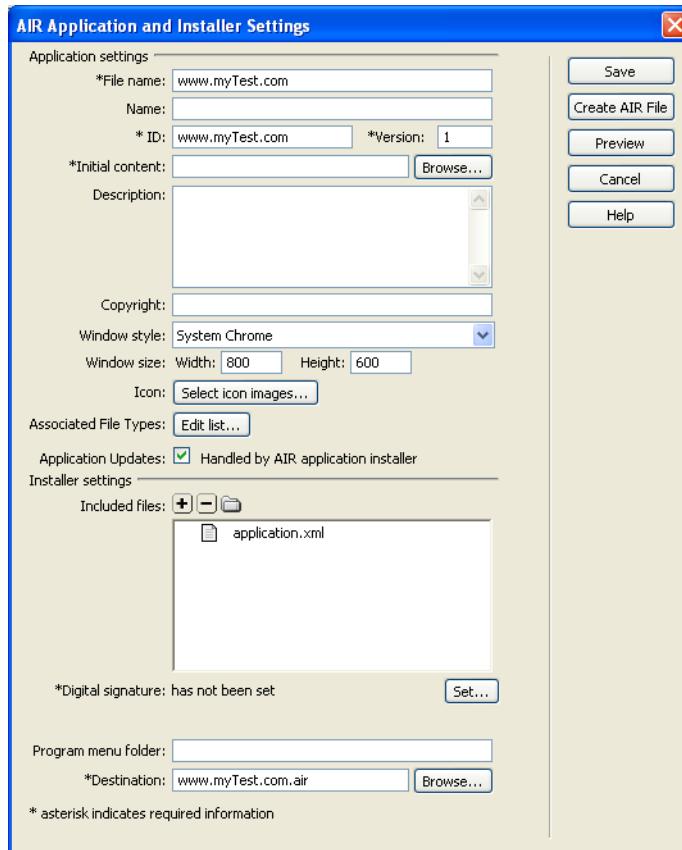


Figure 2.3: AIR Application and Installer Settings Dialog Box

Table 2.2 lists the different options in the **AIR Application and Installer** Settings dialog box and their descriptions.

Note: All the options marked with * are mandatory.

Workspace elements	Description
Application File Name	<p>You need to specify the name that will be used for the application executable file. By default, this field takes the name of the Dreamweaver site. You can change the name if you prefer.</p> <p>You should make a note that the name must contain only ASCII characters, and cannot end with a period.</p>

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Workspace elements	Description
Application Name	<p>You need to specify the name that appears on installation screens when you install the application on your desktop.</p> <p>You should make a note that this option does not have character restrictions.</p>
Application ID	<p>You need to specify a unique ID which will identify the application. You can change the default ID.</p> <p>You should not use spaces or special characters in the ID. The only valid characters are 0-9, a-z, A-Z, . (dot), and - (dash).</p>
Version	You need to specify a version number for your application.
Initial content	You need to select the start page for your application. You click the Browse button and select a file that must reside inside the site root folder.
Description	You need to specify a description of the application which will be displayed when the application is installed on the desktop.
Copyright	You need to specify a copyright that is displayed in the About information for Adobe AIR applications installed on the Macintosh. Applications installed on Windows operating system do not use this information.
Window style	<p>You can specify the window style or chrome to use when you run the application on your desktop.</p> <p>System Chrome will surround the application with the operating system standard window control.</p> <p>Custom Chrome (opaque) will eliminate the standard system chrome. You can create a chrome of your own for the application.</p> <p>Custom Chrome (transparent) is like Custom Chrome (opaque), but adds transparent capabilities to the edges of the page, allowing for application windows that are not rectangular in shape.</p>
Window size	You can specify the dimensions of your application window when the window opens.
Icon	<p>You can select custom images for the application icons. The default images are Adobe AIR images that come with the extension. To use custom images, you click the Select Icon Images button. Then, in the Icon Images dialog box, you click the folder for each icon size and select the image file you want to use.</p> <p>Note: AIR only supports PNG files for application icon images.</p>
Associated File Types	You can use this option to associate file types with your application.

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Workspace elements	Description
Application Updates	You can select this check box if you want the Adobe AIR Application Installer to get the latest version of the application. By default, this option is selected. If you want your application to perform its own updates, clear this check box. If you clear this check box, you need to write an application that can perform updates.
Included Files	You can specify the files or folders which should be included in your application. You can add HTML and CSS files, image files, and JavaScript library files. You click the Plus (+) button to add files, and the folder icon to add folders. To delete a file or folder from your list, you select the file or folder and click the Minus (-) button. You should not include certain files, such as _mmServerScripts , and _notes .
Digital Signature	You click the Set button to sign your application with a digital signature.
Program Menu Folder	You can specify a subdirectory in the Windows Start menu where you want the application's shortcut created. This setting is not applicable on Macintosh.
Destination	You can specify the location where the new application installer (.air file) will be saved. The default location is the site root. To select a different location, you click the Browse button. The default file name is based on the site name with an .air extension added to it.

Table 2.2: AIR Application and Installer Settings Dialog Box Options

2.2.5 Importing Microsoft Office Documents (Windows Only)

With Dreamweaver CS5, you can directly import Microsoft Word documents or Excel sheets in a new or existing Web page. When you import a Word or Excel document in Dreamweaver CS5, it is automatically converted into an HTML document. On receiving the HTML document, Dreamweaver inserts it into the Web page. The file size of the converted HTML document must be less than 300KB.

While importing a Microsoft Office document, Dreamweaver CS5 provides various formatting options, as described in table 2.3.

Formatting Option	Description
Text Only	This option removes the formatting of the original text. Therefore, this option is useful when you want to insert unformatted text.

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Formatting Option	Description
Text With Structure	This option retains the structure and removes the basic formatting from your content. For example, you can retain the structure of paragraphs, lists, and tables, while removing the other formatting, such as bold and italics.
Text With Structure Plus Basic Formatting	This option retains both the structure and basic formatting of your content.
Text With Structure Plus Full Formatting	This option retains the structure, HTML formatting, and CSS styles of the inserted content.
Clean Up Word Paragraph Spacing	This option allows you to remove the extra spaces between the paragraphs inserted using the Text With Structure or Basic Formatting option.

Table 2.3: Formatting Options

To import a Word document or an Excel sheet in Dreamweaver, first open the Web page where you want to insert it. Then, in the **Design** view, perform one of the following steps:

- You can drag the file to the Web page where you want to insert the content.
- On the **File** menu, you click **Import** command, and then select the desired Word Document or the Excel Document from the submenu.
- Next, in the **Insert Document** dialog box, you browse the desired Word document or the Excel sheet that you want to add. Lastly, from the **Formatting** drop-down list, select the formatting options you want and click **Open**. The contents of the Word or Excel document will now appear in your Web page.

You can directly import Microsoft Office document into Dreamweaver. Additionally, you can create a link to Microsoft Office documents in the Web page where you want to import the content. In order to create a link to a Microsoft Office document, open the page for which you want to create a link. Then, drag the file from its current location to the desired position in your Dreamweaver page. The **Insert Document** dialog box appears. Further, you select **Create A Link**, and then click **OK**.

To ensure that the linked document is available when you publish your Website, the document should be located in the root folder of your site. While creating a link, if the document is located outside the root folder of your site, Dreamweaver prompts you to copy the document to the site root.

When you upload your page to your Web server, you must also upload the linked Word or Excel file to ensure that the Web page is linked to the Word document or Excel sheet.

You can change the text of the link, which is by default is the name of the linked file. In addition to importing the entire contents of a file, you can copy specific chunks of content from your Word document and paste it into Dreamweaver CS5.

Session 2

Working with Lists, Table, Links, and Frames

When you copy specific chunks of content from a Word document to Dreamweaver CS5, it does not affect the formatting of the content.

2.3 Working with Lists

Presenting content and graphics on a Web page in an organized manner is as important as the content depth. Dreamweaver CS5 provides you various methods to organize the text on your Web page. One of these methods is to use lists that enable you to separate the specific data from the rest of the content. In Dreamweaver CS5, bulleted and numbered lists are referred to as unordered and ordered lists respectively. In addition to the most commonly used ordered and unordered lists, Dreamweaver CS5 includes definition lists and nested lists.

2.3.1 Bulleted and Numbered Lists

To create a list in Dreamweaver CS5, you can either directly type a text with bulleted list or type the text first and then convert it into a list. You can create a list for text already typed by selecting the content that you want to format as a list. Then, in the **HTML Property Inspector**, you click the **Bulleted or Numbered List** button, or from the **Format menu**, click **List** command and select the type of list desired - **Unordered List**, **Ordered List**, or **Definition List** from the submenu. Refer to figures 2.4 and 2.5.

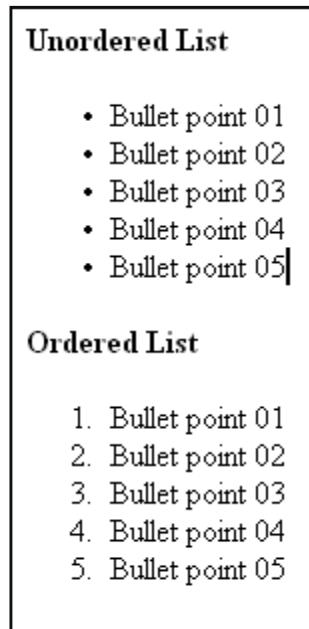


Figure 2.4: Examples of Ordered List and Unordered List

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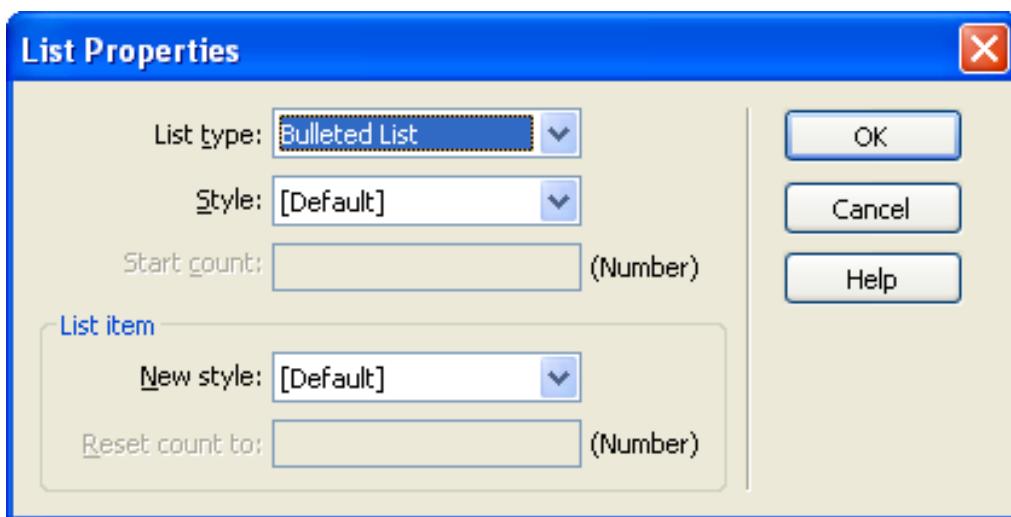


Figure 2.5: List Properties Dialog Box

Note: By default, there are no spaces between the consecutive points in a list. To add spacing between points, select the entire list and from the Format list on the Property Inspector, select Paragraph.

➤ Changing bullets or numbering style

Dreamweaver CS5 provides you different types of bullets and numbers styles, such as Bullet (Circle) and Square for bulleted lists and Roman and Alphabet for numbered lists. You can apply these list styles using **List Properties** dialog box. You can change the style of the entire list or a particular point in the list. You also have the option of changing the style of the entire list by placing the insertion point anywhere in the list. Then, you can choose either of the two options, as follows:

- On the **Format** menu, click **List** command, and then select the **Properties** command from the submenu.
- OR on the **Property Inspector**, you click **List Item** button. The **List Properties** dialog box appears as shown in figure 2.5.

After selecting from the two options, in the **List type** drop-down list box, select the type of list. This option is useful for changing the bullet style to the numbered style or vice versa. Then, from the **Style** drop-down list, select a particular style. If you choose **Numbered List** from the **List type** drop-down list, the **Start count** and **Reset count to** fields are automatically activated. In the **Start count** text field, enter the starting number from which the list should begin. Lastly, click **OK** to apply the changes.

In case, you want to change the style of one point in a list, place the cursor within the point for which you want to change the style.

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Then, select either of the two options:

- On the **Format** menu, you click **List** command, and then select the **Properties** command from the submenu.
- On the **Property Inspector**, click List Item button.

In the **List Properties** dialog box, from the **New Style** drop-down list in the **List Item** category, select a new style. Next, in the **Reset count** to text field, type the number where you want to restart the list to change the numbering of items in a list. Lastly, click **OK** to apply the changes.

➤ Removing bullets or numbers

You can remove the bullets or numbers from the entire list or from the selected points in a list. You can either select the entire list, or place the cursor on the point from which you want to remove bullets or numbers.

Next, do one of the following:

- On the **Format** menu, click the **List** command, and then click the **None** or **Unordered List** command to remove bullets.
- On the **Format** menu, you click **List**, and then click the **None** or **Ordered List** command to remove numbers.
- On the **Property Inspector**, click **Unordered List** or **Ordered List** option to remove bullets or numbers respectively.

2.3.2 Definition Lists

Dreamweaver CS5 includes a special kind of list, known as definition list, which is used to display terms in a glossary and the corresponding definitions. Refer to figure 2.6.

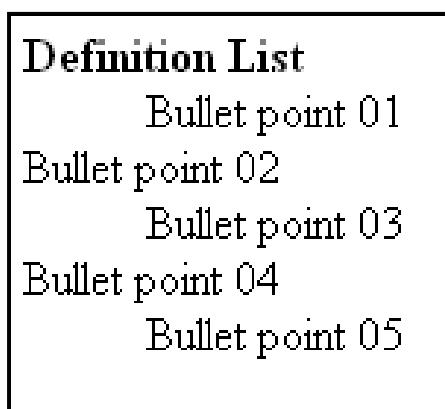


Figure 2.6: Definition List

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To create a definition list, you first need to type the terms and the definitions that you want to include in the list. Next, you need to select the terms and their definitions and then on the **Format** menu, click the **List** command, and select the **Definition List** command from the submenu.

In Dreamweaver CS5, you can also remove a definition list that you have already created. In addition, you can also choose to delete specific terms from a definition list.

To remove a definition list, you need to select the entire list and then select the **Definition List** command from the Format menu under the List command submenu. However, if you want to remove the specific definition terms from the **Definition List**, you need to select those terms and then select the **Definition List** command.

2.3.3 Nested Lists

In Dreamweaver CS5, you can also create nested lists. You can do so by selecting the items to be nested within a list. Then, on the **Property Inspector**, you click the **Blockquote** button, or on the **Format** menu, you click **Indent**.

This will create a nested list as depicted in the example shown in figure 2.7.

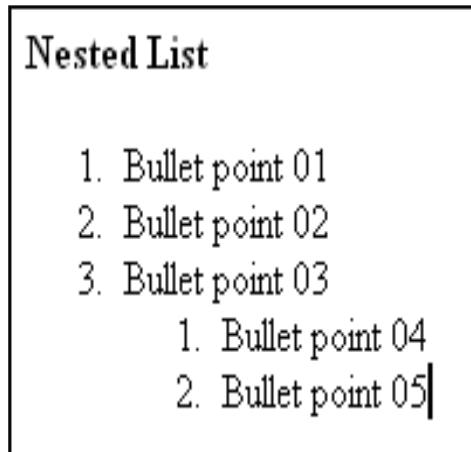


Figure 2.7: Nested List

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Nested List

1. Bullet point 01
2. Bullet point 02
3. Bullet point 03
4. Bullet point 04
5. Bullet point 05

Figure 2.8: Nested List Removed

If you want to remove a nested list, you need to select the nested items and then click the **Remove Blockquote** button on the **Property Inspector**. After you remove the nested feature; the bulleted list will look like a normal list as shown in figure 2.8.

2.4 Working with Tables and Tabular Data

In addition to lists, in Dreamweaver CS5, you can create tables that enable you to organize your content more efficiently and in a structured manner.

2.4.1 Inserting a Table

To create a new table in your document, you use the **Insert** panel or the **Insert** menu. Then, you add text and images to table cells the same way that you add text and images outside of a table.

In the **Design** view of the **Document** window, you place the insertion point where you want the table to appear. Then, on the **Insert** menu, click **Table** command. Alternatively, in the **Common** category of the **Insert** panel, you click **Table**.

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The **Table** dialog box is displayed as shown in figure 2.9.

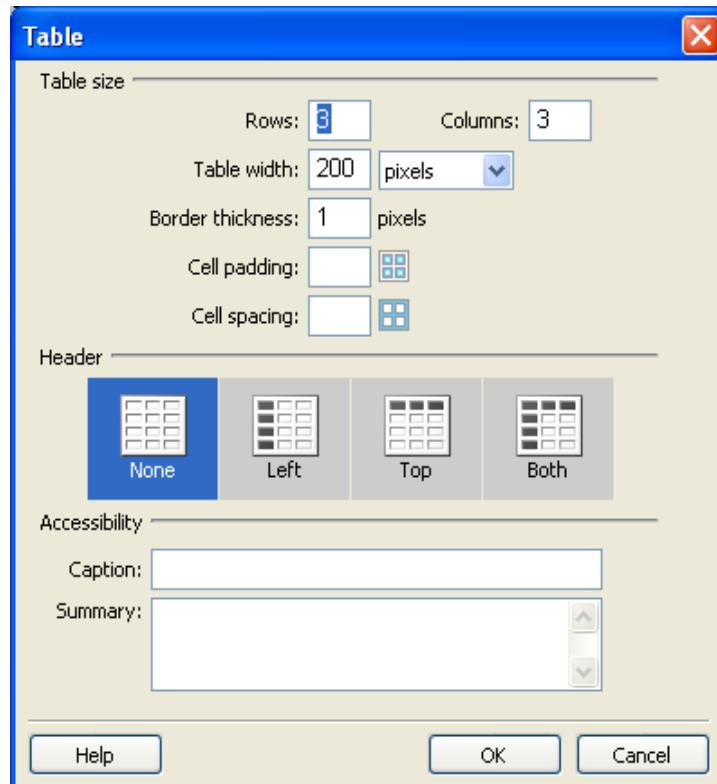


Figure 2.9: Table Dialog Box

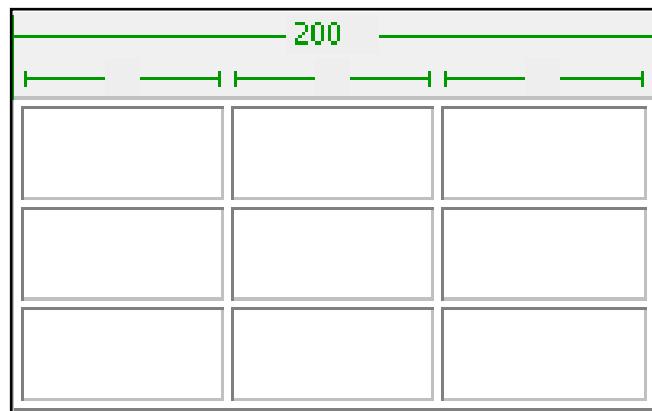


Figure 2.10: Table Inserted in Document Window

Set the attributes of the **Table** dialog box and click **OK** to create the table. A table appears in the Document window as shown in figure 2.10.

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2.4.2 Setting Table Properties

Once you have inserted a table in your Dreamweaver document, you can edit its properties at any time. You use the **Property Inspector** to edit a table and its properties. To do this, you first select the table. Then, in the **Property Inspector** as shown in figure 2.11, you change the appropriate properties as required.

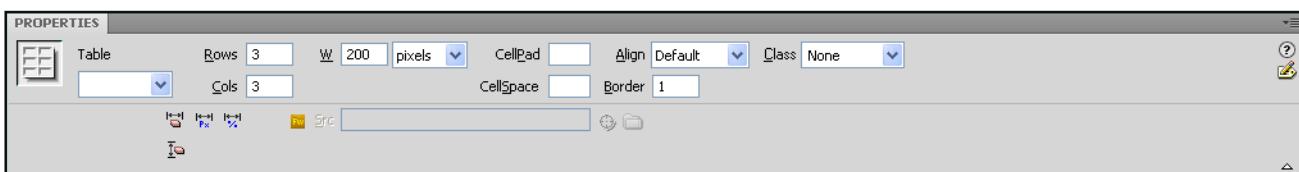


Figure 2.11: Table Properties in Property Inspector

Table 2.4 lists table properties in the Property Inspector.

Table Property	Description
Table ID	You specify a unique table ID in this field.
Rows and Cols	You specify the number of rows and columns.
W	<p>You specify the width of the table in pixels, or as a percentage of the browser window's width.</p> <p>You usually do not need to set the height of a table.</p>
CellPad	You specify the number of pixels between a cell's content and the cell boundaries.
CellSpace	You specify the number of pixels between adjacent table cells.
Align	<p>This option determines where the table appears, relative to other elements in the same paragraph, such as text or images.</p> <p>Left aligns the table to the left of other elements (so that text in the same paragraph wraps around the table to the right).</p> <p>Right aligns the table to the right of other elements (with text wrapping around it to the left).</p> <p>Center aligns the table in the center of the page (with text appearing above and/or below the table).</p> <p>Default applies the default alignment.</p> <p>When alignment is set to Default, other content is not displayed next to the table. To display a table next to other content, use Left or Right alignment.</p>

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Table Property	Description
Border	You specify the width, in pixels, of the table's borders.
Class	This option sets a CSS class on the table.
Clear Column Widths	This option deletes all explicitly specified column width values from the table.
Clear Row Heights	This option deletes all explicitly specified row height values from the table.
Convert Table Widths To Pixels	This option sets the width of each column in the table to its current width in pixels (also sets the width of the whole table to its current width in pixels).
Convert Table Heights To Pixels	This option sets the height of each column in the table to its current width in pixels (also sets the width of the whole table to its current width in pixels).
Convert Table Widths To Percent	This option sets the width of each column in the table to its current width expressed as a percentage of the Document window's width (also sets the width of the whole table to its current width as a percentage of the Document window's width).
Convert Table Heights To Percent	This option sets the height of each column in the table to its current width expressed as a percentage of the Document window's width (also sets the height of the whole table to its current width as a percentage of the Document window's height).

Table 2.4: Table Properties

2.4.3 Nesting Tables

In Dreamweaver CS5, you can create a nested table inside a cell of another table as shown in figure 2.12. Like any other table, you can set all the properties of a nested table. A nested table automatically takes the width of the cell in which it appears.

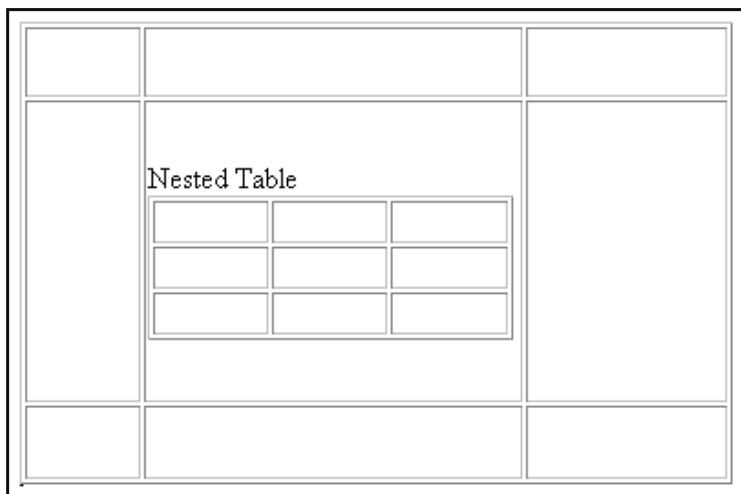


Figure 2.12: Nested Table

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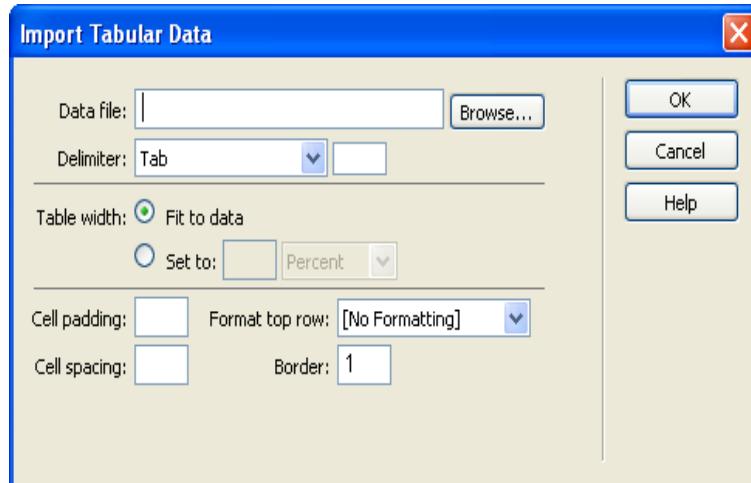


Figure 2.13: Import Tabular Data Dialog Box

You can nest a table within a table cell by clicking inside the existing table and selecting one of the following options:

- On the **Insert** menu, click the **Table** command.
- In the **Common** category of the **Insert** panel, click **Table**.

After selecting from either of the two options, the Table dialog box appears. Now, enter the number of rows, columns, width, and border attributes for the table and click **OK**.

2.4.4 Importing Data into a Table

In addition to creating a table for tabular data using Dreamweaver CS5, you can import the tabular data created in another application, such as Microsoft Excel. The data in other application should be saved in delimited text format, where items are separated by commas, colons, semicolons, and other delimiters. After importing, you can format this data as a table.

Note: To convert a file to a delimited format in Excel, in the Save As dialog box, choose any delimited option, such as Text (tab delimited) or Formatted Text (Space delimited).

You can import the **tabular** data using the Tabular Data command located in the **File** menu. On the **File** menu click the **Import** command and then select the **Tabular Data** command from the submenu. Alternatively, on the **Insert** menu, click the **Table Objects** command, and then click the **Import Tabular Data** from the submenu. The **Import Tabular Data** dialog box appears as shown in figure 2.13.

Now, in the **Import Tabular Data** dialog box, click **Browse** to select the desired file to be imported. Next, in the **Delimiter** list box, select the delimiter used in your file. If you select **Other**, then a text box appears where you can enter the delimiter.

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Note: To import the tabular data properly, you must specify the delimiter used in the file.

In the **Table width** field, do one of the following:

- Select the **Fit to data** option to make each column wide enough to fit the longest string.
- Select the **Set to** option to specify the table width either in pixels or as percentage of the width of the browser window.

In the **Cell padding** field, specify the space between the content and boundaries of the cells in pixels. You can also specify the space between adjacent table cells in pixels in the **Cell spacing** field.

The **Format top row** drop-down list has the options with which you can select the formatting that you want to apply to the top row of your table. Lastly, in the **Border** field, specify the border width in pixels and click **OK**. The data is imported to Dreamweaver as a table with the specified formatting.

2.4.5 Sorting Data in a Table

Dreamweaver CS5 includes the **Sort Table** option that enables you to sort data in a table. For example, if you have a table of employee records, you can sort it alphabetically or in ascending or descending order by using the **Sort Table** option.

In order to sort the tables, select the table and on the **Commands** menu, click the **Sort Table** command. The **Sort Table** dialog box appears as shown in figure 2.14.

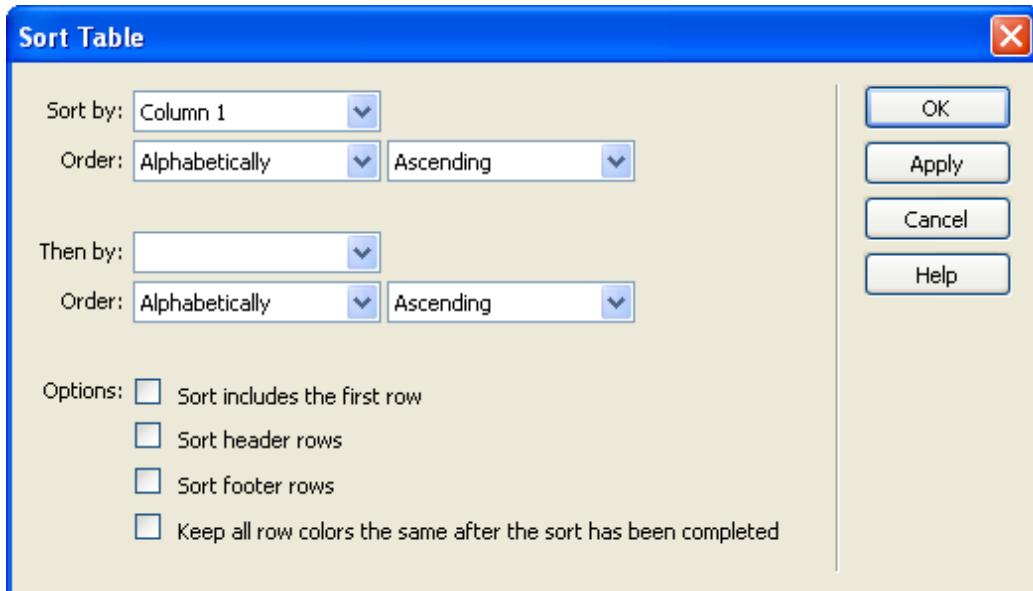


Figure 2.14: Sort Table Dialog Box

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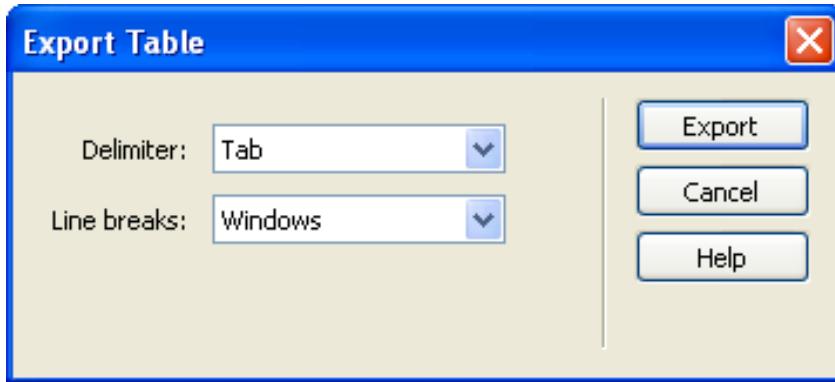


Figure 2.15: Export Table Dialog Box

The **Sort Table** dialog box provides the following option:

- With the **Sort by** drop-down list box, you can specify the column value that will be used to sort the table rows.
- Under the two **Order** drop-down list boxes, you can specify whether to sort the columns alphabetically or numerically and ascending or descending.
- Specify the **Then by** and **Order** fields to sort multiple columns.
- In the **Options** field, select one of the following check boxes:
 - Select **Sort includes the first row** to include the first row of the table in the sort.
 - Select **Sort header rows** to sort all the rows in the thread section of the table, if any, using the same criteria as the body rows.
 - Select **Sort footer rows** to sort all the rows in the foot section of the table, if any, using the same criteria as the body rows.
 - Select **Keep all row colors the same after the sort has been completed** to specify that table row attributes, such as the color and font, should remain associated with the same content after the sort.

Note: In case, the table rows are formatted with two alternating colors, you do not select this option. Otherwise, the table rows will lose the applied alternating colors. If the row attributes are specific to the content of each row, then select this option to ensure that those attributes remain associated with the correct rows in the sorted table.

Lastly, click **OK** or **Apply**. The data in the table is sorted as per the settings specified in the **Sort Table** dialog box.

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2.4.6 Exporting Table Data

Dreamweaver CS5 also enables you to export data entered in a table from Dreamweaver to a text file separated with delimiters, such as tabs, commas, colons, semicolons, or spaces. To do so, place the insertion point in any cell. Then, on the **File** menu, click **Export** command, and then select the **Table** command from the submenu. The **Export Table** dialog box appears as shown in figure 2.15.

As shown in the dialog box, in the **Delimiter** field, you specify the delimiter to be used to separate the items in the exported file. In the **Line Breaks** field, you specify the operating system, Windows, Macintosh, or UNIX, used for opening the exported file. The end of line of a text is indicated differently in different operating systems. Now, you click **Export**. In the **Export Table As** dialog box, type the name of the file that will contain the exported data. Lastly, you click **Save**. Finally, a delimited file with the name specified in the **Export Table As** dialog box is created.

2.4.7 Tracing Image

The tracing image feature of Dreamweaver CS5 enables you to easily align objects on a Web page. Tracing image feature enables you to put Web page design as a faded background that can be used as a reference to put HTML elements on top of it. You can easily lay the individual image and text elements that you want to include in your Web page directly over the tracing image, as the tracing image is not visible in the browser. In order to insert a tracing image, on the **View** menu, click the **Tracing Image** command, and then click the **Load** command from the sub menu. Now, in the **Select Image Source** dialog box, select the image file that you want to insert and click **OK**.

Next, in the **Page Properties** dialog box, adjust the **Image Transparency** slider to set the image transparency and click **OK**. The tracing image is inserted in the document as shown in figure 2.16.

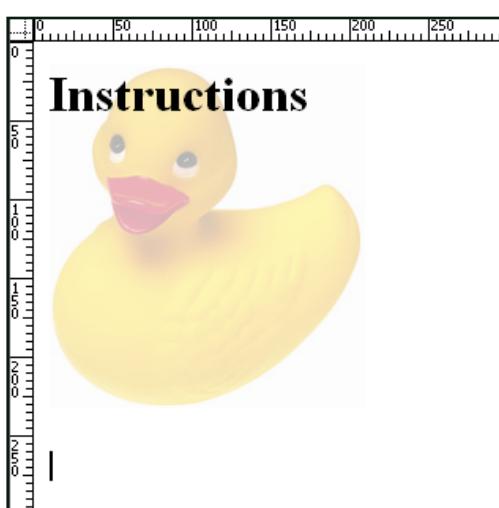


Figure 2.16: Tracing Image Inserted

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After having learnt to insert the tracing image in the document, you can also show or hide the tracing image in the Document window. To do so, on the **View** menu, click the **Tracing Image** command, and then, select the **Show** command from sub menu. You can also change the position of the tracing image by selecting the **Adjust Position** command from the submenu of **Tracing Image** command in the **View** menu. On selecting it, the **Adjust Tracing Image Position** dialog box appears.

Now, enter the **X** and **Y** values to position an image at the exact location. Press the **Arrow** keys to move an image one pixel at a time. To move an image five pixels at a time, press the **Shift** and **Arrow** keys simultaneously.

You also have the option to reset the position of the image. To do so, select the **Reset Position** command from the submenu of **Tracing Image** command in the **View** menu. On selecting this option, the image position resets to its original position (**X=0** and **Y=0**).

Lastly, in order to align the tracing image to a selected element, select the **Align with Selection** command from the submenu of **Tracing Image** command in the **View** menu. Thus, the image is aligned to the upper left corner of the selected element.

2.5 Understanding Links

Links are the computer code that connects the Web pages together in a Website. After establishing a local site where you store the site documents and create a Web page, you need to create links from one site document to another. Links take you to specific sections of a Web page or to a different Web page in a Website.

You can setup hypertext links to documents, images, multimedia files, or downloadable programs in different ways. You can also create links to any text or image anywhere within a document, such as in a table, layer, or frame.

2.5.1 Types of Links

In Dreamweaver CS5, you can create the following types of links:

- Internal Links: The internal links enable you to link documents within a Website.
- External Links: The external links enable you to link to the documents outside the local Website.
- E-mail Links: E-mail links open an e-mail from which you can use to send e-mails.
- Links to Named Anchors: The named anchor is the place where you want the link to jump. The links to named anchors takes the visitor to the position specified by the named anchor. These links can be created either to jump to a particular area on the same Web page or to a different Web page. Named anchors enable us to set markers in a document, which are often placed in a specific section or at the top of a document.

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- To create a link to a named anchor, you first need to create the named anchor and then create a link to that named anchor.

2.5.2 Types of Link Paths

For creating links, you must have a proper understanding of the file path between the documents that you want to link.

Each Web page has a unique address, called a Uniform Resource Locator (URL). When you create a link to a document, you provide the URL of the document you are linking to as a path. However, for creating a local link, which is a link from one document to another on the same site, you generally do not specify the entire URL of the document you are linking to. You just specify a relative path from the current document or from the root folder of the site to the document to be linked.

In Dreamweaver CS5, three types of link paths can be defined, which are as follows:

- **Absolute paths**

In Absolute path you need to provide complete URL of the linked document, including the protocol to be used, which is usually http:// for Web pages.

For example, <http://www.adobe.com/support/dreamweaver/contents.html> is an absolute path. You use an absolute path to create a link to a document, which resides on another server.

- **Document-relative paths**

In Dreamweaver CS5, to create links between Web pages within a site, you use the document-relative paths. A document-relative path excludes the part of the absolute URL that is the same for both the current document and the linked document.

Mostly, you use the document-relative paths, when the documents that you want to link are in the same folder and are likely to remain together. However, you can also use a document-relative path to link to a document in another folder. To do so, you must specify the path through the folder hierarchy from the current document to the linked document.

When you need to link a document to a file in the same folder, you just need to provide the name of the file that you want to link.

On the other hand, if the file that you want to link is present in a sub-folder of the current document's folder, you need to specify the name of the sub-folder, followed by a forward slash, and finally the file name to link.

When the file is present in the parent folder in which the current document is present, prefix the file name with a back slash (/).

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This indicates that the file is present in a level higher than the level of the current document in the folder hierarchy.

➤ Site root-relative paths

Site root-relative paths provide the path from the site's root folder to a document. It begins with a forward slash, which stands for the site root folder. For example, /support/tips.html is a root-relative path to the file tips.html in the support sub-folder of the root folder of the site.

You should use the root-relative paths to specify links in a Website in which you need to frequently move HTML files from one folder to another. When you move a document containing root-relative links, you do not need to change the links. For example, if you move an HTML file that uses root-relative links for dependent files, such as images, its dependent-file links are still valid. However, when you move or rename the documents linked to root-relative links, you do need to update those links, even if the documents-relative paths are not changed. For example, if you move a folder, all root-relative links to files within that folder must be updated.

Note: When you move files, you can easily update the corresponding links of the file using the Site panel. Make sure that you completely understand the advantages and limitations of root-relative paths. In case, you are not familiar with root-relative paths, it is recommended that you use document-relative paths.

2.6 Creating Links

Dreamweaver CS5 enables you to add links to an image, text, or an object to another document, or to a particular section of the document, using the Property Inspector. Figures 2.17 and 2.18 show the **Adjust Tracing Image Position** dialog box and **Property Inspector** displaying link attributes respectively.

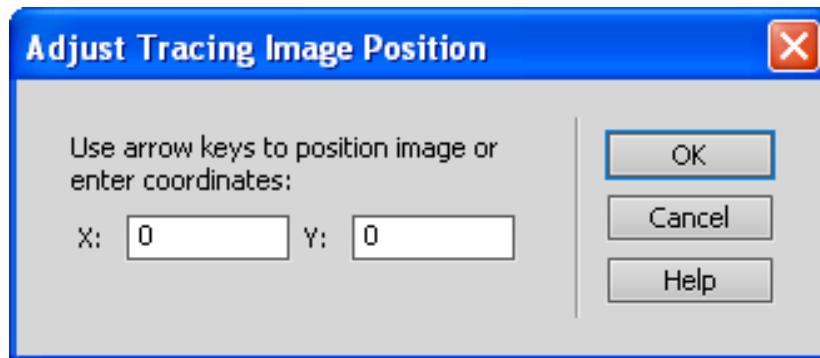


Figure 2.17: Adjust Tracing Image Position Dialog Box

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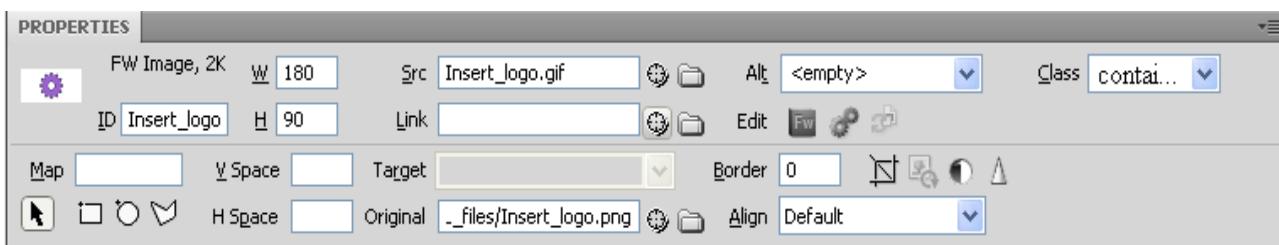


Figure 2.18: Property Inspector Displaying Link Attributes

Dreamweaver creates an anchor tag, which is an HTML tag for creating hypertext link, for objects that acts as links. For example, you want to link the text 'about us' to a file named aboutus.htm in a document. In this situation, the HTML source code for the link would be as follows:

```
<a href = "aboutus.htm">aboutus </a>
```

2.6.1 Linking with Property Inspector

For linking an object, image, or text, to a particular file, you follow these steps:

1. In the **Document** window, you select the text or an image, which will act as a link.
2. On the **Window** menu, click the **Properties** command to open the **Property Inspector**.
3. Click the folder icon that is **Browse for File** to the right of the **Link** field to browse and select a file. The **Select File** dialog box appears. Here you can navigate and select the file that you want the link to open.
4. In the **Select File** dialog box, from **Relative to** drop-down list box, you select **Document** or **Site Root** to specify whether the path is Relative to Document or Relative to Site Root.
5. Click **OK** to apply the link.
6. In the **Property Inspector**, from the **Target** drop-down list box, do one of the following:
 - Select **_blank** to open the linked document in a new, unnamed browser window.
 - Select **_parent** to open the linked document in the parent frameset or window of the frame that contains the link. If the frame containing the link is not nested, then the linked document loads into the full browser window.
 - Select **_self** to open the linked document in the same frame or window as the link.

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- Select _top to open the linked document in the full browser window, thereby removing all frames.
- The text or the image now links to another document as shown in figure 2.19.

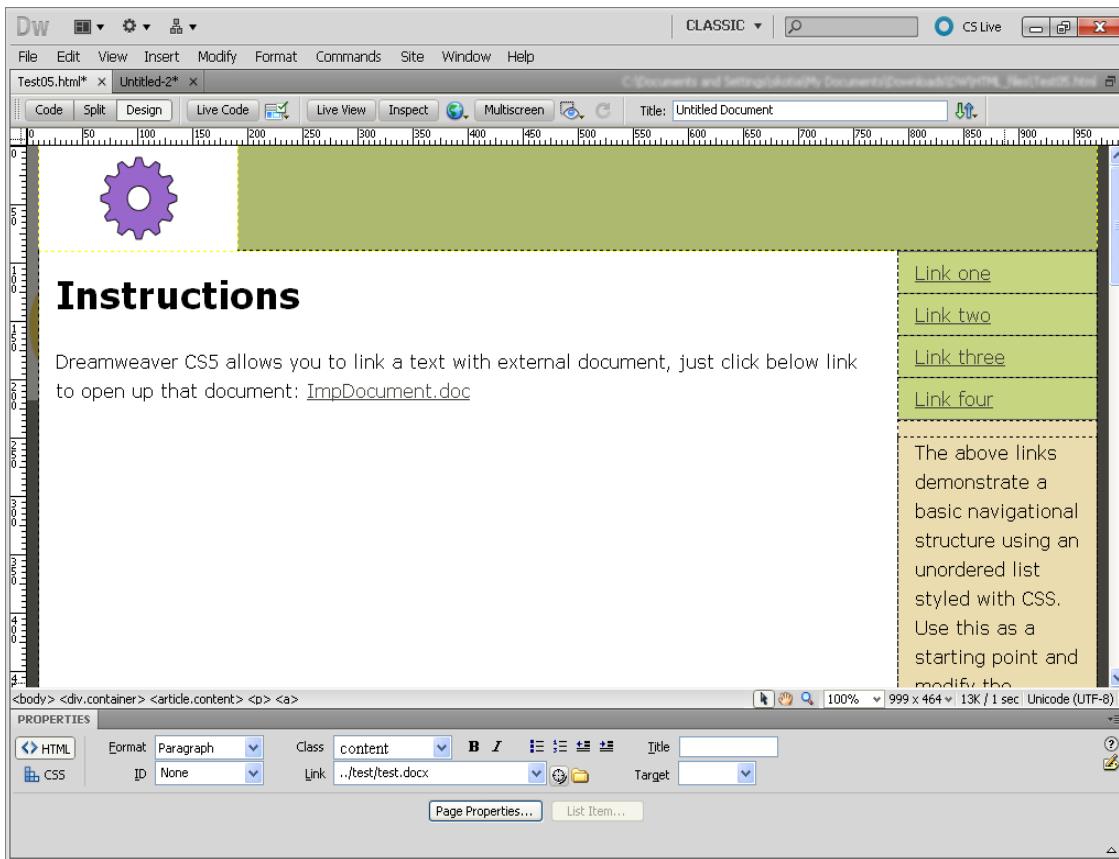


Figure 2.19: Links in Document Window

As shown in figure 2.19, the linked text now appears underlined and in a different color. You can click the link which will take you to the linked page.

2.6.2 Attaching JavaScript Behaviors to Links

Dreamweaver CS5 allows you to attach a JavaScript behavior to any link in a document. You can use the following behaviors when inserting linked elements into documents:

- **Set text of Status bar:** This behavior enables you to display any text message in the status bar at the lower left of the browser window. For example, instead of showing the URL associated with a link, you can describe the destination of the link using the **Set Text of Status bar** behavior.
- **Open Browser window:** This behavior enables you to open a URL in a new window for which you can specify properties, such as window name and size.

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You can also specify whether the new window is resizable and has a menu bar and other attributes.

- **Jump menu:** This behavior enables you to edit a jump menu. Using this behavior, you can change the menu list, specify a different linked file, or change the browser in which the linked document opens.

To apply a behavior, select an element on the page, such as an image or a link. To attach a behavior to the entire page, click the **<body>** tag in the tag selector at the lower-left corner of the **Document** window. On the **Window** menu, click **Behaviors**. Click the **Plus (+)** button and select an action from the **Add Behavior** menu.

Note: There are some actions in the menu which are disabled, because your document does not contain some object which is mandatory for these actions. You cannot select any disabled actions.

On selecting an action, a dialog box appears, displaying parameters and instructions for the action. Enter parameters for the action, and click **OK**.

Note: To apply a behavior to an element, the element must have a unique ID. In case, the element does not have an ID, Dreamweaver automatically specifies one for you.

The **Events** column displays the default event to trigger the action. You can select a different event from the **Events** pop-up menu. To open the **Events** menu, select an event or action in the **Behaviors** panel, and click the downward-pointing black arrow that appears between the event name and the action name.

2.6.3 Linking Documents Using Point-To-File Icon

You can also create a link using the **Point-To-File** icon in the **Property Inspector**. Refer to figure 2.20.

Let us consider an example to create a link to the text ‘products’ to a Web page named products.html.

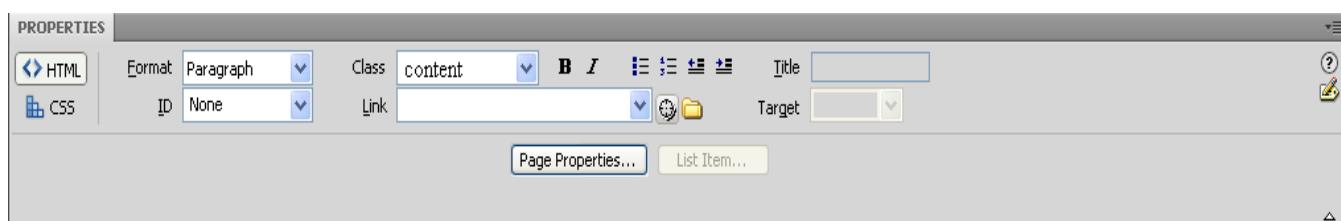


Figure 2.20: Creating a Link Using the Point-to-file Icon

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Creating a link to text ‘products’ to a Web page named products.html using Point-To-File icon are as follows:

1. Click **Site** menu, and then you select the **Manage Sites** command to display the site map.
2. Then, in the **Manage Sites** dialog box, select the relevant site and click **Done**.
3. The files relevant to that site are displayed in the **Files** panel. In the **Files** panel, you click **Map View**.

Note: For a visual representation of the site structure, you use the Site Map feature. In the site map, you can add new documents to your site, create document links, remove documents, and check links to dependent files.

4. In the **Document** window, select the text or the image to which you want to create a link. For example, here we have selected the text, ‘products’.
5. In the **Property Inspector**, you click the **Point-To-File** icon and drag it to the desired Web page. In this case, you move it to products.html, in the site panel. Release the mouse button after dragging the **Point-To-File** icon to correct Web page. The selected text or image is now linked to the file you pointed to.

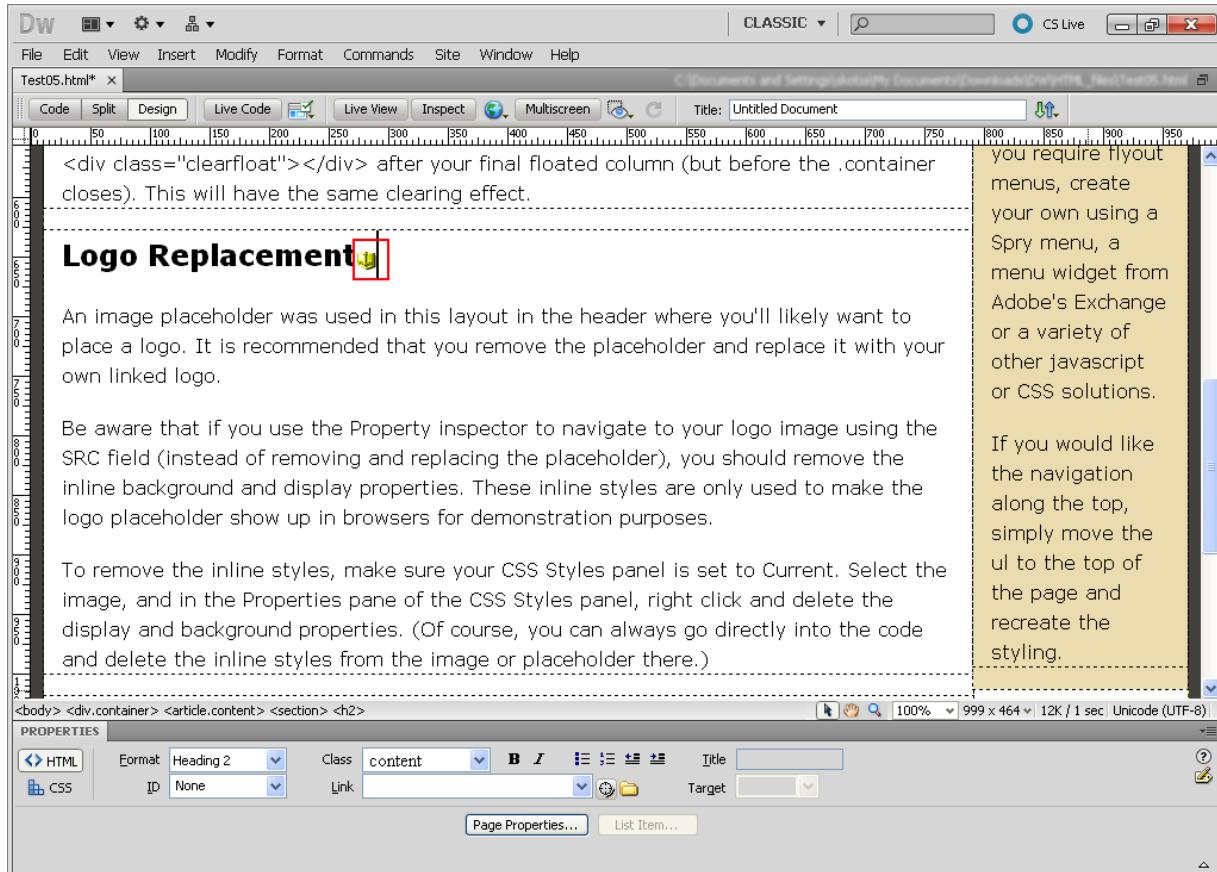
2.6.4 Linking to Specific Place in a Document

Dreamweaver CS5 enables you to set up links to a particular section of a document by using **Property Inspector**. To do so, you first need to create named anchors that let you set markers in a document. They are often placed at a specific topic or at the top of a document.

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Refer to figure 2.21.



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Figure 2.21: Named Anchor

Note: You cannot place a named anchor in an absolutely positioned element (AP element).

After creating the named anchors, you create links to these named anchors. These named anchors take the visitor to the position specified by the associated link. You can create a named anchor by placing the insertion point, in the **Design** view of the **Document** window, where you want to insert the named anchor. Then, you can either choose one from the following options:

- Click the **Insert** menu and select the **Named Anchor** command.
- Press the **Ctrl+Alt+A** keys simultaneously in the **Common** category of the **Insert** panel, you click the **Named Anchor** button.

Next, in the **Anchor Name** dialog box, type a name for the anchor, and click **OK**. Do not use spaces in anchor names. The anchor marker appears at the insertion point.

Note: If the anchor marker is not visible, on the View menu, click Visual Aids command and select the Invisible Elements command from the submenu to make it visible.

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To create a link to a named anchor, follow these steps:

1. In the **Design** view of the **Document** window, you select the text or image to create a link from.
2. In the **Link** box of the **Property Inspector**, you type a number sign (#) and the name of the anchor.

For example, to link to an anchor named 'top' in the current document, you type **#top**. To link to an anchor named 'top' in a different document in the same folder, you type **filename.html#top**.

Note: Anchor names are case sensitive.

You can also create a link to a named anchor using the **Point-To-File** method.

In order to link a named anchor using the **Point-To-File** method, first, you open the document containing the named anchor. Then, on the **View** menu, you click **Visual Aids** commands and further select the **Invisible Elements** command from the submenu to make the named anchor visible, if it is not visible. Next, in the **Design** view of the **Document** window, select the text or image you want to link from. Now, select one of the following:

- To the right of the **Link** box in the **Property Inspector**, you click the **Point-To-File** icon and drag it to the anchor you want to link to.
- Press the **Shift** key and simultaneously drag the **Document** window from the selected text or image to the anchor you want to link to.

2.6.5 E-mail Link

An e-mail link is an Internet e-mail address that allows the user to generate an e-mail with that address. When you click an e-mail link, a new message window appears. This window opens in the same mail program that is currently in use. In the e-mail message window, the **To:** field automatically displays the address specified in the e-mail link.

In order to create an e-mail link using the **Email Link** command, in the **Design** view of the **Document** window, you position the insertion point where you want the e-mail link to appear. You can also select the text or image, which will act as the e-mail link. Next, select either of the two options:

- On the **Insert** menu, click the **Email Link** command.
- On the **Common tab** of the **Insert** panel, you click **Email Link**. The **Email link** dialog box and **Hyperlink** dialog box are shown in figure 2.22 and figure 2.23 respectively.

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Figure 2.22: Email Link Dialog Box

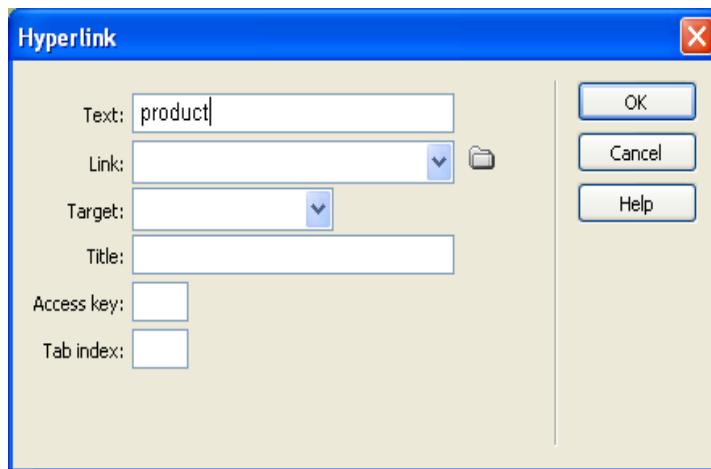


Figure 2.23: Hyperlink Dialog Box

Then, in the **E-Mail** text box, you type the e-mail address and click **OK**. The e-mail link is added to the selected text or image.

In addition to using the **Insert Email Link** command for creating an e-mail link, you can also use the **Property Inspector**. To create an e-mail link using the **Property Inspector**, in the **Document** window, you select text or an image to which you want to add a link. Then, in the **Link** field of the **Property Inspector**, you type '**mailto:**' followed by the e-mail address. The e-mail link is now added to the selected text or image.

2.6.6 Linking Using the Hyperlink Command

You can also create a link by using the **Hyperlink** command. However, with Hyperlink command, you cannot add a link to text that already exists in a Web page. You can create a link only for new text.

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To create a link using the **Hyperlink** command, you follow these steps:

1. Do one of the following:
 - On the **Insert** menu, click the **Hyperlink** command.
 - From the **Common** category of the Insert panel, you click the **Hyperlink** command.

The **Hyperlink** dialog box appears as shown earlier in figure 2.23.

2. In the **Text** field, type the desired name to appear in the Web page.
3. Click the folder icon to the right of the **Link** field to select the file to be linked. In the **Target** field, set the target for the link.
4. In the **Title** field, you enter the title for the page you are linking to. When you take the mouse over a hyperlink, a tool tip is displayed showing the title of the page.
5. In the **Access key** field, you type any one letter from the keyboard, which will be equivalent to selecting the hyperlink in the browser. An access key can be used as a way to open a link without using the mouse.
6. In the **Tab index** field, you enter the number for the tab order. According to the tab order, the hyperlink will be highlighted in a Web page when the user presses the **Tab** key. You can easily navigate through the links using the **Tab** key.
7. Lastly, you click **OK**. The text will appear with a hyperlink in the Web page.

2.6.7 Creating Null and Script Links

You can use null links to attach behaviors to objects or text on a page. Suppose, you want an image to display an absolutely-positioned element (AP element) when you move the mouse over the link, you can use a null link.

Script links are used when you want to give additional information to visitors about an item without leaving the current Web page. In addition, script links can also be used to perform calculations, validate forms, or do other processing tasks when a visitor clicks a specific item.

To create a null link, you select text, an image, or an object in the **Document** window's **Design** view. Then, in the Property Inspector, you type `javascript:;` (the word javascript, followed by a colon, followed by a semicolon) in the Link box.

To create a script link, you select text, an image, or an object in the **Document** window's **Design** view. Then, in the **Link** box of the **Property Inspector**, you type `javascript:` followed by some JavaScript code or a function call. (Do not type a space between the colon and the code or call.)

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2.6.8 Modifying a Link

With Dreamweaver CS5, you can also modify an already existing link. To do so, first select the text or image, which is the link to be modified. The existing path for the document, to which the link is targeted, appears in the Link field of the **Property Inspector**. Then, in the **Property Inspector**, you click **Browse for File** and select the new Web page. This is how the new path is displayed in the Link field.

2.6.9 Removing a Link

In Dreamweaver CS5, you can also remove an existing link by first selecting the text or image to which the link is applied. Then, perform any of the following actions:

- On the **Modify** menu, click the **Remove Link** command.
- Press the **Ctrl+Shift+L** keys simultaneously.

2.6.10 Updating Links Automatically

Whenever you move or rename a document within a local site, Dreamweaver automatically updates the links to and from that particular document. This feature is useful when you store your entire site or an entire self-contained section of it on your local disk. However, Dreamweaver does not change files in the remote folder until you put the local files on or check them in to the remote server.

Dreamweaver creates a cache file that stores the information about all the links in your local folder. The cache speeds up the process of updating links. As you add, change, or delete links on your local site, Dreamweaver updates this cache invisibly.

To enable automatic link updates, you follow these steps:

1. On the **Edit** menu, click **Preferences** command.
2. In the **Preferences** dialog box, click the **General** category on the left.
3. In the **Document options** section of the **General** preferences, you select an option from the **Update Links When Moving Files** drop-down list.
 - **Always:** This option automatically updates all links to and from a selected document whenever you move or rename it.
 - **Never:** This option does not automatically update all links to and from a selected document when you move or rename it.
 - **Prompt:** This option displays a dialog box that lists all the files affected by the change.

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You click **Update** to update the links in these files, or click **Don't Update** to leave the files unchanged.

- Click **OK**.

2.7 Image Maps

An image map is an image divided into different sections using hotspots, which are normally used as hyperlinks. Whenever you click a hotspot, it opens the linked document. Each image map should have a unique name, which appears in the HTML source code.

2.7.1 Creating an Image Map

To create an image map, you follow these steps:

1. Select an image in the document window.
2. In the **Property Inspector**, you click the arrow at the bottom right corner to expand the **Property Inspector** so that it displays all the options as shown in figure 2.24.



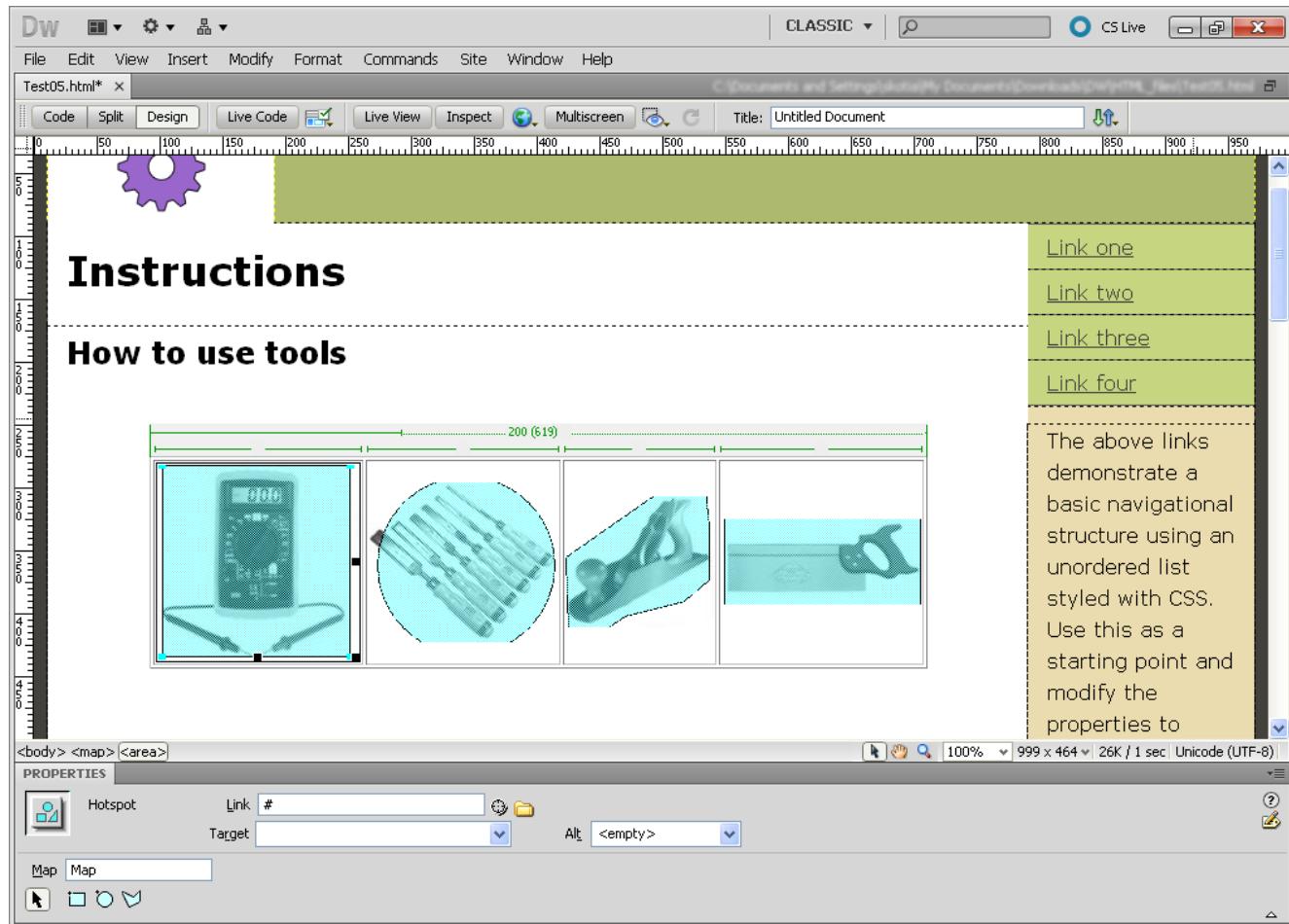
Figure 2.24: Property Inspector Displaying Image Map Attributes

3. In the **Alt** field of the **Property Inspector**, you type an alternate text.
4. In the **Map** field, you type the name of the Image Map.
5. At the bottom left corner of the **Property Inspector**, you have four icons: **Pointer Hotspot Tool** (mouse cursor icon), **Rectangular Hotspot Tool** (rectangle icon), **Oval Hotspot Tool** (oval icon), and **Polygon Hotspot Tool** (crosshair icon). These tools are used to create hotspots of various shapes. Click any of the hotspot tools to create a hotspot. You can position the cursor on the image where you want the hotspot to appear. Thus, the cursor changes to cross hair.
6. Hold down the left mouse button and drag it around the area that needs to be mapped and then release the mouse button.

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The area is selected with a blue color layer that is the hotspot as shown in figure 2.25.



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Figure 2.25: Hotspots Applied to an Image

Use the **Pointer Hotspot** tool to move it to the desired place. The rectangular handles that appear at the boundary of the hotspot can be used to resize the hotspot. After you create a hotspot, the **Property Inspector** displays the options as shown in figure 2.26.

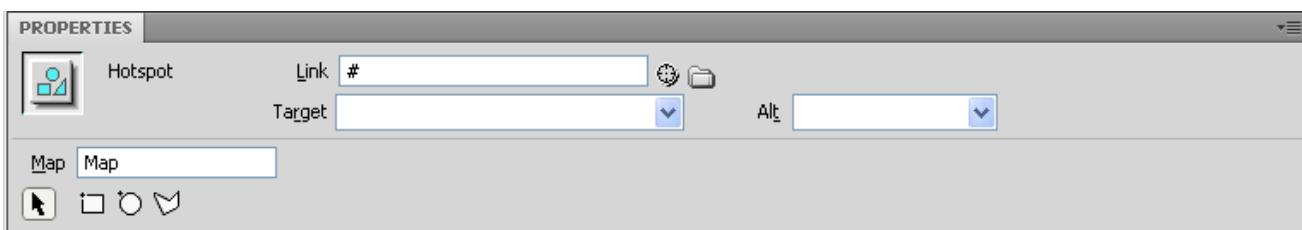


Figure 2.26: Property Inspector Displaying the Hotspot Options

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In the **Link** box, click the folder icon to browse to and select the file you want to open when the user clicks the hotspot, or type the path. In the **Target** pop-up menu, select the window in which the file should open or type its name.

The names of all the frames you have named in the current document appear in the pop-up list. If you specify a frame that does not exist, the linked page loads into a new window that has the name you specified. You can also select from the following reserved target names:

- **blank** loads the linked file into a new, unnamed browser window.
- **parent** loads the linked file into the parent frameset or window of the frame that contains the link. If the frame containing the link is not nested, the linked file loads into the full browser window.
- **self** loads the linked file into the same frame or window as the link. This target is the default, so you usually do not need to specify it.
- **top** loads the linked file into the full browser window, thereby removing all frames.

Note: The target option is available only when the selected hotspot contains a link.

Then, in the **Alt** box, type alternative text for display in text-only browsers or browsers that download images manually. Some browsers display this text as a tooltip when the user moves the pointer over the hotspot.

Similarly, you can define additional hotspots in the image map. When you finish mapping the image, click a blank area in the document to change the **Property Inspector**.

2.7.2 Inserting Client-side Image Maps

In Dreamweaver CS5, you can insert a client-side image map by creating a hotspot area and then defining a link that opens when a user clicks that hotspot area. Client-side image maps store the hypertext link information in the HTML document, rather than storing in a separate map file. This makes client-side image maps faster as compared to server-side image maps.

Note: You can create multiple hotspot areas, but they are part of the same image map.

2.7.3 Modifying Image Map Hotspots

Dreamweaver CS5 enables you to easily edit the hotspots you create in an image map. It allows you to move a hotspot area and resize hotspots. It also enables you to move a hotspot forward or backward in an AP element.

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Dreamweaver CS5 also enables you to copy an image with hotspots from one document to another or copy one or more hotspots from an image and paste them on another image. You can also copy the hotspots associated with the image to the new document.

2.8 Rollover Images

A rollover image changes when the mouse pointer moves over it. These images can be effectively used in navigation bars. Whenever a user points over a link on the navigation bar, the corresponding image changes.

2.8.1 Adding Rollover Images

A rollover image consists of two images: the primary image and the secondary image. The primary image is the original image and the secondary image is the image that is visible when the pointer moves over the original image. Both the primary and the secondary images should be of the same size. In case of different sizes, Dreamweaver resizes the secondary image to the size of the primary image. In order to apply the rollover effect to an image, first, create two images, one each for primary image and secondary image respectively. Then, insert the primary image in your Web page. Click the image and do one of the following:

- On the **Insert** menu, click the **Image Objects** command and then you select the **Rollover Image** command from the submenu.
- On the **Common** category of the **Insert** panel, click **Rollover Image**.
- After selecting the option, the Insert Rollover Image dialog box appears as shown in figure 2.27.

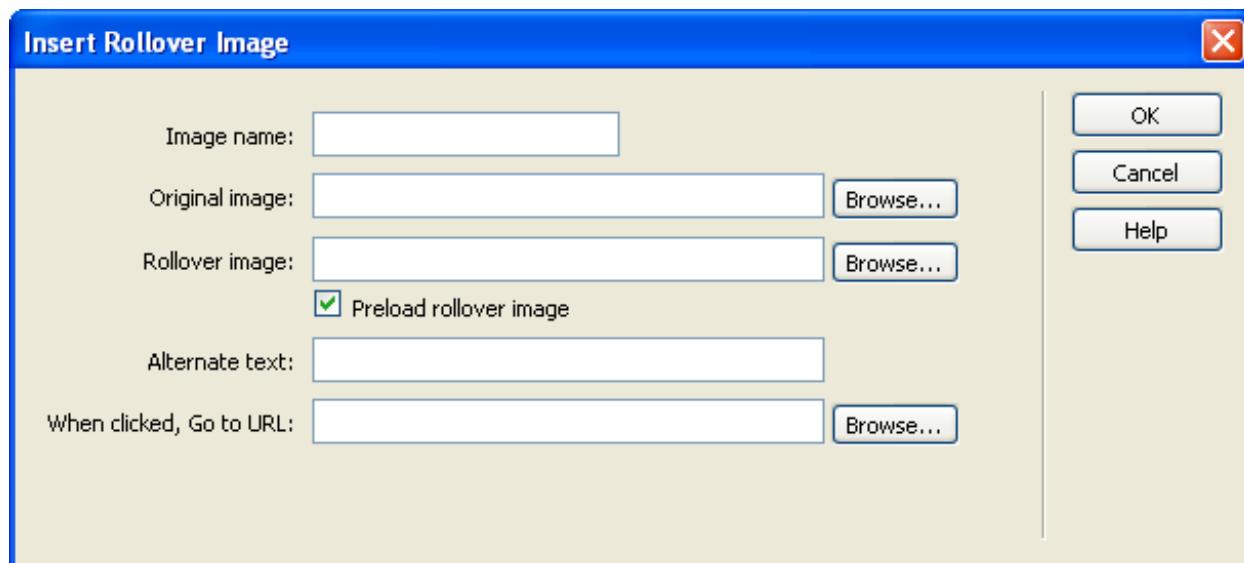


Figure 2.27: Insert Rollover Image Dialog Box

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The dialog box contains the following options:

- In the **Image name** field, you type the name of the image.
- Next to **Original image** text field, when you click **Browse**, the **Original image** dialog box appears. Select the image to be inserted and click **OK**. The path of the primary image is displayed in the **Original Image** text field.
- Next to **Rollover image** text field, click **Browse**. The **Rollover image** dialog box appears. Select the image to be inserted and click **OK**. The path of the secondary image is displayed in the **Rollover image text** field.
- In the **Alternate text** field, enter the text description for rollover image.
- Next to the **When clicked, Go to URL** text field, click **Browse** to select the URL. **When Clicked, Go to URL** text field displays the path of the file, which is displayed after the image is clicked. Click **OK**.

The original image is displayed in the document. To see the rollover effect, preview the page in a browser and move the mouse pointer over the image. On mouse over, the image is replaced with the rollover image.

2.9 Frames

Frames enable you to divide a browser window into multiple regions. Each region can display a different HTML document. The most common type of frame layout is the one in which one frame displays navigation controls, while another frame displays the content.

Consider another frame layout with three frames, they are:

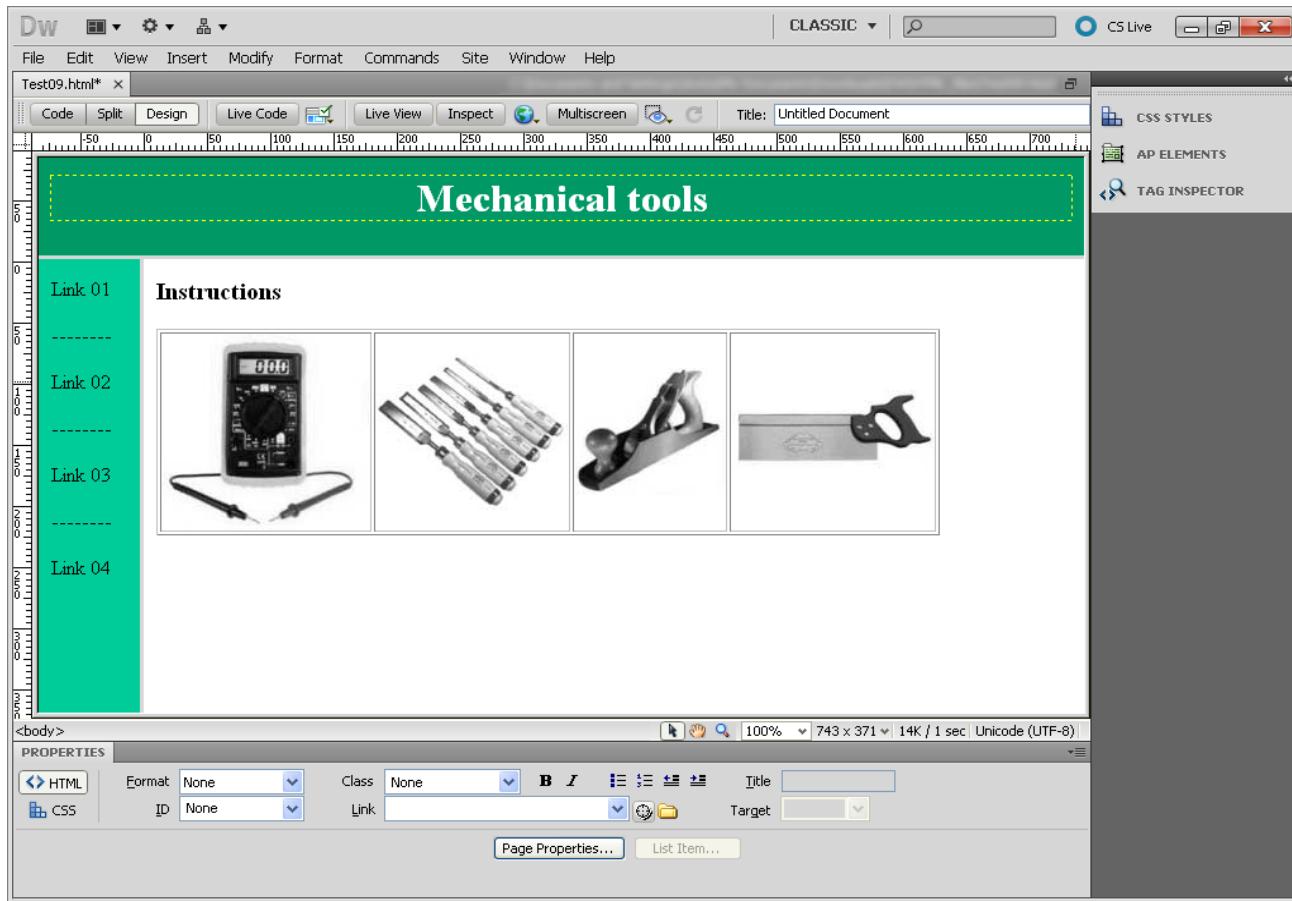
- One narrow frame on the left side that contains a navigation bar.
- One frame along the top that contains company logo and title of the Website.
- One large frame that covers the rest of the page and contains the main content.

Each of these frames displays a separate HTML document. A frame layout with such multiple frames is known as a frameset.

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Figure 2.28 shows the page design created using framesets.



Concepts

Figure 2.28: Page Design Created Using Framesets

2.9.1 Creating a Frame and Frameset

Dreamweaver CS5 provides you several frame options, such as **Split Frame Left**, **Split Frame Right**, **Split Frame Up**, and **Split Frame Down**, to create frames as per your requirements. To do so, open a new Web page. Now, on the **View** menu, click **Visual Aids** commands, and then click the **Frame Borders** command from the submenu. A border appears around the document window where you can add frames. Now, on the **Modify** menu, you click the **Frameset** command, and then select a frame option. You also have the option to remove a frame just by dragging its border back to the closest edge of the document window.

With Dreamweaver CS5, in addition to designing your own framesets, you can use predefined framesets. Using a predefined frameset is the easiest way to create a frames-based layout quickly. A predefined frameset automatically sets up all the framesets and frames needed to create the layout. You can insert a predefined frameset only in the **Design** view of the **Document** window. You can use a predefined frameset either by using the **Insert** panel or the **New Document** dialog box.

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The **Insert** panel enables you to create a frameset and display the current document in one of the new frames. When you apply a frameset using the **Insert** panel, Dreamweaver automatically sets up the frameset to display the current document in one of the frames.

The predefined frameset icons, as shown in figure 2.29, in the **Layout** category of the **Insert** panel provide a visual representation of each frameset as applied to the current document. The blue area of a predefined frameset icon represents the current document and the white area represents frames that will display other documents.

Thus, to create a predefined frameset and display an existing document in a frame, place the point in the document where you want to add the frameset. Then, on the **Insert** menu, click **HTML** command, and then click the **Frames** command. Now, from the **Frames** submenu, you select a frame. Unlike **Insert** panel, the **New Document** dialog box creates a new empty frameset.

You can create a new empty predefined frameset by clicking the **File** menu and selecting the **New** command. Then, in the **New Document** dialog box, you select the **Page from Sample** from the **Framesets** category. Now, from the **Framesets** list, select a frameset and click **Create**. Thus, a new empty frameset is created in the **Document** window.

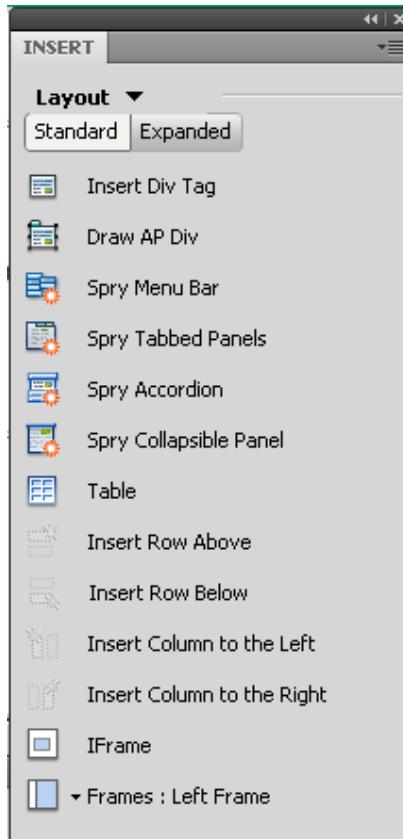


Figure 2.29: Insert Panel Showing Frame and Framesets

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2.9.2 Adjusting Properties of Frames and Framesets

You can set different properties of frames by using the **Property Inspector** as shown in figure 2.30. You can adjust the properties of frames, such as borders, margins, and scroll bars appearance in frames.

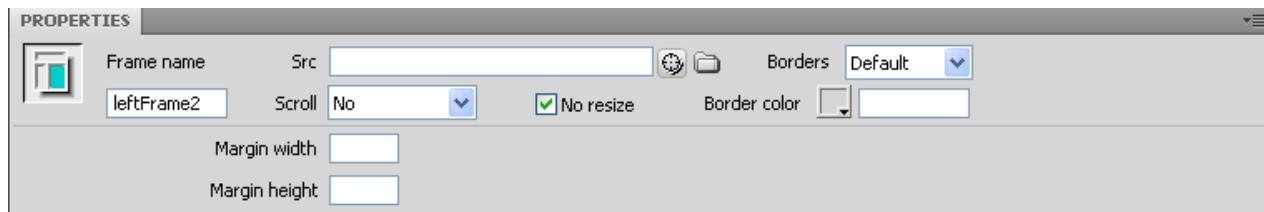


Figure 2.30: Frame Properties

➤ Frame properties

To view or set frame properties, you select a frame. To select a frame, you press **Alt** and click a frame in the **Document** window's **Design** view. Alternatively, you can also click a frame in the **Frames** panel to select a frame. Then, in the **Property Inspector**, you click the expander arrow in the lower-right corner to see all of the frame properties. Table 2.5 lists the frame properties in the **Property Inspector**.

Frame Property	Description
Frame Name	You specify the name used by a link's target attribute or by a script to refer to the frame. A frame name must be a single word; underscores (_) are allowed, but hyphens (-), periods (.), and spaces are not. A frame name must start with a letter (as opposed to a numeral). Frame names are case-sensitive. Do not use standard variables and terms that are reserved words in JavaScript (such as top or navigator) as frame names.
Src	You specify the source document to display in the frame. Click the folder icon to browse to and select a file.
Scroll	You specify whether scroll bars appear in the frame. If you select Default , it does not set a value for the corresponding attribute and allows each browser to use its default value. Most browsers have this setting as Auto . This indicates that scroll bars appear only when there is not enough room in a browser window to display the full contents of the current frame.
No Resize	This option prevents visitors from dragging the frame borders to resize the frame in a browser.

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Frame Property	Description
Borders	You can show or hide the borders of the current frame when it's viewed in a browser by using this option. Selecting a Borders option for a frame overrides the frameset's border settings. Border options are Yes (show borders), No (hide borders), and Default ; most browsers default to showing borders, unless the parent frameset has this setting set to No . A border is hidden only when all frames that share the border have this setting set to No , or when the parent frameset's Borders property is set to No and the frames sharing the border have Borders set to Default .
Border Color	You can set a border color for all of the frame's borders with this setting. This color applies to all borders that touch the frame, and overrides the specified border color of the frameset.
Margin Width	You can set the width in pixels of the left and right margins (the space between the frame borders and the content) with this setting.
Margin Height	You can set the height in pixels of the top and bottom margins (the space between the frame borders and the content) with this setting.

Table 2.5: Frame properties

➤ **Frameset properties**

Similar to frame properties, you can use the **Property Inspector** to set frameset properties, such as frameset title, borders, and frame size as shown in figure 2.31.

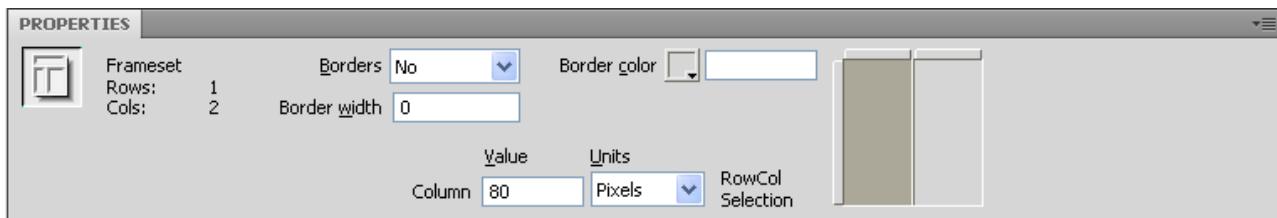


Figure 2.31: Frameset Properties

To view or set frameset properties, you select a frame. To select a frame, you click the border between two frames in the frameset in the **Document** window's **Design** view. Alternatively, you can also click the border that surrounds the frameset in the **Frames** panel to select a frameset. Then, in the **Property Inspector**, you click the expander arrow in the lower-right corner to see all of the frameset properties. Table 2.6 lists the frameset properties in the **Property Inspector**.

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Frameset Property	Description
Borders	You specify if the borders should appear around frames when the document is viewed in a browser. To display borders, you select Yes ; to prevent the browser from displaying borders, you select No . To allow the browser to determine how borders are displayed, you select Default .
Border Width	You specify the border width in this setting.
Border Color	You can set a border color. You either use the color picker to select a color or type the hexadecimal value for a color.
RowCol Selection	<p>You can set frame sizes for rows and columns of the selected frameset. You click a tab on the left side or top of the RowCol Selection area; then, enter a height or width in the Value text box.</p> <p>To specify the amount of space the browser allocates to each frame, you select from the following choices in the Units menu:</p> <p>Pixels: This option sets the size of the selected column or row to an absolute value. You select this option for a frame that should always be the same size, such as a navigation bar. Frames with sizes specified in pixels are allocated space before frames with sizes specified as Percent or Relative.</p> <p>Percent: This option specifies that the selected column or row should be a percentage of the total width or height of its frameset. Frames with units set to Percent are allocated space after frames with units set to Pixels, but before frames with units set to Relative.</p> <p>Relative: This option specifies that the selected column or row be allocated the rest of the available space after Pixels and Percent frames have had space allocated; that remaining space is divided proportionally among the frames with sizes set to Relative.</p>

Table 2.6: Frameset Properties

2.9.3 Controlling Frame Content with Links

You can insert a link in frames, which will open a document in another frame. To do this, you need to set the **target** attribute of the link. The **target** attribute specifies the frame or window in which the linked content opens.

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To control frame content with a link, you follow these steps:

1. In **Design** view, you select text or an object.
2. In the **Link** box in the **Property Inspector**, you do one of the following:
 - Click the folder icon and select the file to link to.
 - Drag the **Point-To-File** icon to the **Files** panel and select the file to link to.
3. In the **Target** menu in the **Property Inspector**, you select the frame or window in which the linked document should appear:
 - **_blank** opens the linked document in a new browser window, leaving the current window untouched.
 - **_parent** opens the linked document in the parent frameset of the frame the link appears in, replacing the entire frameset.
 - **_self** opens the link in the current frame and replaces the content in that frame.
 - **_top** opens the linked document in the current browser window and replaces all frames.

Frame names also appear in this menu. Select a named frame to open the linked document in that frame.

Note: You will be able to see the frame names only when you edit a document within a frameset. If you are editing a document outside of the frameset, you can type the target frame's name in the Target text box.

If you are linking to a page outside of your site, always use **target="_top"** or **target="_blank"** to ensure that the page does not appear to be part of your site.

2.9.4 Using JavaScript Behavior with Frames

You can use several JavaScript behaviors and navigation-related commands with frames:

- **Set Text of Frame:** You use this option to replace the content (valid HTML) and formatting of a given frame with specified content. You use this action to dynamically display information in a frame.
- **Go to URL:** You use this option to open a new page in the current window or in the specified frame. This action is particularly useful for changing the contents of two or more frames with one click.

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- **Insert Jump menu:** You use this option to setup a menu list of links that open files in a browser window when clicked. You can also target a particular window or frame in which the document opens.

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Summary

- In Dreamweaver CS5, you can import content from other applications, such as Microsoft Word and Excel, and insert into your Web pages.
- Dreamweaver CS5 includes four kinds of lists: ordered lists, unordered lists, definition lists, and nested lists.
- Definition lists are used to display items in a glossary or when you are defining a term.
- Content can be organized more efficiently and in a structured manner in a table.
- Table properties can be set using the Property Inspector.
- In Dreamweaver, you can create internal links, external links, e-mail links, and links to named anchors.
- Absolute path provides the complete URL for the linked file.
- Document-relative paths are useful when the current document and the linked document are in the same folder and are likely to remain so.
- Root-relative paths provide the path from the site's root folder to the document. The HTML tag for creating a hypertext link is called an anchor tag.
- Dreamweaver CS5 enables you to create a link by using the Point-To-File icon in the Property Inspector.
- A rollover image is an image, which changes when the mouse pointer moves over it.
- Frames enable you to divide a browser window into multiple regions.
- Each of the frames displays a separate HTML document. A frame layout with such multiple frames is known as a frameset.

Session 2

Working with Lists, Table, Links, and Frames



Check Your Progress

Concepts

1. The HTML tag for creating a hypertext link is called an _____.
 - a. internet link
 - b. external link
 - c. anchor tag
 - d. e-mail link

2. _____ provide a way to split a browser window into multiple regions, each of which can display a different HTML document.
 - a. Framesets
 - b. Rollover images
 - c. Frame borders
 - d. Frames

3. _____ is an image that can be divided into different sections using hotspots.
 - a. Link field
 - b. Site map
 - c. Hyperlink object
 - d. Image map

4. You can click the Point-To-File icon in the Property Inspector to create a link.
 - a. True
 - b. False

5. You can export table data from Dreamweaver to a text file separated with delimiters, such as tabs, commas, colons, semicolons, or spaces.
 - a. True
 - b. False

Session 2

Concepts

Working with Lists, Table, Links, and Frames



Do It Yourself

1. Create named anchor link, image maps, and design a Web page using frames.

Objectives

At the end of this session, the student will be able to:

- *Create and validate forms*
- *Create and modify Cascading Style Sheets (CSS)*
- *Apply CSS properties*
- *Use div tags*
- *Animate API elements*
- *Work with Spry widgets*
- *Apply Spry effects*
- *Apply behaviors to various objects*
- *Understand coding through coding toolbar and code hint*
- *Apply actions to objects*
- *Use events to form elements*
- *Create and use snippets*
- *Create and modify library items*

3.1 Introduction

In the previous session, you learned about image maps and rollover images. You also learned to create links and frames for easy building of Web pages.

In this session, you will learn to create forms, add form elements, and validate forms. You will also see what Cascading Style Sheets (CSS) are, and to create, use, and modify them. This session also covers the behaviors and how to apply them in a document.

You will also learn about different types of action and events, and how to use some of these.

Session 3

Forms, CSS, Behaviors, and Snippets

Further, you will also learn to create and use snippets.

3.2 Working with Forms

Forms are used in Web pages to gather useful information about the visitors of the Website and send this information to application servers, such as PHP and ColdFusion. This is an excellent way to include Web interactivity for the Website. Forms consist of text fields, labels, drop-down lists, and other elements. You can easily create forms in Dreamweaver CS5 using the Forms objects.

3.2.1 Creating Web Forms

In Dreamweaver CS5, you can create a form by placing the insertion point in the document window where you want to insert the form. Then, on the Insert menu, click the Form command. Refer to figure 3.1.

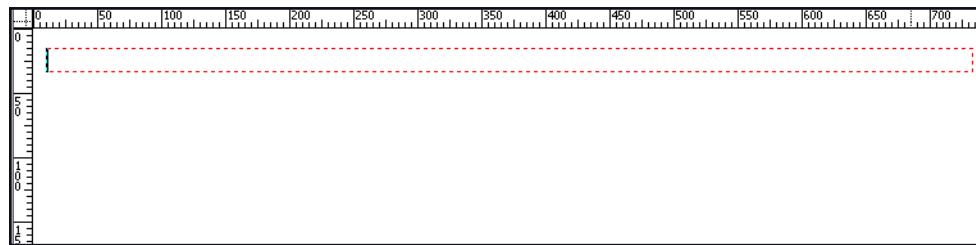


Figure 3.1: Document Window Displaying Form Outline

You can select the entire form by clicking the outline of the form or by selecting the form tag `<form>`, which is displayed in the lower left corner of the document window. Now, in the **Property Inspector**, you type the name of the form in the **Form ID Name** field as shown in figure 3.2. If you do not assign any name to the form, Dreamweaver will assign the form name by itself using the syntax '`formn`', and increment the value of 'n' for each form added to the page.



Figure 3.2: Property Inspector Showing Form Attributes

Table 3.1 lists the form attributes and their description.

Attribute	Description
Action	In the Action field, specify the path of the dynamic page or script that processes the form. You can type the complete path in the Action field or click the Browse for File icon to select the appropriate page or script.

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Forms, CSS, Behaviors, and Snippets

Attribute	Description
Method	<p>In the Method field, you specify the method that will be used to submit the form data to the server. When the user submits the form there are two ways by which the information can be sent from the browser to the server, one via the URL and the other within the Hypertext Transfer Protocol (HTTP) request.</p> <p>Following are various methods:</p> <p>GET: This option appends the name/value pair to the URL requesting the page. Since the length of the URL is limited, you cannot send large amount of data. Moreover, the data is sent via URL, which is not the appropriate method to be used for any confidential data.</p> <p>POST: This option embeds the form data in HTTP request. The POST method is used for long forms, since there is no limit to the size of data. It is more secure.</p> <p>Default: This option uses the default browser settings to transfer the form data to the server. GET is the default method.</p>
Enctype	The Enctype drop-down list lets you specify the MIME encoding type of the data submitted to the server for processing. Application/x-www-form-urlencoded is a default setting that is typically used in conjunction with the POST method. If you are creating a file-upload field, specify the multipart/form-data MIME type. This field is optional.
Target	<p>You can use the Target drop-down list to specify the window to display the data returned by the invoked program. Following are the options which you can select:</p> <p>_blank: opens the destination document in a new unnamed window.</p> <p>_parent: opens the destination document in the parent window of the one displaying the current document.</p> <p>_self: opens the destination document in the same window as the one in which the form was submitted.</p> <p>_top: opens the destination document in the body of the current window. This value can be used to ensure that the destination document takes over the full window even if the original document was displayed in a frame.</p>
Class	The Class drop-down list enables you to apply the CSS rules to the object.

Table 3.1: Form Attributes

Session 3

Forms, CSS, Behaviors, and Snippets

3.2.2 Adding Form Elements

Form elements are ways by which you add interactivity to a Web page. These will be used by the visitors to input data in a form. Some of the form elements are shown in figure 3.3.

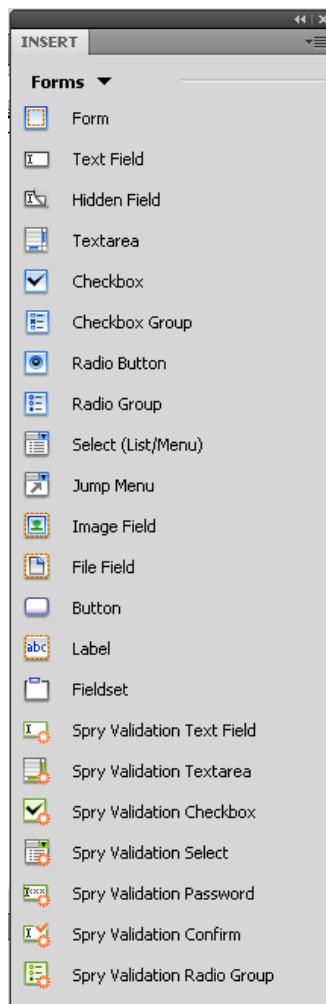


Figure 3.3: Form Elements

Table 3.2 lists and describes some of the form elements.

Form Elements	Description
Text fields	A text field element is used for entering text. The text may be characters, numbers, alpha numeric or special characters, such as asterisks and dots. Asterisks and dots are useful for displaying confidential data, such as passwords. Text fields may be single line, multi-line, or password.

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Forms, CSS, Behaviors, and Snippets

Form Elements	Description
Buttons	Buttons provide the way by which user information can be sent to the application servers. Buttons perform an action when they are clicked. Buttons have predefined names or labels, such as Submit or Reset . You can also add a custom name to a button by using the Property Inspector .
Hidden fields	Hidden fields are used to store user information, such as name and e-mail id. This information can then be used when the user visits the site the next time.
Check boxes	Check boxes are used to select multiple choices from a group of options. Check boxes allow the user to select more than one option. For example, you can use check boxes to let the user select multiple areas of interest.
Radio buttons	Radio buttons allow the user to select only one choice from a group of options. For example, you can use a radio button to let the user select the gender.
List menus	List menus display a list of options in a scrolling list, from which a user can select multiple options. In addition, users can type text in the List menus and search if the option is listed in the menu. For example, you can use list menus to let the user select a qualification.
Jump menus	Jump menus are a list of options in a menu and each option in turn is linked to a document or file.
File fields	File fields allow the visitors to navigate and select files on their computer and upload the file as form data. For example, you can use file fields to let the user browse biodata or any other document.
Image fields	Image fields allow the visitors to navigate and select image files on their computer and upload the file as form data.
Spry Validation Text Field	Using this element, the user can specify the different types of validation available for the Validation Text Field widget. For example, the text field will receive credit card numbers on specifying the specific credit card validation type. In case, user enters an invalid format, an error message will be displayed.
Spry Validation Text Area	With this form element, the user can set the point at which validation occurs. It can be either by clicking outside the widget, as the user types, or while submitting the form.
Spry Validation Check box	Using this element, you can let the user a specific number of check boxes. In case, the user fails to select those many check boxes, an error message will be displayed. For example, you can force the user to select at least three categories on which he/she will be receiving advertisement e-mail. In case, the user selects less than three categories, an error message will be displayed and the user will be asked to make at least three selections.
Spry Validation Select	This element is a drop-down menu that lets the user select an option from a list of options which are separated by a horizontal line. For example, you can use this element to display a list of states in different regions.

Table 3.2: Form Elements

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Forms, CSS, Behaviors, and Snippets

Figure 3.4 shows a Questionnaire created using various form elements.

1. What is the capital of India?

Indore

Delhi

2. Who among them are cricketers?

Sachin Tendulkar

Shahrukh Khan

M.S. Dhoni

3. USA president is in year 2011

Figure 3.4: Questionnaire Created Using Form Elements

➤ **Radio button**

Radio buttons are used when the user has to select only one choice from a set of options. Radio buttons are typically used in groups. All radio buttons in a group must have the same name and must contain different field values. To add a radio button, first place the insertion point in the forms outline. Then, on the **Insert** menu, select **Form** command, and then, click the **Radio Group** command from the submenu. The **Radio Group** dialog box will be displayed as shown in figure 3.5.



Figure 3.5: Radio Group Dialog Box

In the **Name** field, enter the name for the radio button group. You can also insert a new radio button to the group by clicking the ‘+’ icon. Similarly, click the ‘-’ icon to remove a radio button from the group. You can also enter a label and value for the selected button. You can enter a label and value by clicking the default text under the **Label** and **Value** columns in the **Radio buttons** section.

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Click the up or down arrows to reorder the buttons as desired. You also have the option to select the layout of the buttons. This can be done using **Line breaks** or a **Table** option. On selecting the **Table** option, Dreamweaver creates a single-column table and places the radio buttons on the left and the labels on the right. After selecting the layout, click **OK**. The radio button group will be inserted in the form.

With Dreamweaver CS5, you also have the option to insert one radio button at a time. Place the insertion point in the form outline, where you want to insert the radio button instructions. Then, again, on the **Insert** menu, select **Form** command, and then, click the **Radio Button** command from the submenu. Figure 3.6 displays the Radio Button attributes in **Property Inspector**.

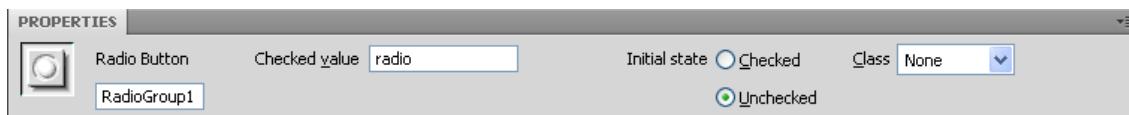


Figure 3.6: Property Inspector Displaying Radio Button Attributes

The **Property Inspector** displays the following radio button options:

- In the **Radio Button** field, type a unique name.
- In the **Checked value** field, type the value you want to send to the server-side script or application for processing when the visitor selects this radio button. For example, you might type 'cricket' in the **Checked value** field to indicate that a visitor chose this option.
- Click **Checked** in the **Initial state** option if you want the radio button to appear selected when the Web page loads for the first time.

➤ Check boxes

With Dreamweaver CS5, you also have the option of inserting check boxes. First, place the insertion point in the form outline where you want to insert the check box. Then, on the **Insert** menu, point to **Form**, and click the **Check box Group** command from the submenu. Alternatively, you can also insert a check box by clicking the Check box button in the **Forms** tab of Insert bar. The **Input Tag Accessibility Attributes** dialog box appears as shown in figure 3.7.

Enter the appropriate fields and click **OK**. The check box is inserted in your document.

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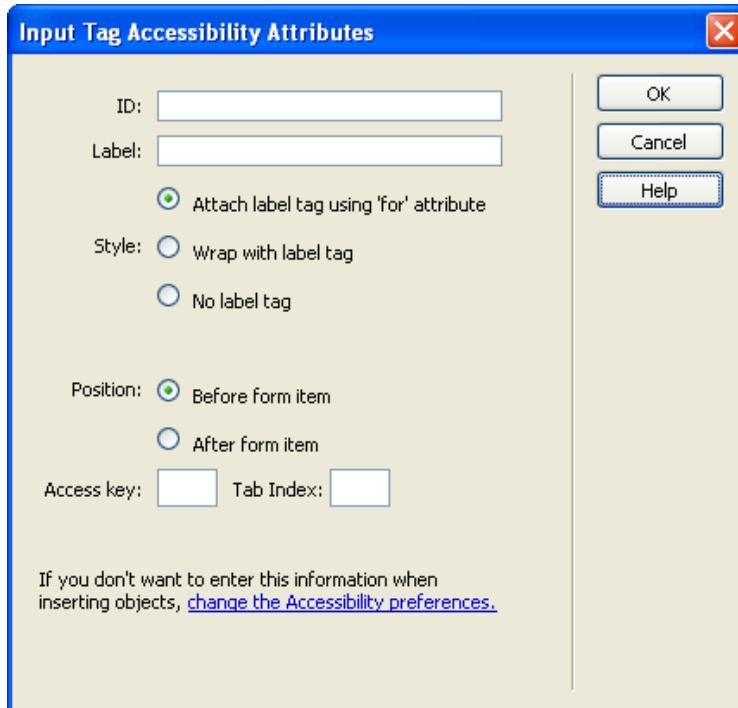


Figure 3.7: Input Tag Accessibility Attributes Dialog Box

The check box will be inserted in the form outline with the **Property Inspector** displaying the check box options as shown in figure 3.8.

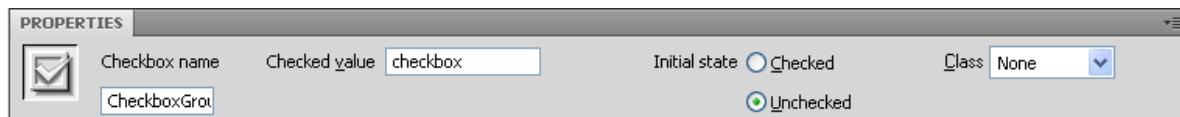


Figure 3.8: Property Inspector Displaying Check Box Attributes

These options are as follows:

- In the **Checkbox name** field, you type a unique name for the check box.
- In the **Checked value** field, you type the value for the check box.
- From the **Initial state** options, you select **Checked** if you want the check box to appear selected when the form first loads in the browser or else select **Unchecked**.

➤ **Button**

You can insert a button in a form in Dreamweaver CS5 by placing the insertion point in the form outline where you want to insert the button.

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Then, on the **Insert** menu, point to **Form** command, and then, click the **Button** command. The **Input Tag Accessibility Attributes** dialog box appears. Fill the required fields in this dialog box and click **OK**. The button will be displayed in the form outline with the **Property Inspector** displaying the following options. Refer to figure 3.9.

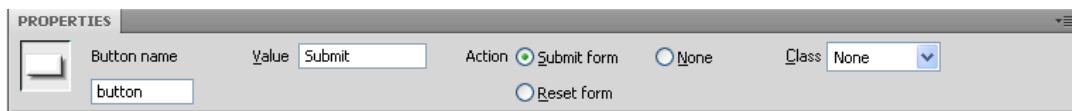


Figure 3.9: Property Inspector Displaying Button Attributes

The Button attributes displayed in **Property Inspector** are as follows:

- In the **Button Name** field, enter the name for the button.
- In the **Value** field, type the text that would appear on the button.
- The **Action** field specifies what the button will do after it is clicked. Selecting **Submit form** will automatically set the button label to **Submit** and selecting **Reset form** will automatically set the button label to **Reset**.

➤ Text field

You can insert a text field in Dreamweaver CS5 by placing the insertion point in the form outline where you want to insert the text field. Then, on the **Insert** menu, point to **Form** command, and then, click the Text Field command from the submenu. The **Input Tag Accessibility Attributes** dialog box appears. Fill the required fields in this dialog box and click **OK**. In case, you are asked to add a form tag, click **Yes**. Alternatively, you can also add a text field by clicking the **Text Field** button in the **Insert** panel. Figure 3.10 shows the properties of the Text field element in **Property Inspector**.

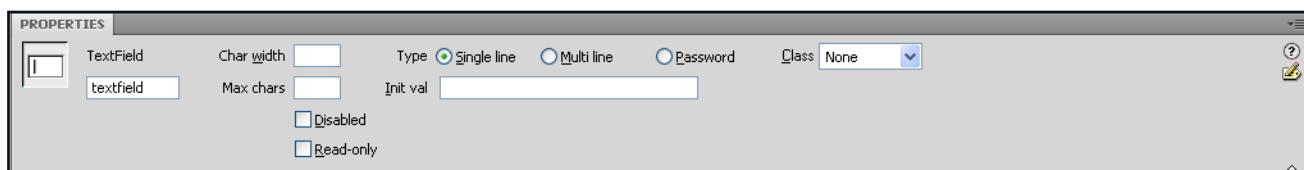


Figure 3.10: Property Inspector Displaying Text Field Attributes

Table 3.3 lists the properties of text field element in **Property Inspector**.

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Forms, CSS, Behaviors, and Snippets

Property	Description
Char width	You can restrict the text field to contain maximum number of characters using this field. For example, if you enter 50 characters in this field and user enters 75 characters, only the starting 50 of those characters will be viewable in the text field.
Max chars	You can specify the maximum number of characters that the user can enter in the field for single-line text fields. You can use this field to restrict users to use specific length text, such as passwords of maximum 10 characters. In case the user enters text that exceeds the character width of the field, the text scrolls. If you leave this field blank, users can enter any number of characters. An alert sound is produced in case the maximum number of characters is exceeded.
Num lines	This option is available only when you select the Multi line option. You can use this field to set the height of the field for multiple-line text fields.
Disabled	If you select this check box, the text field will appear disabled and users cannot enter text into it.
Read-only	If you select this check box, the text field will appear read-only to the users. Users cannot edit the text field.
Class	You can use this drop-down list to apply CSS rule the object.

Table 3.3: Text Properties

➤ Validation Text Area Widget

You can insert a Validation Text Area Widget which is a text area that displays valid or invalid states when user enters some text into it. You can use this form element for mandatory fields. In case users fail to enter text in mandatory fields, the widget returns an error message asking the user to enter the text.

To insert a Validation Text Area widget, place the insertion point in the form outline where you want to insert the element. Then, on the **Insert** menu, point to **Spry** command, and then, click the **Spry Validation Text area** from the submenu. The **Input Tag Accessibility Attributes** dialog box appears. Fill the required fields in this dialog box and click **OK**. The Validation Text Area widget will be inserted in your form and the **Property Inspector** displays its attributes as shown in figure 3.11.

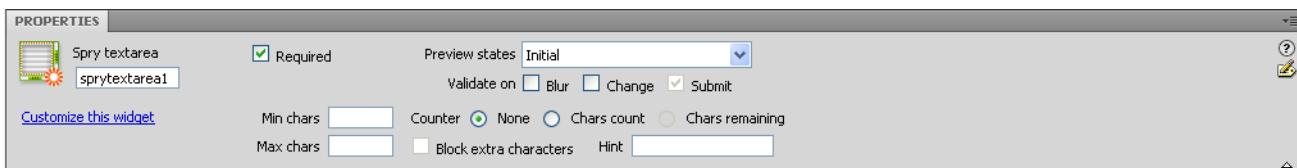


Figure 3.11: Property Inspector Displaying Validation Text Area Widget Attributes

Table 3.4 lists the properties of Validation Text Area widget in **Property Inspector**.

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Property	Description
Spry text area	You can specify a unique name to the textarea field.
Min chars	You can specify the minimum number of characters that should be entered in the field. For example, if you enter 25 in the Min chars box, the widget only validates if the user enters 25 or more characters in the text area.
Max chars	You can specify the maximum number of characters that the user can enter in the field.
Preview states	You can select the state which will be previewed when the form loads. For example, if you want to see the widget in its valid state, select Valid .
Validate on	<p>You can select an option from this section that will indicate when the validation occurs. You can select all of the options or Submit only. Following are the available options:</p> <ul style="list-style-type: none"> ➤ Blur: If you select this check box, the widget will validate whenever the user clicks outside the text field. ➤ Change: If you select this check box, the widget will validate as the user changes text inside the text field. ➤ Submit: If you select this check box, the widget will validate when the user tries to submit the form. The submit option is selected by default, and cannot be deselected.
Counter	<p>You can use this section to add a character counter that enables users to know how many characters they have typed, or how many characters are remaining when entering text in the text area.</p> <p>You can either select either the Chars count or Chars remaining option. The Chars remaining option is available only when you have already set a maximum number of characters allowed.</p>
Block extra characters	If you select this check box, it will block extra characters entered beyond the number specified in the Max char field.
Hint	You can provide hint to the user allowing them to know what kind of information is required in the field. For example, you can add a hint, such as 'Type your hobbies here'.
Required	If you select this check box, the text area will be mandatory for the user. Clearing this check box will make the text area optional.

Table 3.4: Validation Text Area Widget Properties

➤ **List/Menu**

You can insert a List/menu which enables users to select multiple options from a list or menu.

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To do so, place the insertion point in the form outline where you want to insert the element. On the **Insert** menu, point to Form command, and then, click **Select (List/Menu) command** from the submenu.

The **Input Tag Accessibility Attributes** dialog box appears. Fill the required fields in this dialog box and click **OK**.

The Validation Text Area widget will be inserted in your form and the **Property Inspector** displays its attributes as shown in figure 3.12.

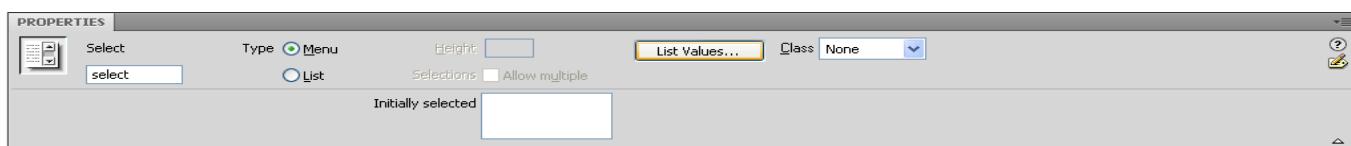


Figure 3.12: Property Inspector Displaying List/Menu Attributes

When you click the **List Values** button, the **List Values** dialog box is displayed as shown in figure 3.13. Type the text in the **Item Label** and **Value** columns. Click the **+** button to add more values. Click the **-** button to delete selected values. When done, click **OK**.

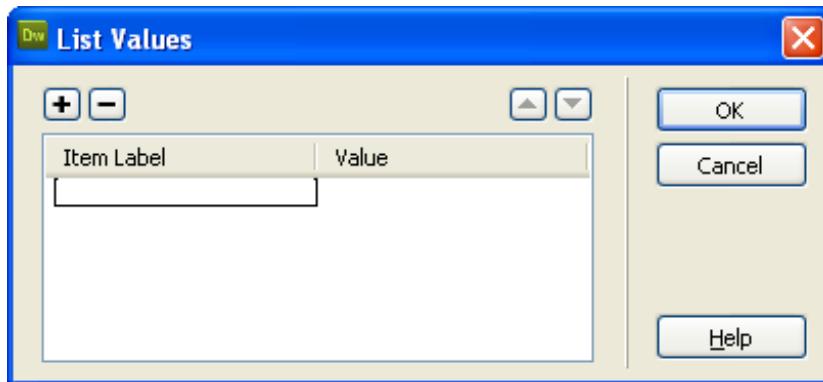


Figure 3.13: List Values Dialog Box

Table 3.5 lists the properties of List/Menu element in the **Property Inspector**.

Property	Description
Type	You can select either Menu or List from the Type section. Selecting Menu will create a drop-down list and only one option will be visible when the form is displayed in a browser. To display the other options, the user must click the down arrow. Selecting List will create a simple list of options and all options will be visible when the form is displayed in the browser. Users can select multiple items from a list.

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Property	Description
Height	This option is enabled only when you select List from the Type section. You can use this option to set the number of items displayed in the menu.
Selections	This option is enabled only when you select List from the Type section. You can use this option to specify whether the user can select multiple items from the list.
List Values	Open the List Values dialog box.
Class	You can apply CSS rules to the object by using this drop-down list.
Initially selected	You can use this field to set the items selected in the list by default. Click the item or items in the list.

Table 3.5: List/Menu Properties

3.2.3 Validating Forms

Before submitting a form to the server you should always see to it that the data entered by the user is correct and valid. For this, you use the **Validate Form** action. This checks the contents of specified fields in the form to ensure that the user has entered the correct type of data. You can attach this action to individual text fields with the **onBlur** event. Thus, you can validate the fields as user is filling the form, or attaching it to the form with the **onSubmit** event. It then evaluates the several text fields at once, when the user clicks the **Submit** button. Attaching this action to a form prevents the form from being submitted to the server if any of the specified text fields contains invalid data.

You can validate individual fields as the user fills out the form by selecting a text field in the form outline and on the **Window** menu. Then, click the **Behaviors** command. Select the **Validate Form** option from the **Add** behavior list as shown in figure 3.14.

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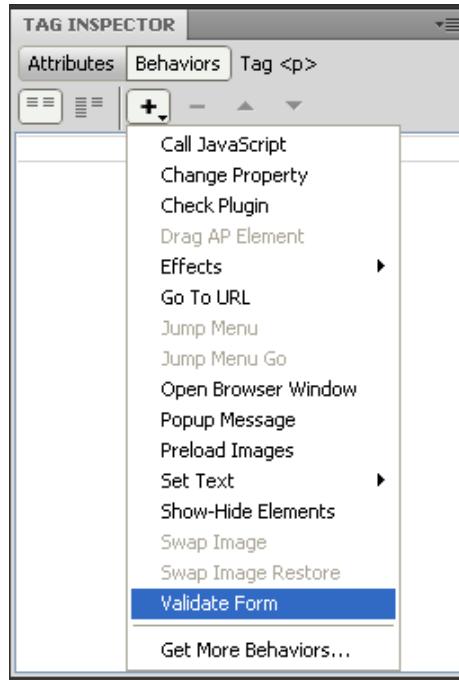


Figure 3.14: Validate Form Action Selected in Actions Pop-up Menu

On selecting the **Validate Form** action, the Validate Form dialog box opens as shown in figure 3.15. If you are validating individual fields, only that text field name will be displayed in the **Named Fields** list. It will already be selected.

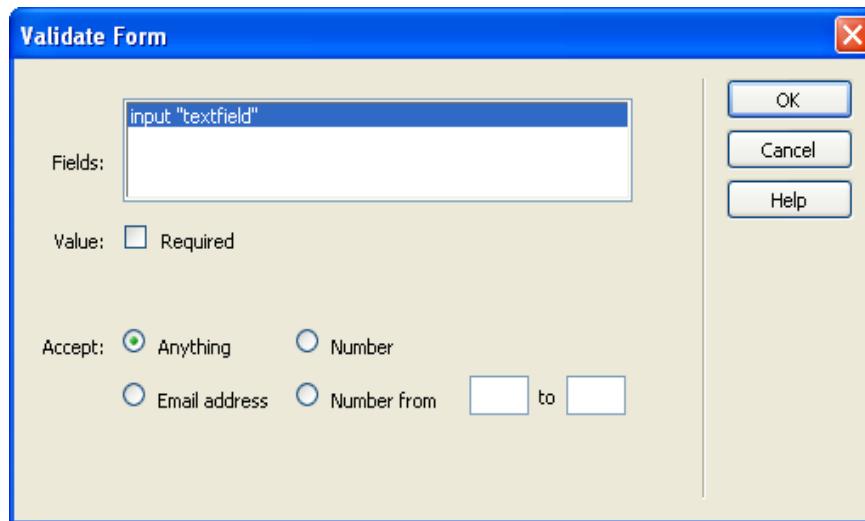


Figure 3.15: Validate Form Dialog Box

If you want the field to compulsorily contain some data, select the **Required** option. Next, select from one of the following **Accept** options appearing in the dialog box. Refer to figure 3.15.

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- Use **Anything**, if the field is required but need not contain any particular kind of data. (If the Required option is not selected, the **Anything** option is meaningless—that is, it is the same as if the Validate Form action were not attached to the field.)
- Use **Email address** field to check that the field contains an @ symbol.
- Use **Number** to check that the field contains only numerals.
- Use **Number from** to check that the field contains a number in a specific range. If you are validating multiple fields, repeat steps 3 and 5 for any additional fields that you want to validate.

Lastly, you click **OK**. The behavior will be attached to the text field.

Concepts

3.2.4 Creating ColdFusion Forms

You can validate forms in Dreamweaver CS5 with the help of ColdFusion, which provide you with several built-in mechanisms to validate form data.

Dreamweaver CS5 provides a number of enhancements that include more Insert panel buttons, menu items, and **Property Inspectors** so that you can rapidly build and set the properties of ColdFusion forms. You can also generate code that validates the information provided by site visitors. For example, you can check that the e-mail address provided by a user contains the '@' symbol.

➤ Enabling the ColdFusion enhancements

The enhancements for ColdFusion are available only when you define a computer running ColdFusion MX 7 or later as a testing server for Dreamweaver. Once you define a testing server, Dreamweaver then, automatically detects the testing server version and makes the enhancements available if it detects ColdFusion.

To specify the testing server, you follow these steps:

1. You define a Dreamweaver site for your ColdFusion project.
2. On the **Site** menu, click **Manage Sites**, and then, select your site from the list, and click **Edit**.
3. You select the **Servers** category and specify a computer running ColdFusion MX 7 or later as the testing server for your Dreamweaver site. Ensure that you specify a valid Web URL.
4. Open any ColdFusion document. You will not see any visible changes to the Dreamweaver work space until you open a ColdFusion document.

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To create a ColdFusion form, you follow these steps:

- Open a ColdFusion page and place the insertion point where you want the ColdFusion form to appear.
- On the **Insert** menu, point to **ColdFusion Objects** command and then, to **CFForm** and then, select **CFForm** command, or select the CFForm category from the **Insert** panel, and click the **CF Form** icon. Dreamweaver inserts an empty ColdFusion form. In **Design view**, the form is indicated by a dotted red outline. If you do not see this outline, On the **View** menu, select **Visual Aids**, and select **Invisible Elements** command.

You can set several ColdFusion form properties in the **Property Inspector**. Table 3.6 lists the properties of ColdFusion forms.

Form Elements	Description
CFForm	You specify the name of the form in this field.
Action	This option enables you to specify the name of the ColdFusion page to be processed when the form is submitted.
Method	<p>This option enables you to define the method that the browser uses to send the form data to the server:</p> <ul style="list-style-type: none"> ➤ POST: Selecting this option sends the data using the HTTP post method; this method sends the data in a separate message to the server. ➤ GET: Selecting this option sends the data using the HTTP get method, placing the form field contents in the URL query string.
Target	This option enables you to modify the value of the target attribute of the cform tag.
Encoding Type	<p>This option enables you to specify the encoding method used for transmitting the form data.</p> <p>Note: The selected encoding method specifies the content type which is used to submit the form to the server. The default value for this attribute is application/x-www-form-urlencoded.</p>

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Concepts

Form Elements	Description
Format	<p>This option determines what kind of form is created:</p> <ul style="list-style-type: none"> ➤ HTML: Selecting this option generates an HTML form and sends it to the client. The cfgid and cftree child controls can be in Flash or applet format. ➤ Flash: Selecting this option generates a Flash form and sends it to the client. All controls are in Flash format. ➤ XML: Selecting this option generates XForms XML and puts the results in a variable with the ColdFusion form name. It does not send anything to the client. The cfgid and cftree child controls can be in Flash or applet format.
Style	This option enables you to specify a style for the form.
Flash/XML Skin	This option enables you to specify a halo color to stylize the output. The theme determines the color used for highlighted and selected elements.
Preserve Data	<p>This option determines whether to override the initial control values with submitted values when the form posts to itself.</p> <ul style="list-style-type: none"> ➤ If False, values specified in the control tag attributes are used. ➤ If True, submitted values are used.
Scripts src	This option enables you to specify the URL, relative to the Web root, of the JavaScript file that contains client-side code used by the tag and its child tags. This attribute is useful if the file is not in the default location. This attribute may be required in some hosting environments and configurations that block access to the /CFIDE directory. The default location is set in the ColdFusion Administrator; by default, it is /CFIDE/scripts/cfform.js .
Archive	This option enables you to specify the URL of downloadable Java classes for cfgid , cfslider , and cftree applet controls. The default location is /CFIDE/classes/cfapplets.jar .
Height	This option enables you to specify the height of the form.
Width	This option enables you to specify the width of the form.
Display Tag Editor for cfform	This option enables you to edit properties not listed in the Property Inspector.

Table 3.6: ColdFusion Form Properties

3.3 Cascading Style Sheets (CSS)

A style is a group of formatting attributes that control the appearance of a range of text in a single document.

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3.3.1 Understanding CSS

A Cascading Style Sheet (CSS) is a collection of formatting rules, which can be used to control several documents at once and includes all of the styles for a document. If the CSS style sheet is updated or changed, the formatting of all the linked documents that use the style of the CSS style sheet are also updated automatically. This is the advantage of using a CSS over an HTML style. CSS gives both Website developers and users more control over how pages are displayed. With CSS, designers and users can create style sheets that define how different elements, such as headers and links look and work in your document. These style sheets can then be applied to any Web page.

CSS styles are identified by name or by HTML tag, allowing you to change an attribute of a style and see that all text, to which that style applies, instantly reflects the change. CSS styles in HTML documents can control most of the traditional text formatting attributes such as font, size, and alignment. CSS styles can also specify unique HTML attributes, such as positioning, special effects, and mouse rollovers. CSS style sheets reside in the HEAD area of a document and define a series of styles.

Note: CSS work in Internet Explorer 4.0 and later browsers. Internet Explorer 3.0 recognizes some CSS style sheets, but earlier browsers ignore them.

3.3.2 Advantages of Style Sheets

Following are some of the advantage of style sheets:

➤ **Quick and easy formatting updates and changes**

The advantage of using a CSS over HTML formatting is that the style sheet can be linked to multiple documents (Creating a CSS). Once the style is linked, the formatting attributes of the style are incorporated into the document. This means that you only have to define the style once, in your style sheet, and all pages in your site will automatically take on those attributes.

Also, when a CSS style is updated or changed, the formatting of all the documents that use that style sheet are automatically updated as well. For example, imagine managing a very large Website. If you are using CSS you can make font and formatting changes to the entire site or multiple pages quickly and accurately.

➤ **Control of additional features**

Some features, such as assigning custom list bullets of different font sizes cannot be controlled using HTML. With CSS styles, you can control such features. By using CSS styles, you can create consistent page layouts throughout multiple browsers.

Many Website designers and creators have been reluctant to use CSS styles because of inconsistent browser support. However, if your audience includes viewers who are using browsers that support CSS Styles (4.0 and later), you should use the power and control they offer.

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3.3.3 CSS Styles Panel

You can track the CSS rules and properties with the help of the **CSS Styles** panel. The **CSS Styles** panel also enables you to view, create, edit, and remove CSS styles, as well as to attach external style sheets to documents. To open the **CSS Styles** panel, on the **Window** menu, click **CSS Styles** command. Alternatively, you can press **Shift+F11** keys simultaneously.

There are two modes - **Current** mode and **All** mode. In the **Current** mode, you can track rules and properties that affect a currently selected page element. In the **All** mode, you can track all of the rules and properties that are available to the document. You can toggle between the two modes by using the two buttons at the top of panel. Refer to figure 3.16.

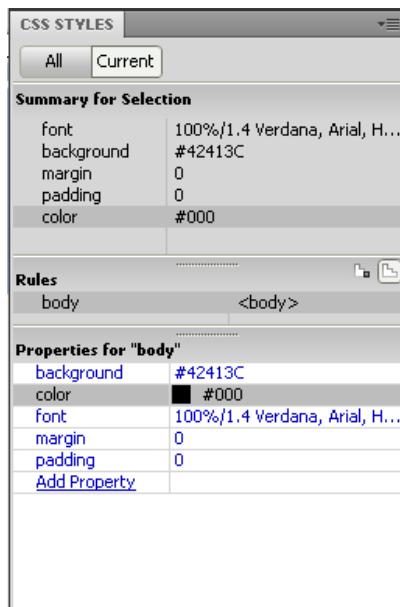


Figure 3.16: CSS Styles Panel in Current Mode

➤ **The CSS Styles panel in Current mode**

In Current mode, the CSS Styles panel displays three panes:

- **Summary for Selection:** The CSS properties for the current selection in the document are displayed in this pane.
- **Rules:** The location of selected properties are displayed in this pane.
- **Properties:** You can edit CSS properties for the rule applied to the selection using this pane.

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➤ The CSS Styles panel in All mode

In the **All** mode, the CSS Styles panel displays two panes:

- **All Rules** pane (on top) displays a list of rules defined in the current document as well as all rules defined in style sheets attached to the current document.
- **Properties** pane (on bottom) enables you to edit CSS properties for any selected rule in the All Rules pane. Refer to figure 3.17.

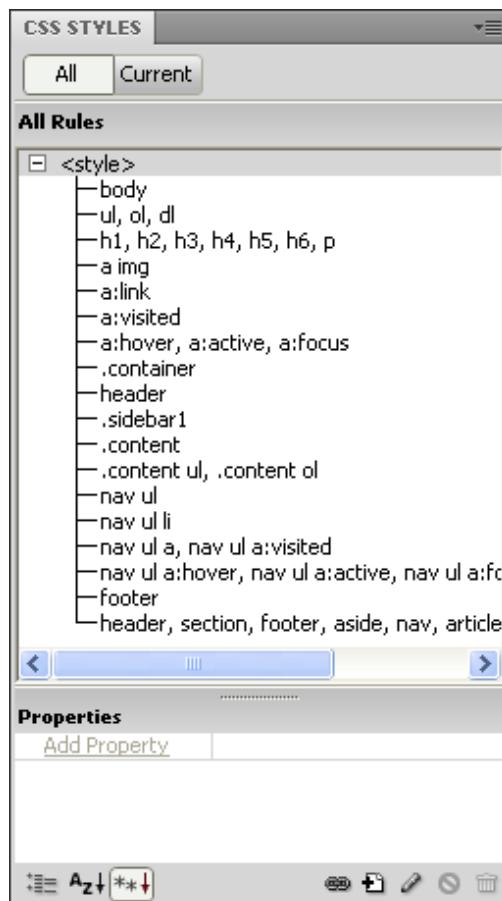


Figure 3.17: CSS Styles Panel in All Mode

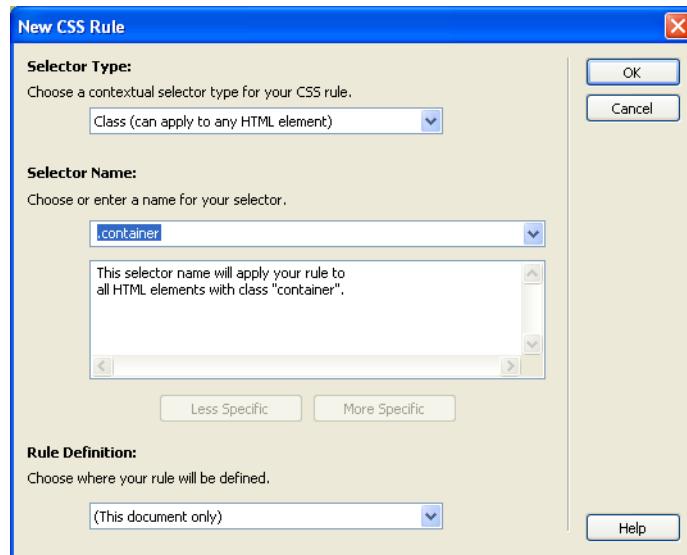
3.3.4 Creating and Managing CSS

In order to create a new CSS style, first place the insertion point in the document. Next, on the **Window** menu, you click the **CSS Styles** command. The **CSS Styles** panel will be displayed. Click the **New CSS Rule** icon located at the bottom right corner. The New CSS Rule dialog box opens.

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Refer to figure 3.18.



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Figure 3.18: New CSS Rule Dialog Box

Select any of the custom styles from the **Selector Type** options. To enter a name, select a Tag from the **Name** drop-down list for any of the **Selector Types**. Then, you click **OK**. The **CSS Rule Definition** dialog box is displayed as shown in figure 3.19.

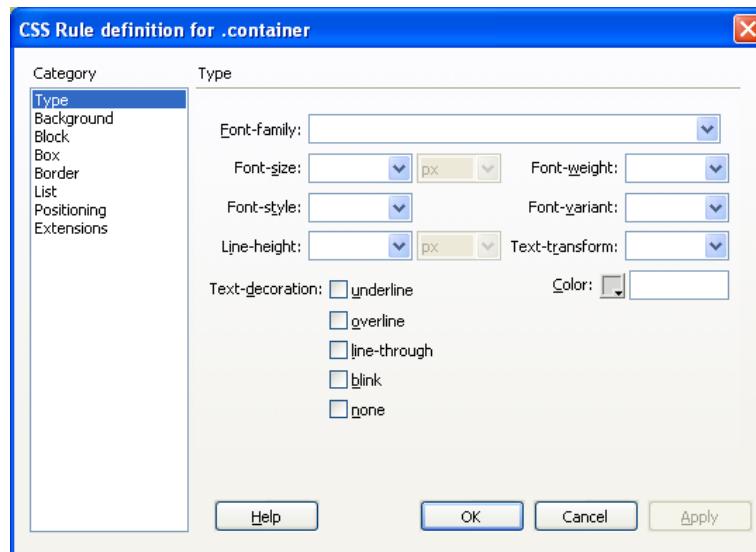


Figure 3.19: CSS Rule Definition Dialog Box

Select the style options for the new CSS style sheet such as Font, Size, and Color. When you are done setting style attributes, you click **OK**.

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Thus, the CSS style created will be added to the CSS Styles panel. The custom style can be applied as follows:

➤ **Applying a Custom (Class) CSS Style**

Custom (class) CSS styles are the only type of CSS styles that can be applied to any text in a document, regardless of which tags control the text. All custom (class) styles associated with the current document are displayed in the CSS Styles panel and in the Style drop-down list of the **Property Inspector**.

You will see that most styles are updated immediately; however, you should preview your page in a browser to verify that a style was applied as expected. When you apply two or more CSS styles to the same text, the styles may conflict and produce unexpected results.

To apply a custom CSS style, you select the text for which you want to apply the CSS style. Then, on the **Window** menu, click the **CSS Styles** command. In the **CSS Styles** panel, select the style you want to apply and right-click. From the context menu, you select the **Apply** option.

Alternatively, in the **Document** window, right-click the selected text. Then, select **CSS Styles** option from the context menu and then, select the style to apply. Refer to figure 3.20.

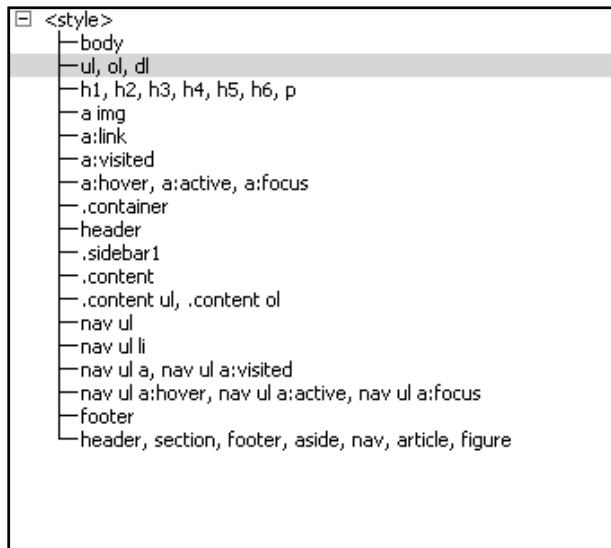


Figure 3.20: CSS Style

Another way to apply a custom CSS style is by using the **Property Inspector's Class** pop-up menu as shown in figure 3.21. You can also apply a CSS style by clicking the **CSS Styles** command on the **Format** menu. Then, select the desired CSS style to apply from the submenu.

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The CSS style will be applied to the selected text.

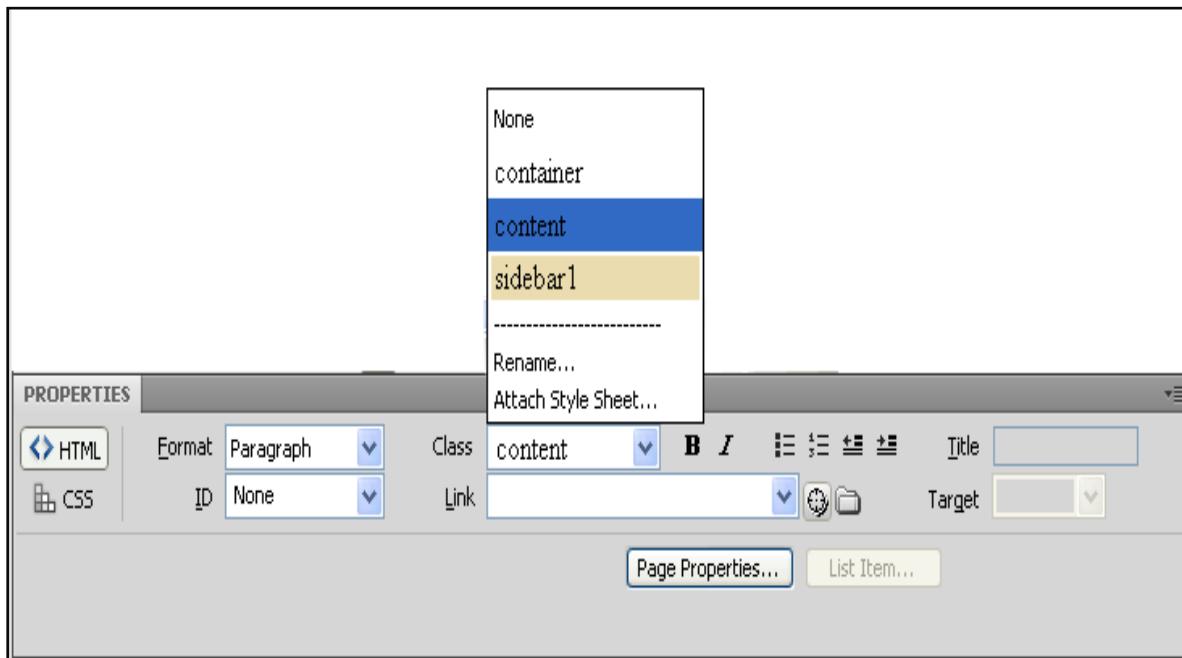


Figure 3.21: Property Inspector Displaying the Style List

To remove a class style from a selection, you first select the object or text you want to remove the style from. Then, in the **HTML Property Inspector**, you select **None** from the **Class** pop-up menu.

To rename a class style, in the **CSS Styles** panel, you right-click the CSS class style you want to rename and select **Rename Class**. Another method to rename a class is by selecting **Rename Class** from the **CSS Styles** panel options menu. Then, in the **Rename Class** dialog box, make sure that the class you want to rename is selected in the **Rename Class** pop-up menu. Lastly, in the **New Name** text box, you enter the new name for the new class and click **OK**.

You can link/import an external style sheet by selecting the **CSS Styles** command on the **Window** menu. Click the **Attach Style Sheet** button located at the bottom right corner of the CSS Styles panel.

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Refer to figure 3.22.

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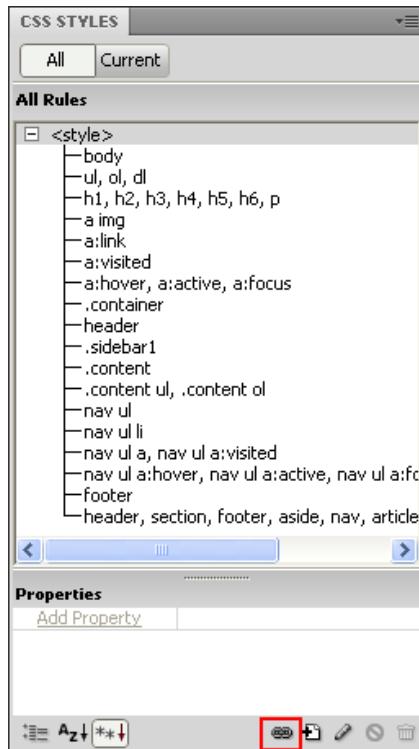


Figure 3.22: Text Menu Displaying The Style

The **Attach External Style Sheet** dialog box appears. You click the **Browse** button to select an external **CSS Style Sheet** or type the path to the **Style Sheet** in the **File/URL** field. Refer to figure 3.23.

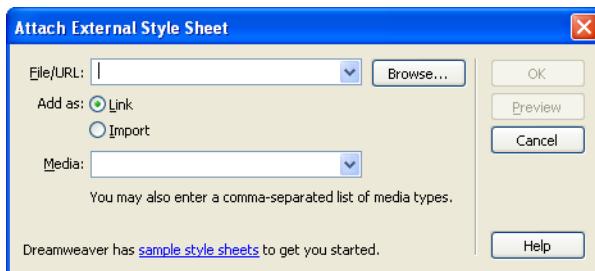


Figure 3.23: Attach External Style Sheet

In order to create a reference an external style sheet, you click **Import**. This creates an **@import tag** in the HTML code, and references the URL where the published style sheet is located. This method does not work with Netscape Navigator. Lastly, you click **OK**. The name of the external style sheet appears in the **CSS Styles** panel.

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3.3.5 CSS Starter Layout

In Dreamweaver CS5, you can select 16 different CSS layouts. In addition, you can create your own CSS layouts. You can later add these layouts to the configuration folder so that they appear as layout choices in the **New Document** dialog box.

➤ **Creating a page with a CSS layout**

To create a page with a CSS layout, you follow these steps:

1. On the **File** menu, you click **New**.
2. In the **New Document** dialog box, you click the **Blank Page** category.
3. For **Page Type**, you select the kind of page you want to create.

Note: Dreamweaver CS5 restricts you to select an HTML page type for the layout. A limitation of CSS layout is that it does not let you create an ActionScript CSS, Library Item, JavaScript, XML, (Extensible Stylesheet Language Transformations (XSLT), or ColdFusion Component page. You cannot include CSS page layouts for the page types that are under the Other category of the New Document dialog box.

4. For **Layout**, you select the CSS layout you want to use. You can select from the 16 different layouts. The **Preview** window shows the layout and gives a brief description of the selected layout.

Table 3.7 lists the types of columns provided by the predesigned CSS layouts.

Column Name	Description
Fixed	You specify the column width in pixels in this column. The column width is fixed irrespective of the visitor's browser and text settings.
Liquid	You specify column width as a percentage of the site visitor's browser width. The column width may change as per visitor's browser settings; but does not adapt to visitor's text settings.

Table 3.7: Types of Columns

5. You select a document type from the **DocType** pop-up menu.
6. From the Layout CSS pop-up menu, select a location for the layout's CSS.
 - **Add To Head:** You select this option to add CSS for the layout to the head of the page you are creating.

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- **Create New File:** You select this option to add CSS for the layout to a new external CSS style sheet. This option attaches the new style sheet to the page you are creating.
- **Link To Existing File:** You select this option to specify an existing CSS file that already contains the CSS rules needed for the layout. To use the same CSS layout across multiple documents, you use this option.

7. Perform one of the following steps:

- If you select Add to Head from the Layout CSS in pop-up menu (the default option), you click **Create**.
- If you selected Create New File from the Layout CSS pop-up menu, you click **Create**, and then, specify a name for the new external file in the **Save Style Sheet File As** dialog box.
- If you selected Link to Existing File from the Layout CSS in pop-up menu, you add the external file to the **Attach CSS file** text box by clicking the **Add Style Sheet** icon, completing the **Attach External Style Sheet** dialog box, and clicking **OK**. Lastly, click **Create** in the **New Document** dialog box.

Note: The Link to Existing File option requires that the specified file must have the rules for the CSS file contained within it.

When you put the layout CSS in a new file or link to an existing file, Dreamweaver automatically links the file to the HTML page you are creating.

3.3.6 CSS Properties

You can define properties for CSS rules such as text font, background image and color, and layout properties. First you create a new rule and then, set the properties.

➤ Type property

You can use the Type property in the **CSS Rule Definition** dialog box as shown in figure 3.24 to set basic font and type settings for a CSS style.

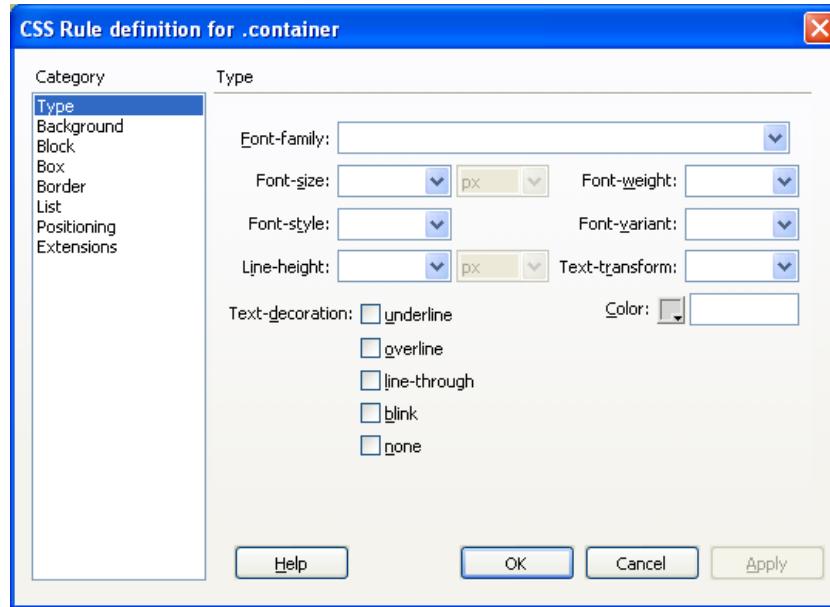


Figure 3.24: CSS Rule Definition Dialog Box Displaying Type Properties

➤ Background property

You can use the **Background** category of the **CSS Rule Definition** dialog box to define background settings for a CSS style as shown in figure 3.25. You can create a style which adds a background color or background image to any page element, for example behind text, a table, the page, and so on. You can also set the positioning of a background image.

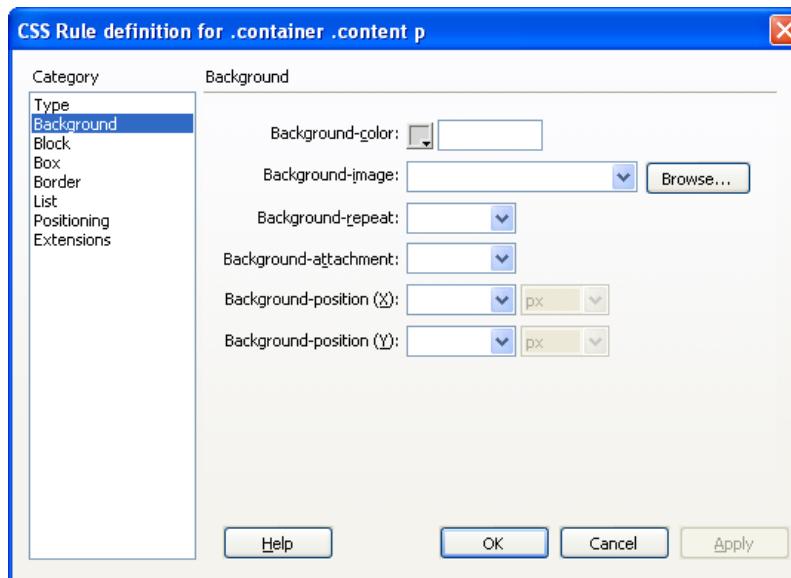


Figure 3.25: CSS Rule Definition Dialog Box Displaying Background Properties

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➤ Block property

Use the **Block** category of the **CSS Rule Definition** dialog box as shown in figure 3.26 to define spacing and alignment settings for tags and properties. To apply the **Block** property, first, you open the CSS Styles panel. Then, you double-click an existing rule or property in the top pane of the **CSS Styles** panel. In the **CSS Rule Definition** dialog box, you select **Block**, and then, set any of the style properties.

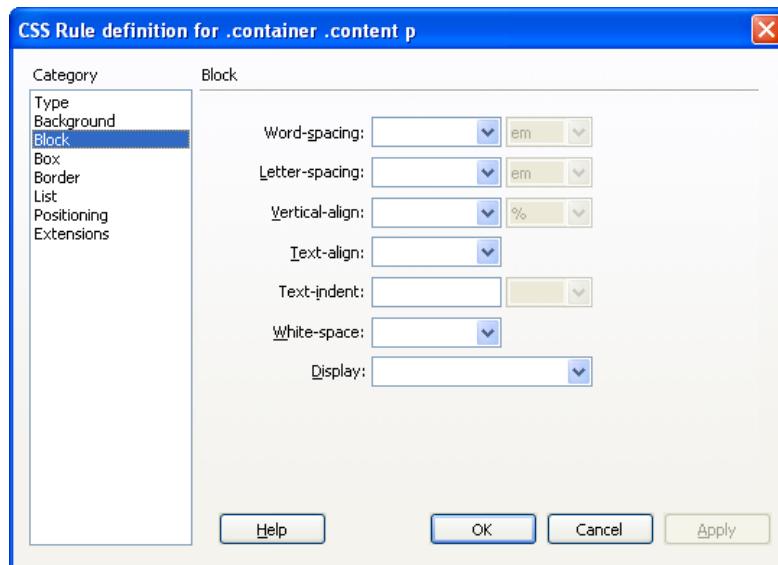


Figure 3.26: CSS Rule Definition Dialog Box Displaying Block Properties

➤ Box property

Use the **Box** category of the **CSS Rule Definition** dialog box as shown in figure 3.27 to define settings for tags and attributes that control the placement of elements on the page. You can use different settings for each side of an element when applying padding and margin settings, or use the **Same For All** setting to apply the same setting to all sides of an element.

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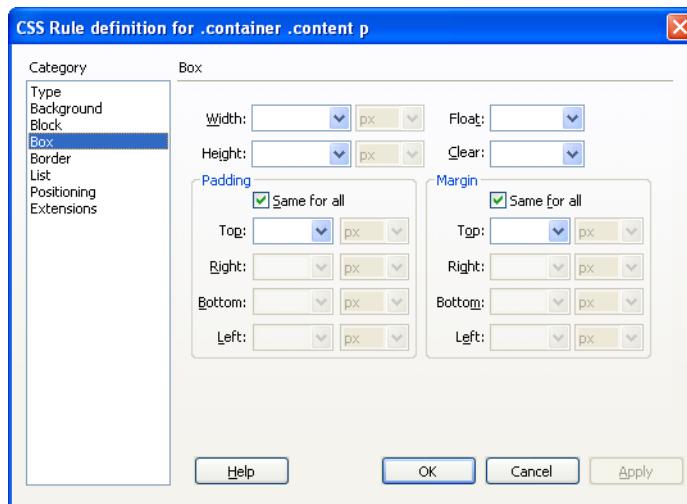


Figure 3.27: CSS Rule Definition Dialog Box Displaying Box Properties

➤ **Border property**

Use the **Border** category of the **CSS Rule Definition** dialog box as shown in figure 3.28 to set border style, width, and color.

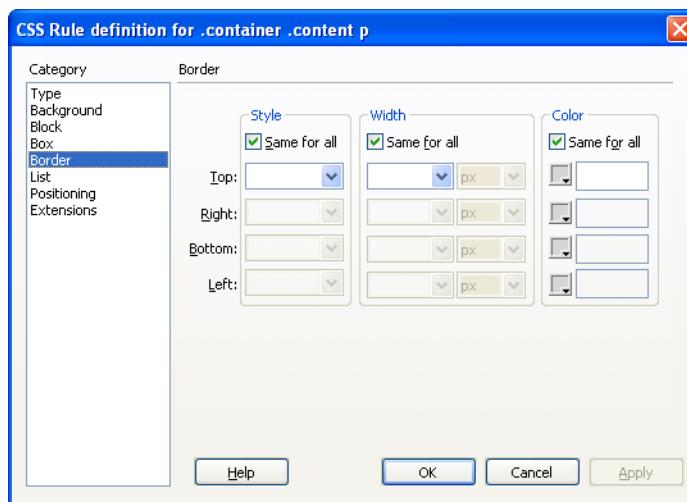


Figure 3.28: CSS Rule Definition Dialog Box Displaying Border Options

➤ **List property**

You can use the List category of the **CSS Rule Definition** dialog box to define list settings, such as bullet size and type, for list tags. Refer to figure 3.29.

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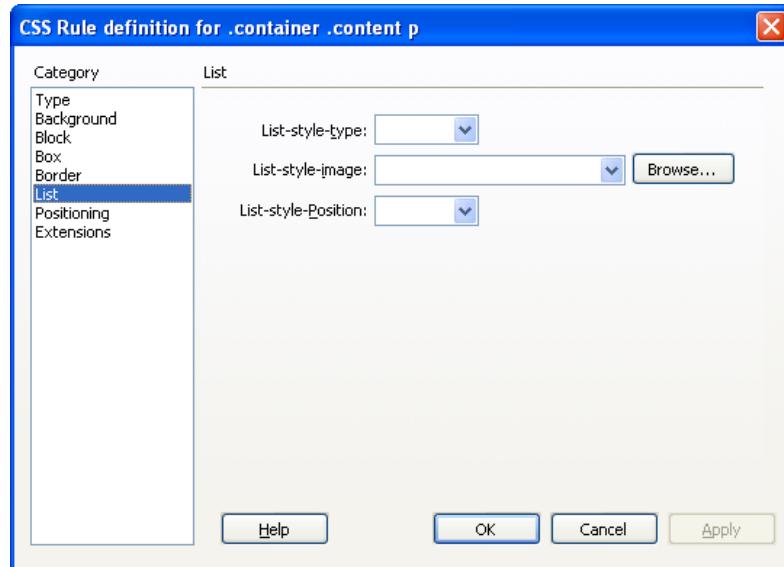


Figure 3.29: CSS Rule Definition Dialog Box Displaying List Options

➤ Positioning property

The **Positioning** style attributes change the tag or block of selected text into a new layer using the default tag for defining layers as set in the **Layer** preferences. You use the **Positioning** category of the **CSS Style Definition** dialog box as shown in figure 3.30 to define settings for position.

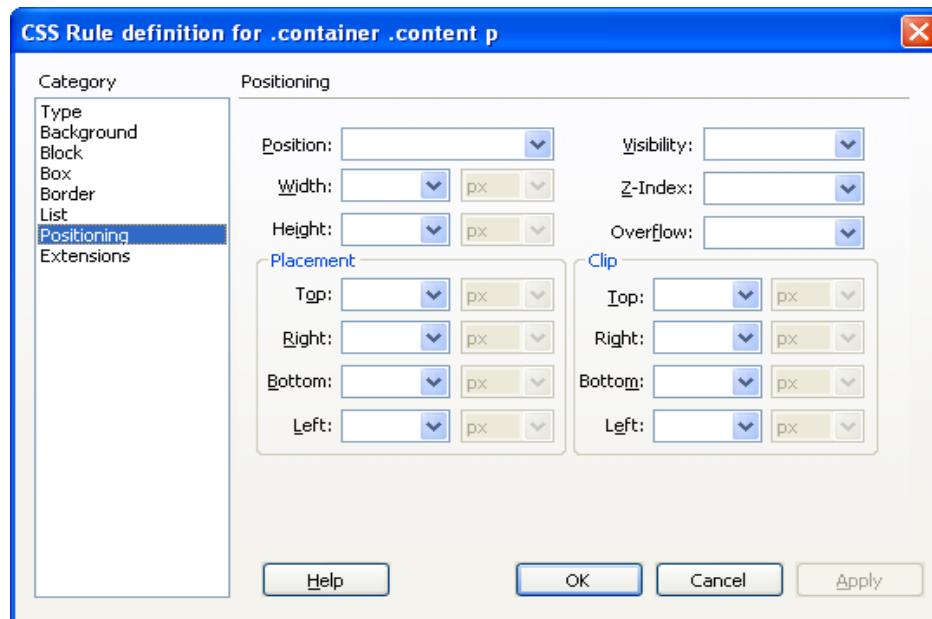


Figure 3.30: CSS Style Definition Dialog Box Displaying Positioning Options

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➤ Extensions property

The **Extensions** style attributes include filters, page break, and cursor options, most of which are not supported in any browser or are supported only in Internet Explorer 4.0 and above. Refer to figure 3.31.

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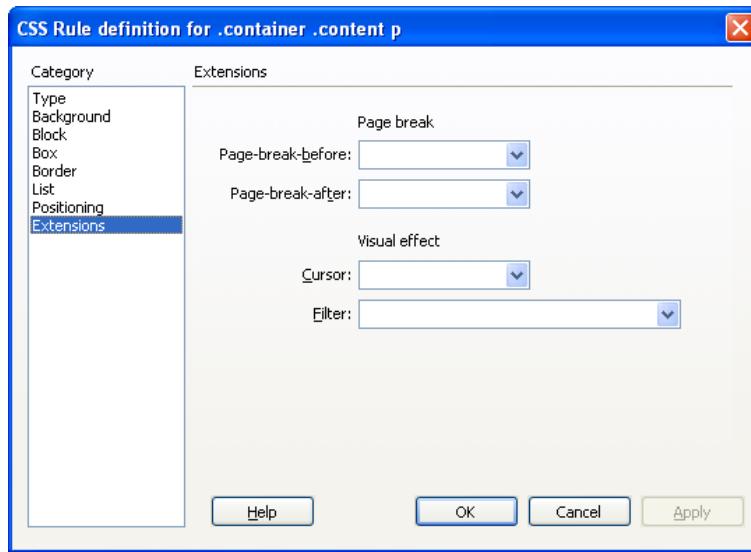


Figure 3.31: CSS Style Definition Dialog Box Displaying Extension Options

3.3.7 Editing, Formatting, and Enabling/Disabling CSS

You can edit an individual rule in a CSS style sheet using the CSS Styles panel. You can also work directly in the CSS style sheet to edit CSS rules. Some of the actions you can do with a CSS style sheet are as follows:

➤ Editing a CSS Style sheet

In the **CSS Styles** panel, you first select the **All** mode. Then, in the **All rules** pane, you double-click the name of the style sheet you want to edit. Lastly, in the **Document** window, you modify the style sheet as desired, and then, save the style sheet.

➤ Formatting a CSS Style sheet

You can set preferences that control the format of your CSS code. For example, you can set preferences that will place all CSS properties on separate lines or place a blank line between CSS rules.

To set CSS code formatting preferences, on the **Edit** menu, click **Preferences**. In the **Preferences** dialog box, you select the **Code Format** category. Next to **Advanced Formatting**, click the **CSS** button.

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In the **CSS Source Format Options** dialog box that appears, select the options that you want to apply to CSS source code. A preview of the CSS as it would look according to the options you have selected appears in the **Preview** window below. Following are a set of options that you need to set:

- **Indent properties with:** This option sets the indentation value for properties within a rule. You can specify tabs or spaces.
- **Each property on a separate line:** This option places each property within a rule on a separate line.
- **Opening brace On separate line:** This option places the opening brace for a rule on a separate line from the selector.
- **Only If More Than 1 Property:** This option places single-property rules on the same line as the selector.
- **All selectors for a rule on same line:** This option places all selectors for the rule on the same line.
- **Blank line between rules:** This option inserts a blank line between each rule.

When you are finished setting the mentioned options, click **OK**.

You can also format CSS code in a CSS style sheet manually. To do this, first, you open a CSS style sheet. On the Commands menu, click Apply Source Formatting command. The formatting options you set in CSS code formatting preferences are applied to the entire document. You cannot format individual selections.

➤ **Disable/Enable CSS**

In Dreamweaver CS5, you can comment out portions of CSS from the CSS Styles panel, without making changes directly in the code. This can be done using the **Disable/Enable CSS** Property feature

When you disable a CSS property, Dreamweaver adds CSS comment tags and a [disabled] label to the CSS property you have disabled. You can then easily re-enable or delete the disabled CSS property according to the preference.

To disable CSS, in the **Properties** pane of the **CSS Styles** panel, select the property you want to disable. Then, click the **Disable/Enable CSS Property** icon in the lower-right corner of the Properties pane as shown in figure 3.32. When you click the **Disable/Enable CSS Property** icon, a **Disabled** icon appears to the left of the property. To re-enable the property, you click the **Disabled** icon.

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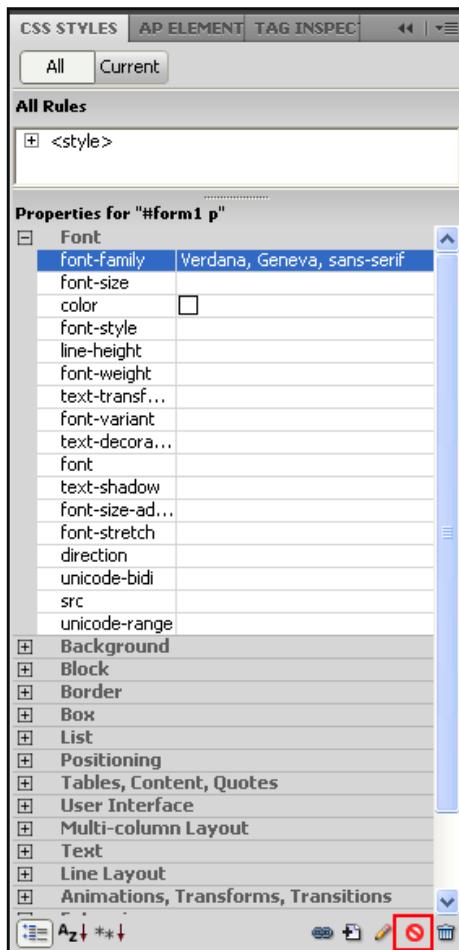


Figure 3.32: Disable/enable CSS Property Icon

3.3.8 Inspect CSS in Live View

You can quickly identify HTML elements and their associated CSS styles by using the Inspect mode, which works together with Live View.

To inspect CSS in Live View, with your document open in the **Document** window, click the **Inspect** button located next to the **Live View** button in the **Document** toolbar.

Note: Inspect mode automatically enables the Live mode.

Then, hover over elements on the page to see the CSS box model. **Inspect** mode highlights different colors for the border, margin, padding, and content as shown in figure 3.33. Additionally, press the left arrow key on your keyboard to highlight the parent of the currently highlighted element. You can also press the right arrow key to return to highlighting for the child element. You can also click an element to lock a highlight selection.

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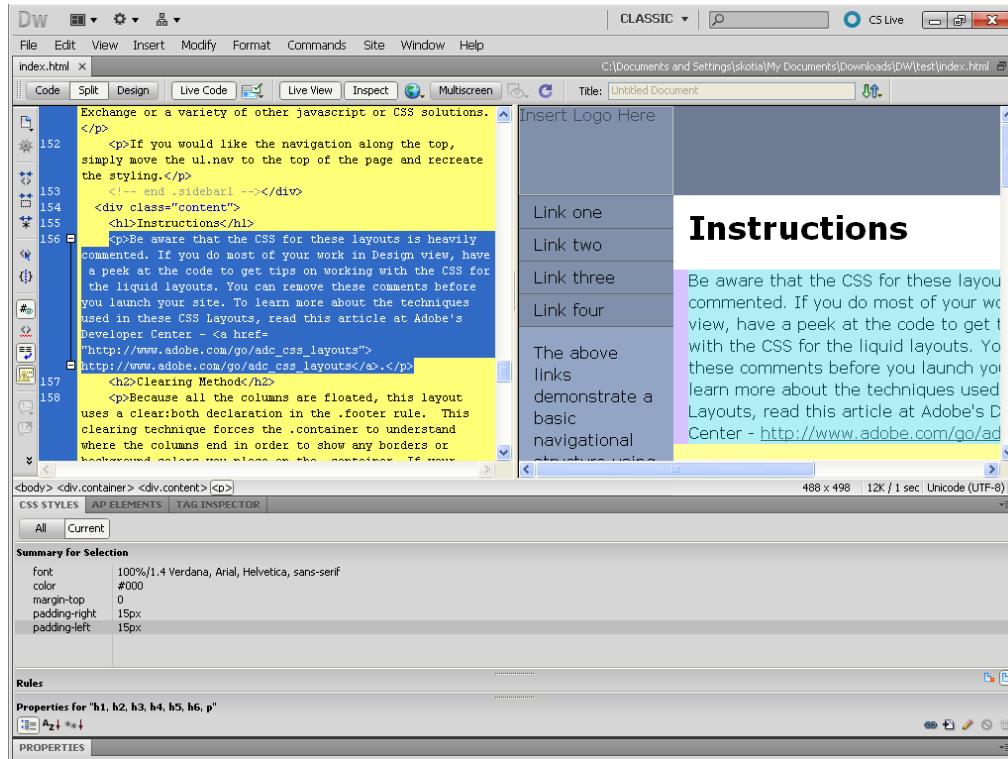


Figure 3.33: Inspect Mode

Note: Inspect mode is turned off if you click an element to lock a highlight selection.

3.4 Working with Div Tags

Page layouts can be created manually by inserting div tags and applying CSS positioning styles to them. A div tag is defined as a tag having logical divisions within the content of a Web page. This tag can be used to create column effects, center blocks of content, create different areas of color, and much more.

You also have the option of creating a CSS layout based on one of the pre-designed layouts that come with Dreamweaver in case of unfamiliarity while using the div tags and CSS while creating Web pages. Try using tables if you are uncomfortable working with CSS, but are familiar with using tables.

Note: You should avoid using the same ID as another tag in your document. Or else, Dreamweaver displays an error message.

3.4.1 Inserting Div Tags

Div tags can be used to create CSS layout blocks and position them in your document. This is useful if you have an existing CSS style sheet with positioning styles attached to your document.

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In order to quickly insert a div tag and apply existing styles to it, first, in the **Document** window, place the insertion point where you want the div tag to appear. Next, select one of the options as follows:

- On the **Insert** menu, point to **Layout Objects**, and then, click the Div Tag command.
- In the **Layout** category of the **Insert** panel, you click the **Insert Div Tag** button.

The **Insert Div Tag** dialog box appears as shown in figure 3.34.



Figure 3.34: Insert Div Tag Dialog Box

Select to set any from the following options:

- **Insert:** This option allows you to select the location of the div tag and the tag name if it is not a new tag. It can be placed either at the insertion point, before or after the tag, or before or after the start of the tag.
- **Class:** This option displays the class style currently applied to the tag. If you attach a style sheet, classes defined in that style sheet will appear in the list. Use this pop-up menu to select the style you want to apply to the tag.
- **ID:** This option allows you to change the name used to identify the particular div tag. When you attach a particular style sheet, IDs defined in that style sheet also appears in the list. However, the IDs for blocks that are already in your document are not listed.

Note: Irrespective of whether you create div tags using AP Div drawing tool, Dreamweaver CS5 treats all div tags as AP elements.

- **New CSS Rule:** This option opens the **New CSS Rules** dialog box.

Lastly, click **OK**. On doing so, the div tag appears with a placeholder text, as a box in your document as shown in figure 3.35. Dreamweaver highlights the edge of the box, when the pointer is moved over the edge of the box. The div tag becomes an AP element when absolutely positioned. This can be edited in case the div tags are not absolutely positioned.

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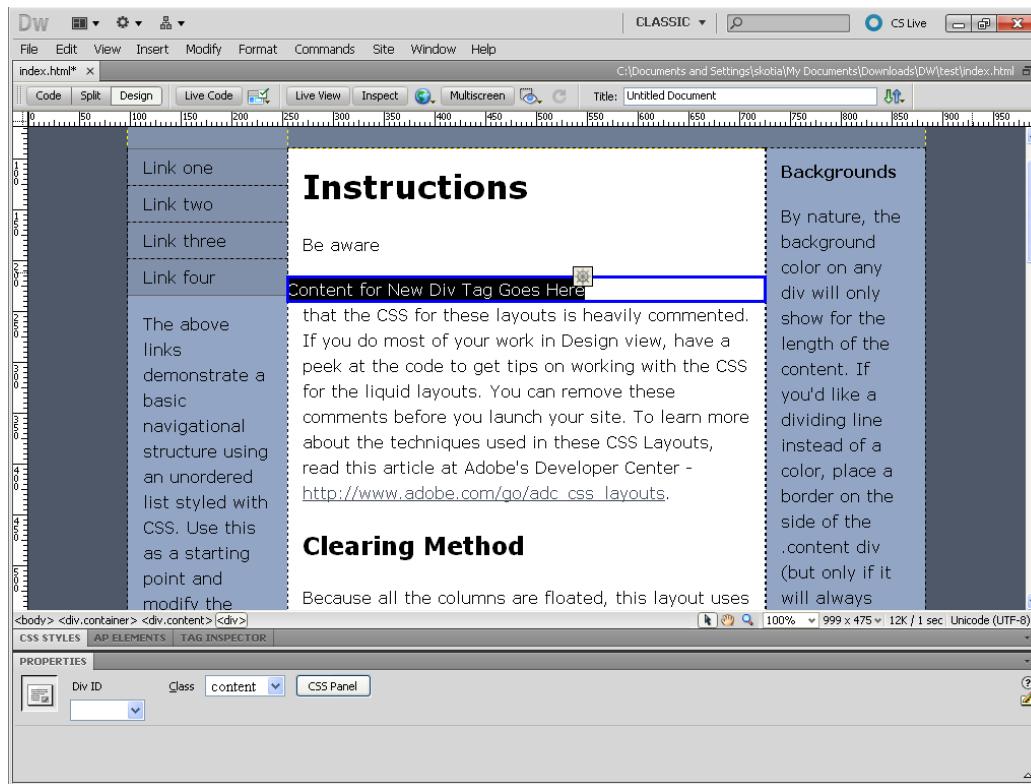


Figure 3.35: Div Tag Appearing in the Document

3.4.2 Editing Div Tags

After inserting a div tag, it can further be manipulated or you can also add content to it. For example, the div tags have visible borders when you assign borders to div tags, or when you have **CSS Layout Outlines** selected. The CSS Layout Outlines is selected by default in the **Visual Aids** menu of the **View** menu. Dreamweaver also highlights the tag, on moving the mouse pointer over it. You also have the option of changing the color of the highlight or even disable highlighting.

The **CSS Styles** panel allows you to view and edit rules for the div tags when selected. You can also add content to it by simply placing your insertion point inside the Div tag, and then, adding content just as you would add content to a page.

Note: Div tags when absolutely positioned, becomes AP elements.

In order to view and edit rules applied to a div tag, first select the div tag. You can do so by selecting any one from the following:

- Click the border of the div tag.

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- Click inside the div tag, and press **Ctrl+A** twice.
- Click inside the div tag, then, from the tag selector at the bottom of the **Document** window, select the div tag.

Next, on the **Window** menu, you click the **CSS Styles** command to open the **CSS Styles** panel if it is not already open. This panel displays the rules that are applied to the div tag. Now, you can edit the rules applied to the tag as per your requirement.

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3.4.3 CSS Layout Blocks

A CSS layout block is an HTML page element that you can position anywhere on your page. A CSS layout block is either a div tag without **display:inline**, or any other page element that includes the **display:block**, **position:absolute**, or **position:relative** CSS declarations.

In Dreamweaver CS5, you can visualize CSS layout blocks while you work in the **Design view**. In addition, you can enable outlines, backgrounds, and the box model for CSS layout blocks.

To view CSS layout block outlines, on the **View** menu, you select **Visual Aids**, and then, click **CSS Layout Outlines**. To view CSS layout block backgrounds, on the **View** menu, you select **Visual Aids**, and then, click **CSS Layout Backgrounds**. Similarly, to view CSS layout block box models, on the **View** menu, you select **Visual Aids**, and then, click **CSS Layout Box Model**.

3.4.4 Working with AP Elements

An AP element is an HTML page element that stands for Absolutely Positioned element. This element is specifically, a div tag, or any other tag that has an absolute position assigned to it. These elements can be text, images, or any other content that you can place in the body of an HTML document.

With Dreamweaver CS5, you can use the AP elements to design layout for your page. You can design the page in such a way that the AP elements are line up back to back, hide some AP elements while showing others, or even move the AP elements across the screen. You also have the option to place different background images for every AP element in more than one AP element, and also placing an element containing text with a transparent background, in front of that.

The AP elements, by default will be absolutely positioned using the div tags. However, you can classify any HTML element, for example, an image, as an AP element by assigning an absolute position to it. All the AP elements including AP div tags appear in the AP elements panel.

- **HTML code for AP Div elements**

As stated earlier, Dreamweaver creates AP elements using the div tag. By default, the elements are named as **ap Div1** for the first div you draw, **apDiv2** for the second div you draw, and so on. When an AP element is drawn using the **Draw AP Div** tool, Dreamweaver inserts a div tag in the document and assigns the div an id value to that element.

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This can be later renamed to a desired name, using the AP elements panel or the **Property Inspector**. Dreamweaver also uses embedded CSS in the head of the document to position the AP Div, and to assign the AP Div its exact dimensions.

➤ Inserting an AP Div

Dreamweaver, along with enabling you to easily create and position the AP Divs on your Web page, also provides you with the option to create nested AP Divs. When an AP Div is inserted, by default, the outline of the AP Div is displayed in **Design view**, and the blocks are highlighted on moving the pointer over it. You also have the option of disabling the visual aid that shows AP Div (or any AP element) outlines by disabling both **AP Element Outlines** and **CSS Layout Outlines** in the **View** menu and selecting the **Visual Aids** submenu. Moreover, along with this you can also, enable backgrounds and the box model for AP elements as a visual aid while you design.

After creating an AP Div element, you can add content to it. This can be done by:

- Simply placing the insertion point in the AP Div, and then, adding content just as you would add content to a page.

You can draw a single AP Div or multiple AP Divs consecutively. To do this, follow these steps:

1. In the **Layout** category of the **Insert** panel, clicking the **Draw AP Div** button.
2. In the **Document** window's **Design view**, do one of the following:
 - Drag to draw a single AP Div.
 - **Ctrl+drag** to draw multiple AP Divs consecutively.

Note: You can continue to draw new AP Divs as long as you do not release the Ctrl or Command key.

3.5 Spry Widgets

The Spry widget element is a page element that enables user interaction such that you can gain a richer user experience.

A Spry widget basically comprises the following parts:

- **Widget structure:** It consists of an HTML code block that defines the structural composition of the widget.
- **Widget behavior:** It consists of a JavaScript that controls the responsiveness of the widget to the user-initiated events.

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- **Widget styling:** It consists of a CSS that specifies the appearance of the widget.

Figure 3.36 shows Spry widget samples in **Document** window.

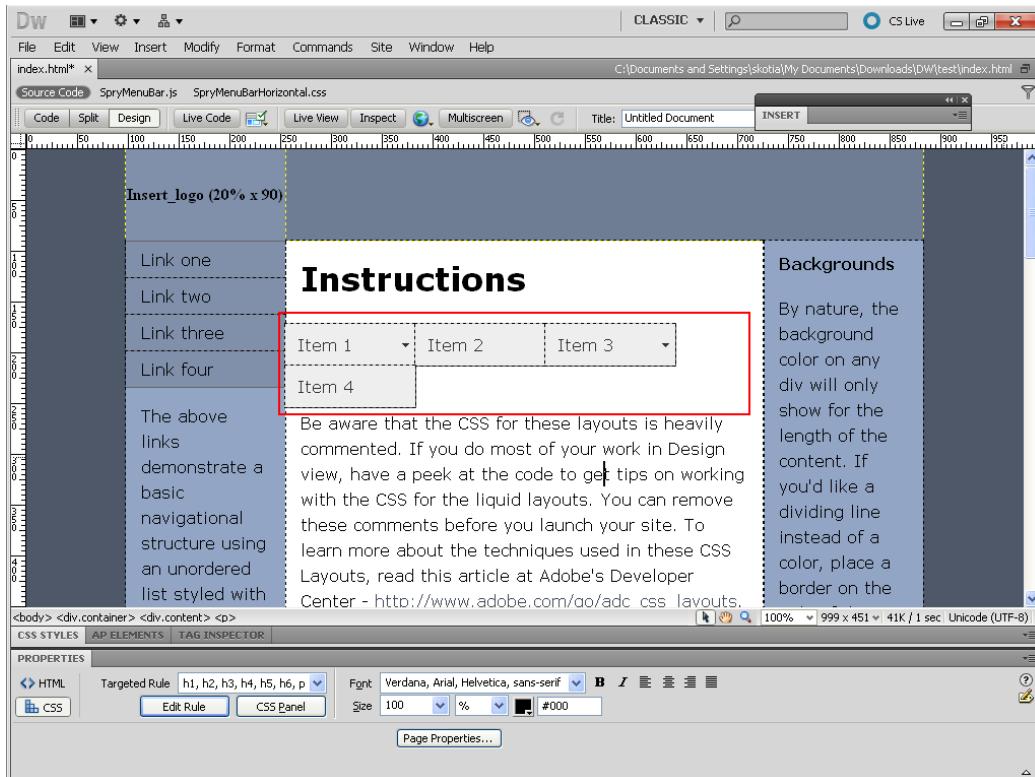


Figure 3.36: Spry Widget Samples

The Spry framework supports a set of reusable widgets written in standard HTML, CSS, and JavaScript. You can simply insert these widgets using the HTML and CSS code. In addition, you can style the widget.

It enhances user interaction, such that users can show or hide the content on the page, change the appearance of the page, and interact with menu items.

In the Spry framework, each widget is associated with unique CSS and JavaScript files. The CSS file enables you with options to style the widget. The JavaScript file is responsible for the functionality of the widget. When you insert a widget in Dreamweaver CS5, the widget containing functionality and styling is automatically linked to your page.

The widgets are named after the CSS or the JavaScript files associated with it. For example, the files associated with the **Accordion** widget are called **SpryAccordion.css** and **SpryAccordion.js**. This makes it easy to know which file type corresponds to which widget. When you insert a widget in a saved page, Dreamweaver creates a **SpryAssets** directory in your site, and saves the corresponding JavaScript and CSS files to that location.

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With Dreamweaver, you have the following options while working on the Spry widgets:

➤ Inserting a Spry Widget

In order to insert a Spry widget, on the **Insert** menu, click the **Spry** command, and further select the desired widget that you want to insert. On inserting a widget, Dreamweaver automatically includes the necessary Spry JavaScript and CSS files in your site when you save the page.

➤ Selecting a Spry Widget

In order to select the Spry widget, place the mouse pointer over the widget until you see the widget's blue tabbed outline. Then, at the upper-left corner of the widget, you click the widget's tab. The Spry widget will be selected as shown in figure 3.37.

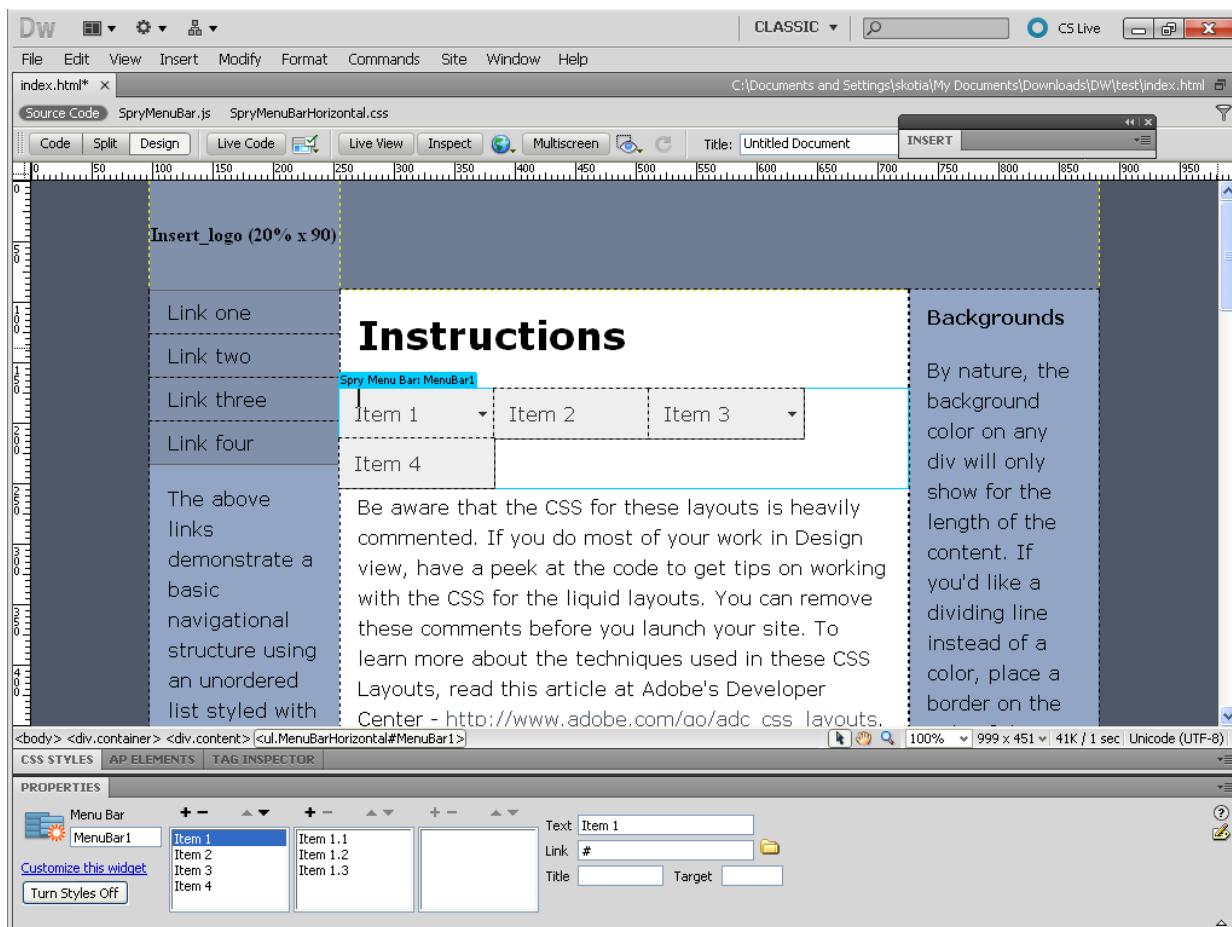


Figure 3.37: Spry Widget Selected

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➤ Editing a Spry Widget

In order to edit the Spry widget, first, you select the widget that you want to apply changes to. You can make these changes in the **Property Inspector**.

➤ Styling a Spry Widget

In order to style a spry widget, locate the appropriate CSS file for the widget in the SpryAssets folder of your site, and then, edit the CSS as per your preferences.

➤ Changing the Default Spry Assets Folder

When you insert a Spry widget, data set, or effect in a saved page, Dreamweaver creates a **SpryAssets** directory in your site, and saves the corresponding JavaScript and CSS files to that particular location. You also have the option of changing the location where the Dreamweaver saves Spry assets by default, to the desired location. To do so, on the **Sites** menu, you click the **Manage Sites** command. Next, in the **Manage Sites** dialog box, you select the desired site and click **Edit**. In the **Advanced** category of the **Site Setup** dialog box, select **Spry Now**, you enter a path to the folder that you want to use for **SpryAssets** and then, click **OK**. You can also click the folder icon to browse to a location.

Concepts

3.6 Spry Effects

Spry effects are nothing but visual enhancements that can be applied to most of the elements on an HTML page using JavaScript. You can use Spry effects to highlight information, create animated transitions, or alter a page element visually for some time. You can also apply effects to HTML elements without any additional custom tags.

Note: To apply an effect to an element, you must select the element or the element must have an ID.

Effects help alter the properties of the elements such as the opacity, scaling, positioning, and the styling that involves background color and so on. You also have the option of creating interesting visual effects by combining two or more properties. When the user clicks the object with a particular effect, the object is dynamically updated, without refreshing the entire HTML page, since the effects are Spry-based.

Spry includes the following effects:

- **Appear/Fade:** Using this effect, the element appears or fades away.
- **Highlight:** This effect changes the background color of an element.
- **Blind Up/Down:** This effect simulates a window blind that goes up or down for hiding or revealing the element.

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- **Slide:** This effect moves the element up or down.
- **Grow/Shrink:** This effect increases or reduces the size of the element.
- **Shake:** This effect simulates the shaking of the element from left to right.
- **Squish:** This effect makes the element disappear into the upper-left corner of the page.

Note: Let us take an example and see how you can apply an Appear/Fade effect. This effect can be used with limited HTML element. You cannot use this effect with HTML tags, such as applet, body, iframe, object, tr, tbody, or th.

Let us take an example and see how you can apply an Appear/Fade effect. This effect can be used with limited HTML element. You cannot use this effect with HTML tags, such as applet, body, iframe, object, tr, tbody, or th.

To apply this effect, follow these steps:

1. Select the content or layout element you want to apply the effect to.
2. In the **Behaviors** panel, click the Plus (+) button, click **Effects** and select **Appear/Fade** from the submenu as shown in figure 3.38.

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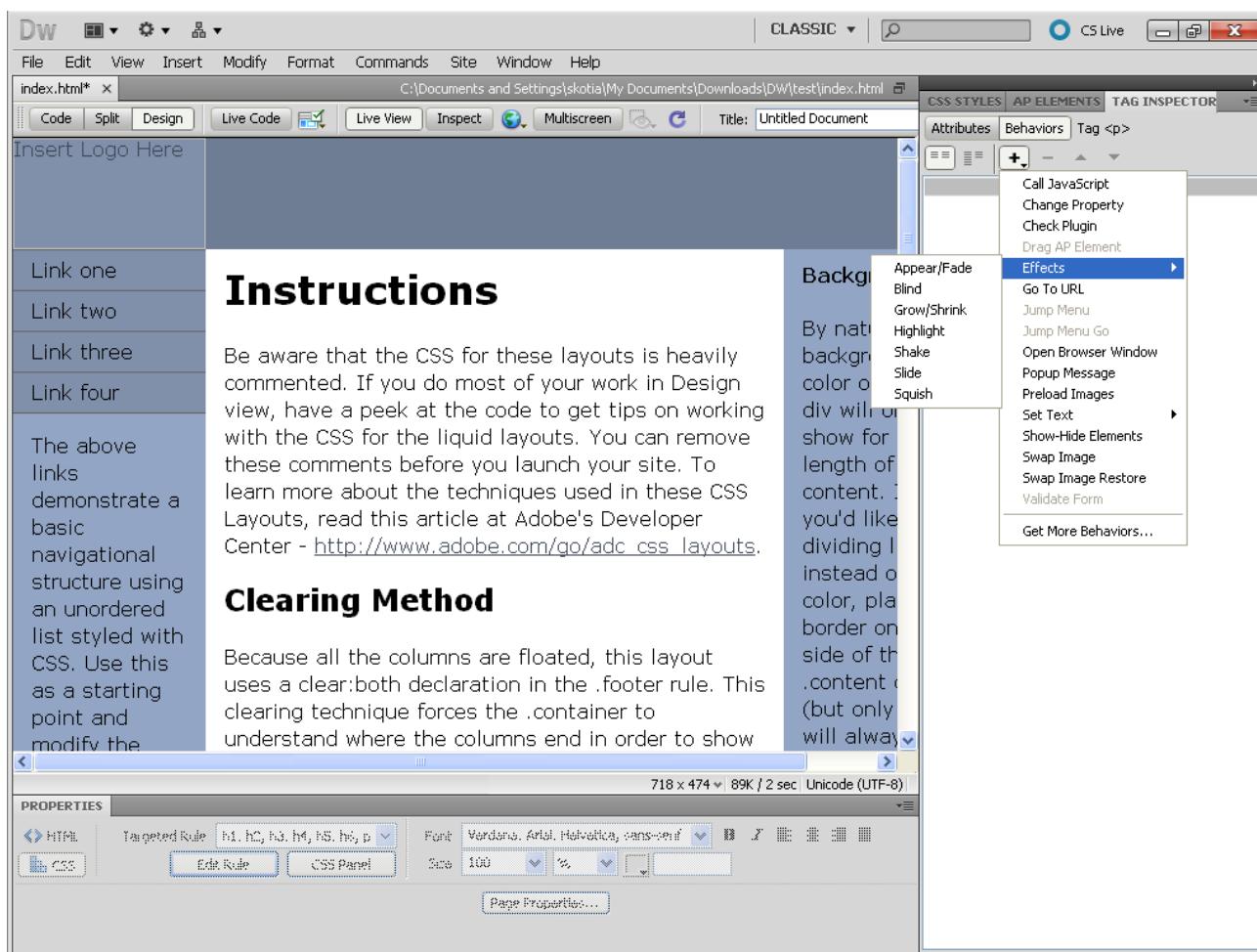


Figure 3.38: Appear/Fade Effect Option

3. Select the element's ID from the target element menu. In case, you have already selected an element, select <Current Selection>.
4. In the **Effect Duration** box, specify the time it takes for the effect to occur, in milliseconds.
5. Select the effect you want to apply: **Fade** or **Appear**.
6. In the **Fade From** box, specify the percentage of opacity you want the effect to have when it appears.
7. In the **Fade To** box, define the percentage of opacity you want to fade to.
8. Select **Toggle Effect** if you want the effect to be reversible, going from fade to appear and back again with successive clicks.

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Figure 3.39 shows the Appear/Fade effect applied to the document.

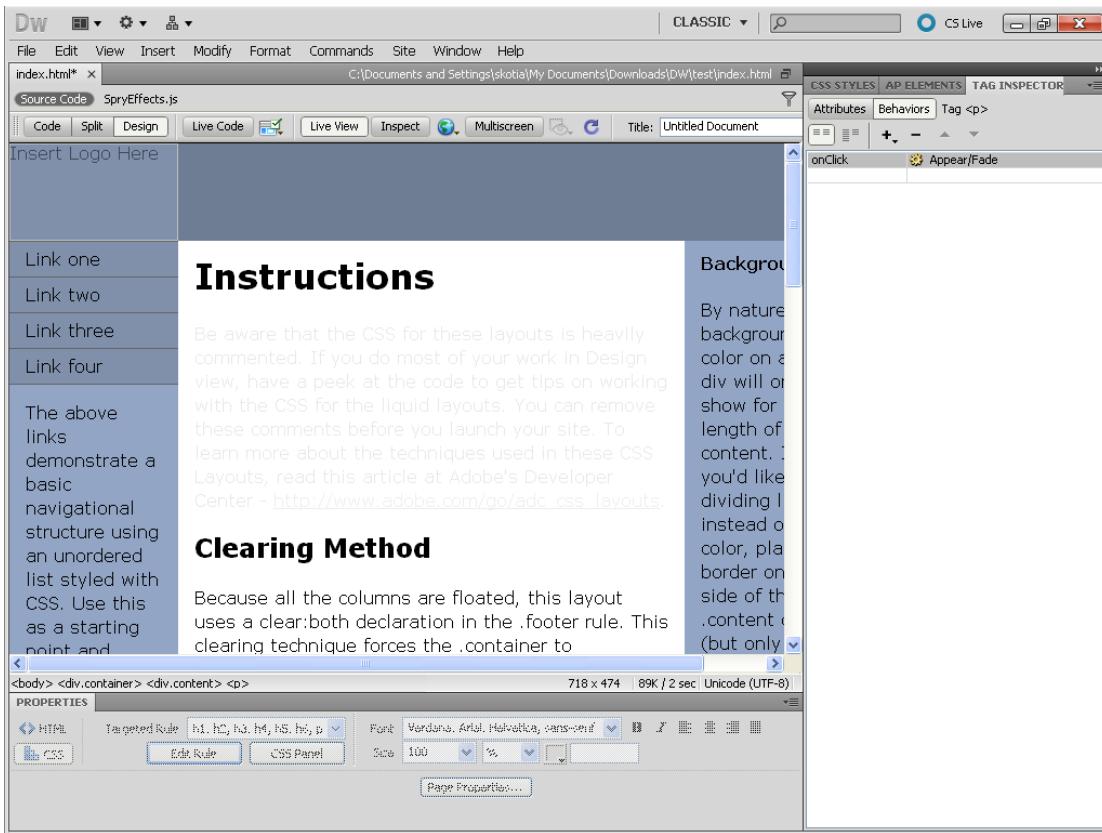


Figure 3.39: Appear/Fade Effect Applied

Note: With each added Spry effect, various lines of code are added to your file in the Code view. One line identifies the **SpryEffects.js** file, which is necessary to include the effects. Accidentally, if you remove this line from your code, the effects will not work.

3.7 Behaviors

In Dreamweaver, behaviors are used to include JavaScript code in a document. Behaviors allow visitors to interact with the Web pages and change them in many different ways, such as displaying a pop-up window, playing sound, and swapping images.

3.7.1 Understanding Behaviors

A behavior in Dreamweaver is a combination of an event and an action. A behavior can be applied to any object, such as a page, image, link, and button. Behaviors are client-side scripting code and are executed in the client browser and not on the server.

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Each browser has a list of events, which can be associated with a list of actions in the '+' icon of the **Behaviors** panel. Events indicate occurrence of an action. For example, when a visitor clicks a button, the browser generates an **onClick** event for that button; the browser then checks and finds out whether there is some JavaScript code (specified in the page being viewed) that the browser is supposed to call when the event is generated for that button. Different events are defined for different page elements. For example, in most browsers **onMouseOver** and **onClick** are events usually associated with links, whereas **onLoad** is an event associated with images and with the body section of the document. A single event can trigger different actions and you can specify the order in which those actions occur.

An action consists of a pre-written JavaScript code that performs a specific task, such as swapping images, opening a browser window, showing or hiding a layer, playing a sound, or stopping a Shockwave movie.

After you attach a behavior to a page element, each time the event takes place, the action will be called. For example, if you apply an event such as **onClick** for a button and the action is to display a pop-up window, then, each time you click this button, a pop-up window will be displayed.

3.7.2 Applying Behaviors

You can apply behaviors to an entire page, to an image, to form elements, links, and so on. The browser that you are selecting determines the list of events for a particular page element. Internet Explorer 4.0 has a wider variety of events than Navigator 4.0 or any 3.0 browsers. You cannot attach a behavior to plain text. You select the page element such as a button or a link to which the behavior is to be attached. To access **Behaviors** panel, click **Behaviors** command from the **Window** menu. Refer to figure 3.40.

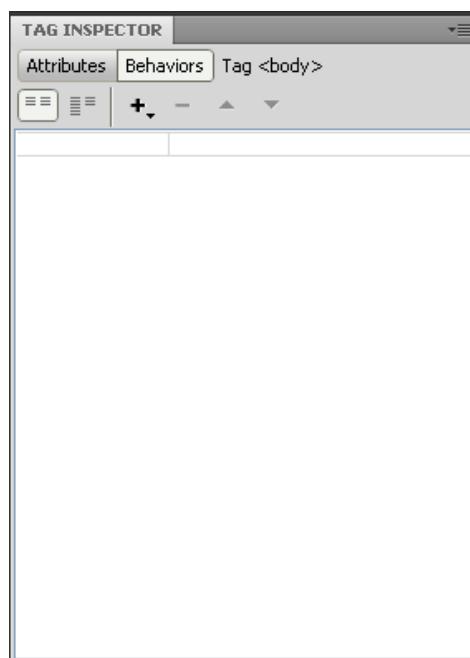


Figure 3.40: Behaviors Panel

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To add a new behavior, you click the ‘+’ button and the **Action** pop-up menu will be displayed as shown in figure 3.41.

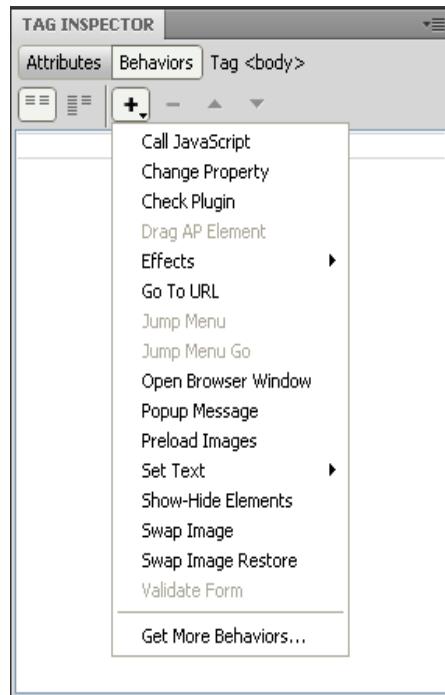


Figure 3.41: Action List

Select an action from the **Action** pop-up menu. When you select an action, a dialog box will be displayed showing the parameters to be filled. Fill the parameters and click the **OK** button.

In the **Events** column, the default event will be listed which will trigger the action. If the event listed is not the one that you want, you can change it by placing the cursor in the **Events** column. With this, a drop-down list appears, which when clicked, displays a list of events associated with the element selected. Refer to figure 3.42. The list of events displayed depends on the browser selected in the **Show Events For** option. For example, if you select 3.0 and later browsers, only a few options will be displayed, whereas if you select 4.0 and later browsers, many more events will be included.

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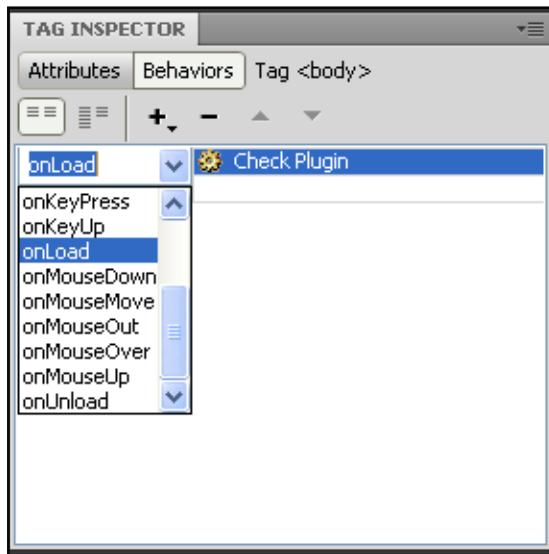


Figure 3.42: Events Displayed in the Behaviors Panel

3.7.3 Changing or Deleting Behaviors

Once you attach a behavior, you can change the event that triggers the action, add or remove actions, and change parameters for actions. To do this, first you select an object with a behavior attached to it. Then, on the Window menu, you click **Behaviors** command. Do the following to make the changes as required:

- To edit an action's parameters, you double-click its name, or select it and press **Enter**. Then, you change parameters in the dialog box and click **OK**.
- To change the order of actions for a given event, you select an action and click the **Up** or **Down** arrow key. Alternatively, you can select the action and cut and paste it into the desired location among the other actions.
- To delete a behavior, select it and click the Minus (-) button or press the **Delete** key.

3.8 Built-in Dreamweaver Behaviors

With Dreamweaver actions, you can control many aspects of a Web page such as open browser window, play sound, display pop-up messages and so on. Dreamweaver actions work in Internet Explorer 4.0 and later browsers and Netscape 4.0 and later browsers. Dreamweaver actions have been written to work in as many Web browsers as possible. So if you remove the code in Dreamweaver action or replace it with your own code, you may lose the cross-browser functionality.

A lot of users have JavaScript disabled on their browsers. Hence, they cannot view the site contents. To avoid this, you should provide alternative interfaces enclosed in `<noscript>` tags so that people without JavaScript can use your site.

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You will now learn few of the Actions in Dreamweaver.

3.8.1 Call JavaScript

The **Call JavaScript** action enables us to use the **Behaviors** panel to specify a custom function that you have added in the `<head>` section of your page or to execute a line of JavaScript code when an event occurs.

You have a button named **close window**. You will add Call JavaScript action for the **onClick** event to this button as explained. Refer to figure 3.43.

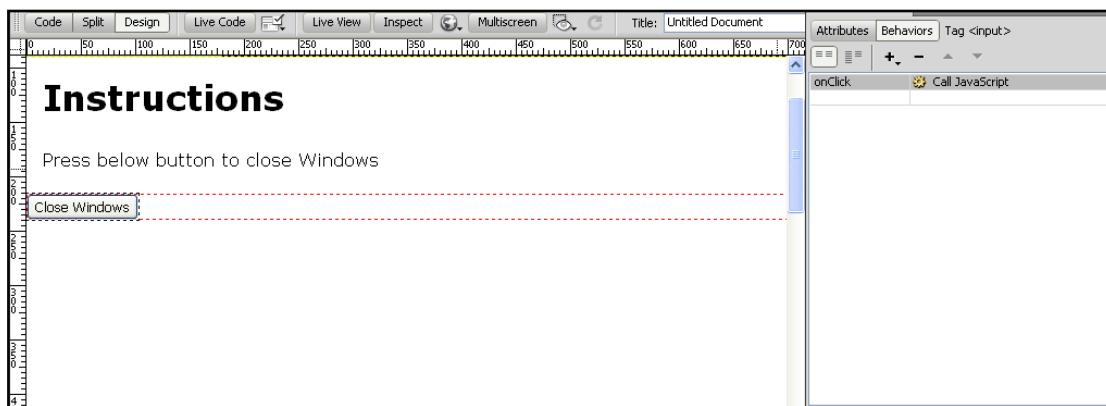


Figure 3.43: Close Window Button Added in a Document

Select an object. For example, here, you will select the close window button. Then, on the **Window** menu, you click the **Behaviors** command. The **Behaviors** panel will be displayed. You click the plus '+' button and select **Call JavaScript** from the **Actions** pop-up menu.

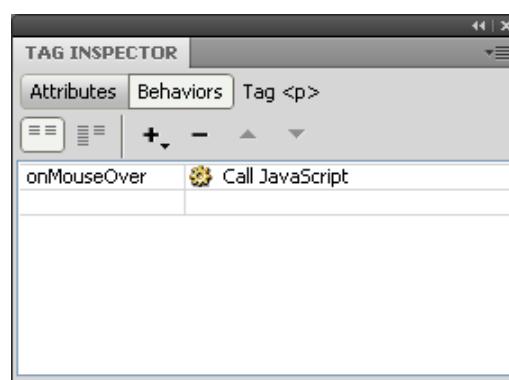


Figure 3.44: Call JavaScript Behavior in Behaviors Panel

Here, you can type the exact JavaScript code to be executed, or type the name of a function. Since you want to close the window, you type '`window.close()`' in the JavaScript text field.

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If you have put your code as a function in the <head> tag, you need to type only the function name (for example, **win_close()**). Now, you click **OK**. The **Call JavaScript** behavior will be added in the **Behaviors** panel. Refer to figure 3.44 shown earlier.

In the **Behaviors** panel, you need to check that the default event is the one you want. By default, **onClick** event is displayed. If the event displayed is not the one you want, you can select another one from the Event pop-up menu. In case the events you want are not listed, you change the target browser in the **Show Events For** option in the Action list.

3.8.2 Check Plugin

Using the **Check Plugin** action, visitors are routed to different pages based on whether they have the specified plug-in installed on their computer or not. For example, use can use this action to route users to a page if they have Flash installed on their computer. Similarly, in case visitors do not have Flash, you can route them to another page. You have seen for yourself, that while visiting any site that contains flash movies, if you do not have shockwave player installed on your PC, you are redirected to a page from where you are able to install it on your PC.

Note: You cannot detect specific plug-ins in Internet Explorer using JavaScript. However, selecting Flash or Director will add the appropriate VBScript code to your page to detect those plug-ins in IE on Windows. Plug-in detection is impossible in Internet Explorer on the Macintosh.

In order to use the **Check Plugin** action, select an object and open the **Behaviors** panel. Then, you click the plus ‘+’ button and select **Check Plugin** from the **Actions** pop-up menu. The **Check Plugin** dialog box will be displayed. Refer to figure 3.45.

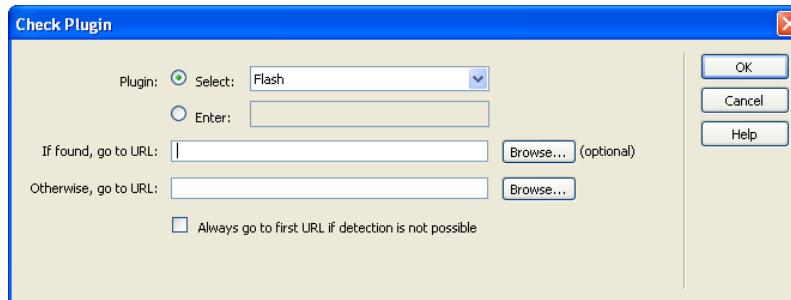


Figure 3.45: Check Plugin Dialog Box

Select a plug-in from the Select drop-down list or select the **Enter** option and type the exact name of the plug-in in the adjacent field. You must use the exact name of the plug-in as specified in bold on the **About Plugins** page in Navigator. You can access this page on the **Windows** menu, by clicking the **Navigator's Help** submenu and selecting the **About Plugins** command.

In the **If Found, go to URL** field, you specify a URL for visitors who have the plug-in. If you specify a remote URL, you must include the **http://** prefix in the address.

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To make visitors with the plug-in stay on the same page, you must leave this field blank.

In the **Otherwise, go to URL** field, you specify an alternative URL for visitors who do not have the plug-in. To make visitors without the plug-in stay on the same page, you leave this field blank.

Plug-in detection is not possible in Internet Explorer on the Macintosh, and most plug-ins cannot be detected in Internet Explorer on Windows. By default, when detection is impossible, the visitor is sent to the URL listed in the **Otherwise** field. To send the visitor to the first (**If Found**) URL instead, select the '**Always go to first URL**' if detection is not possible' option.

In general, if the plug-in content is integral to your page, you should select the 'Always Go To First URL If Detection Is Not Possible' option; visitors without the plug-in will often be prompted by the browser to download the plug-in. If the plug-in content is not essential to your page, you leave this option deselected. If the plug-in content is not essential to your page, you leave this option deselected.

Note: This option applies only to Internet Explorer; Navigator can always detect plug-ins.

Lastly, you click **OK**. Next, in the **Behaviors** panel, you need to check that the default event is the one you want. If it is not, you can select another event from the drop-down list. If the events you want are not listed, you change the target browser in the **Show Events For** drop-down list.

3.8.3 Go To URL

You use the **Go To URL** action to open a new page in the current document or in a specified frame. The best use of this action is when you want to change the contents of two or more frames with one click. It can also be called in a timeline to jump to a new page after a specified time interval.

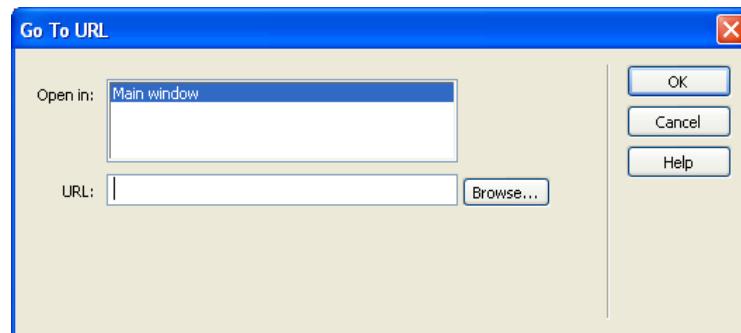


Figure 3.46: Go To URL Dialog Box

In order to use the **Go To URL** action, first, you select an object. Then, on the **Window** menu, you click the **Behaviors** command. Then, you click the plus '+' button in the **Behaviors** panel and select **Go To URL** from the **Actions** pop-up menu.

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Select a frame or window where the URL will open from the **Open In** list. The **Open In** list automatically lists the names of all frames in the current frameset as well as the main window. If there are no frames, the main window is the only option. You should avoid using top, blank, self, or parent as frame names. This is because this action does not work properly in such cases. These names are sometimes mistakenly treated as reserved target names by browsers. Refer to figure 3.46 shown earlier.

You click **Browse** to select a document to open, or enter the path and filename of the document in the **URL** field and click **OK**.

In the **Behaviors** panel, you need to check that the default event is the one you want. If it is not, you can select another event from the pop-up menu. If the desired events are not listed, you also have the option to change the target browser in the **Show Events For** pop-up menu.

3.8.4 Open Browser Window

While browsing the Internet, you must have observed that when you click a URL, a new window is displayed. You can have the similar behavior in your Web page too. To do this, you use the Open Browser Window action. You can customize the look of the new window which opens the URL. Not only URLs, you can have an image open in a new window when user clicks the image.

In case, you do not specify the attributes for the new window, the new window takes the default attributes of the window that launched it. However, if you specify specific attributes for the new window, all the default attributes become void.

To use the **Open Browser Window** action, first you select an object in the **Document** window. Then, on the **Window** menu, you click the **Behaviors** command. Next, in the **Behaviors** panel, you click the plus '+' button and select the **Open Browser Window** from the **Actions** pop-up menu. Refer to figure 3.47.

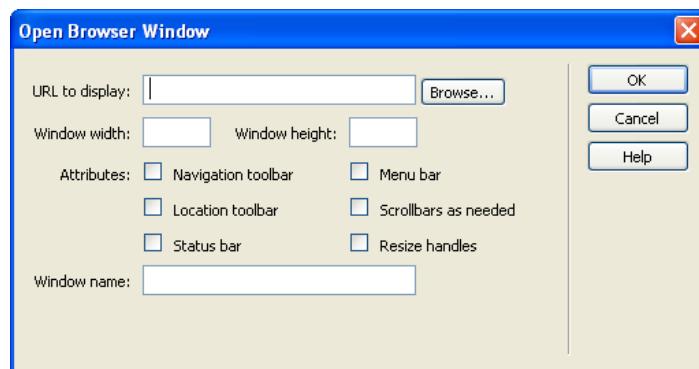


Figure 3.47: Open Browser Window Action Dialog Box

Click **Browse** to select a file, or you can enter the URL to be displayed.

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You set any of the following options for Attributes:

- **Window width** specifies the width of the window in pixels.
- **Window height** specifies the height of the window in pixels.
- **Navigation toolbar** displays Back, Forward, Home, and Reload buttons which are used for navigation purpose on the Website.
- **Location toolbar** displays browser options for location field.
- **Status bar** is located at the bottom of the browser window displays messages, such as the load time remaining.
- **Menu bar** displays menus such as File, Edit, View, Go, and Help. In case, you want visitors to use these menus on the new window, you should explicitly set this option. Otherwise, visitors can only minimize or close options on the new window.
- **Scrollbars as needed** specifies that scroll bars should appear if the content extends beyond the visible area. If you do not explicitly set this option, scroll bars do not appear.
- **Resize** handles specifies if the user should be able to resize the new window. Users can resize the window either by dragging the lower right corner of the window or by clicking the maximize button on the window. In case, you do not want users to resize the new window, you should not set this option explicitly.
- **Window name** is the name of the new window. You should name the new window if you want to target it with links or control it with JavaScript. This name cannot contain spaces or special characters.

After selecting the desired option, click **OK**. Refer to the figure 3.47.

Next, in the **Behaviors** panel, you need to check that the default event is the one you want. If it is not, you can select another event from the pop-up menu. In case, the events you want are not listed, you can change the target browser in the '**Show Events For**' pop-up menu.

3.8.5 Drag AP Element

You might require some interface elements to move within the Web page. For example, solving a puzzle requires some blocks to be moved from one place to another. You can achieve this by using the **Drag AP Element** behavior that lets the visitor drag an AP element. You can specify in which direction the visitor can drag the AP element (horizontally, vertically, or in any direction), a target to which the visitor should drag the AP element, whether to snap the AP element to the target if the AP element is within a certain number of pixels of the target, what to do when the AP element hits the target, and more.

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As the **Drag AP Element** behavior must be called before the visitor can drag the AP element, you should attach **Drag AP Element** to the **body** object (with the **onLoad** event).

To use the Drag AP Element action, you follow these steps:

1. On the **Insert** menu, you select **Layout Objects**, and then, click **AP Div** or click the **Draw AP Div** button on the **Insert** panel and draw an **AP Div** in the **Document** window's **Design** view.
2. Click **<body>** in the tag selector at the lower-left corner of the **Document** window.
3. Select **Drag AP Element** from the **Add Behavior** menu of the **Behaviors** panel. The **Drag AP Element** dialog box appears as shown in figure 3.48.

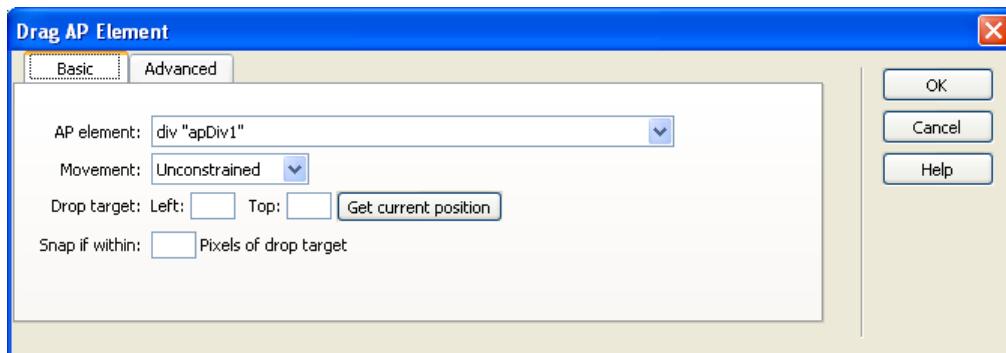


Figure 3.48: Drag AP Element Dialog Box

Note: If Drag AP Element is unavailable, you probably have an AP element selected.

4. Later, in the **AP element** pop-up menu, you select the AP element.
5. Then, you select either **Constrained** or **Unconstrained** from the **Movement** pop-up menu.

Note: Unconstrained movement is appropriate for puzzles and other drag-and-drop games. For slider controls and moveable scenery, such as file drawers, curtains, and mini-blinds, select constrained movement.

6. For constrained movement, enter values (in pixels) in the **Up**, **Down**, **Left**, and **Right** boxes.

Note: Values are relative to the starting position of the AP element. Entering positive value in all the four boxes constrains the movement within a rectangular region. Positive values for Up and Down and 0 for Left and Right constrains the movement only in vertical direction. Similarly, positive values for Left and Right and 0 for Up and Down constrains the movement in horizontal direction.

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- Enter values (in pixels) for the drop target in the **Left** and **Top** boxes.

Note: The drop target is the spot to which you want the visitor to drag the AP element. When the values in the left and top coordinates of the AP element match with the Left and Top boxes, the AP element reaches the drop target. Values are relative to the top left corner of the browser window.

Click **Get Current Position** to automatically fill the text boxes with the current position of the AP element.

- Enter a value (in pixels) in the **Snap if within** box to determine how close the visitor must get to the drop target before the AP element snaps to the target.

Note: Larger values make it easier for the visitor to find the drop target.

- Click **OK** and verify that the default event is correct.
- Click the **Advanced** tab. The Advanced tab appears as shown in figure 3.49.

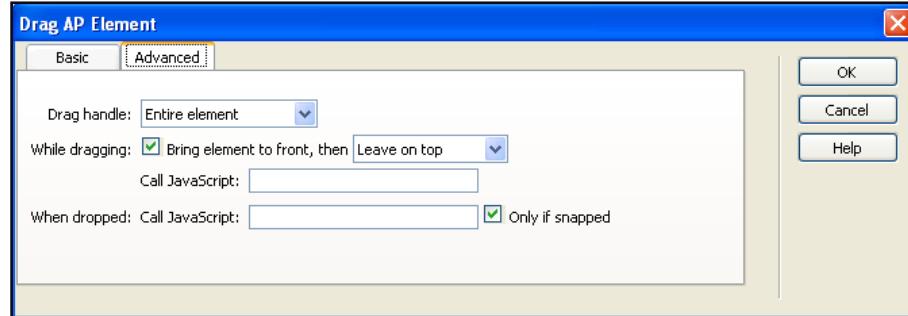


Figure 3.49: Advanced Tab

- In the **Drag handle** drop-down list, select the appropriate option. For example, if you want that the AP element should be dragged if visitor clicks a particular area of the AP element, select **Area within element** option.
- Enter the left and top coordinates and the width and height of the drag handle.
- Select the appropriate **While dragging** options as follows:
 - Select the Bring element to front check box if you want the AP element to move to the front of the stacking order while it is being dragged. Then, you select the appropriate option from the drop-down list beside this option.

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14. Click **OK** and verify that the default event is correct.

3.8.6 Popup Message

You use the **Popup Message** behavior to display a JavaScript alert with the message.

Along with the message, you can embed any valid JavaScript function, such as call or other expression in the text of the message. To embed a JavaScript expression, place the expression inside braces ({}). To display a brace, precede it with a backslash (\{}).

To use the Popup Message action, select an object and select **Popup Message** from the **Add Behavior** menu of the **Behaviors** panel. Then, you enter your message in the **Message** box. Click **OK** and verify that the default event is correct.

3.8.7 Validate Form

The **Validate Form** behavior checks the contents of specified text fields to ensure that the user has entered the correct type of data. You attach this behavior to individual text fields with the **onBlur** event to validate the fields as the user is filling out the form, or attach it to the form with the **onSubmit** event to evaluate several text fields at once when the user clicks the **Submit** button.

Attaching this behavior to a form prevents the submission of forms with invalid data. To use the Validate Form action, you follow these steps:

1. On the **Insert** menu, you click **Form** or you click the **Form** button in the **Insert** panel to insert a form.
2. On the **Insert** menu, you click **Form**, and then, click **Text Field** or click the **Text Field** button in the **Insert** panel to insert a text field. Repeat this step to insert additional text fields.
3. Select a validation method:
 - To validate individual fields as the user fills out the form, select a text field and on the **Window** menu, you click **Behaviors**.
 - To validate multiple fields when the user submits the **form**, you click the <form> tag in the tag selector at the lower-left corner of the **Document** window and on the **Window** menu, you click **Behaviors**.
4. Select **Validate Form** from the **Add Behavior** menu.

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5. Do one of the following:
 - If you are validating individual fields, you select the same field that you selected in the **Document** window from the **Fields** list.
 - If you are validating multiple fields, you select a text **field** from the Fields list.
6. Select the **Required** option if the field must contain some data.
7. Select one of the following **Accept** options:
 - **Use Anything:** Checks that a required field contains data; the data can be of any type.
 - **Use E-mail address:** Checks that the field contains an @ symbol.
 - **Use Number:** Checks that the field contains only numerals.
 - **Use Number From:** Checks that the field contains a number in a specific range.
8. If you have selected to validate multiple fields, repeat steps 6 and 7 for any additional fields that you want to validate.
9. Click **OK** if you are validating multiple fields when the user submits the form, the **onSubmit** event automatically appears in the **Events** menu.
10. If you are validating individual fields, check that the default event is **onBlur** or **onChange**. If not, select one of those events. Both events trigger the Validate Form behavior when the user moves away from the field. The difference is that **onBlur** occurs whether or not the user has typed in the field, and **onChange** occurs only if the user changed the contents of the field. You should use the **onBlur** event if the field is required.

3.9 Coding Toolbar and Code Collapse

Dreamweaver CS5 includes a handy **Coding** toolbar that provides common coding features, such as expanding and collapsing code selections, highlighting incorrect code syntax, and using comments.

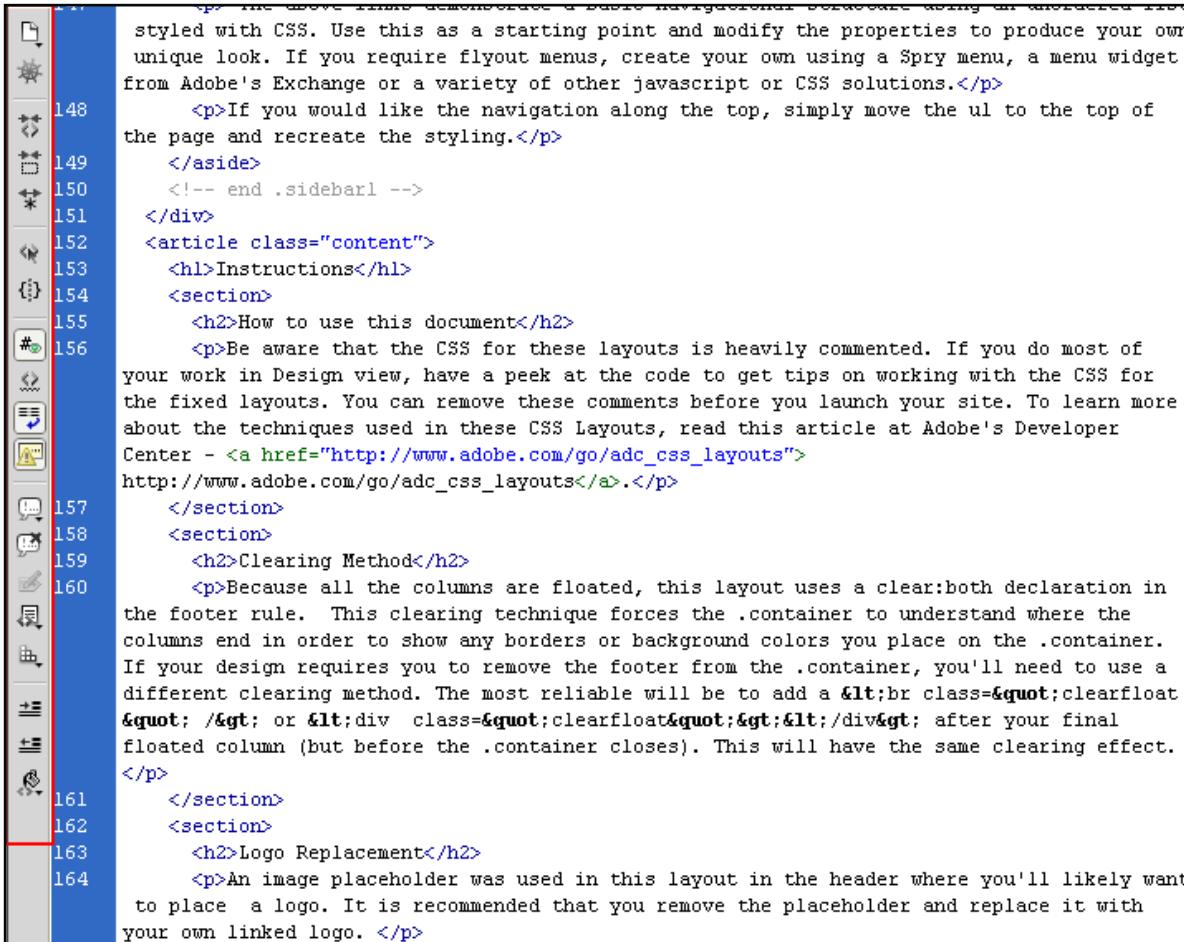
3.9.1 Coding Toolbar

The **Coding** toolbar gives direct access to code snippets. In addition, it also provides code collapse feature, so that you can focus on the codes that are in use and hide the rest of the unwanted codes, which helps the codes to stay organized.

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Forms, CSS, Behaviors, and Snippets

Refer to figure 3.50.



The screenshot shows the Dreamweaver interface with the Coding toolbar visible on the left side. The toolbar contains several icons: Open Documents (a folder icon), Show Code Navigator (a magnifying glass icon), Collapse Full Tag (a double arrow icon), Collapse Selection (a single arrow icon), and Expand All (an asterisk icon). The main workspace displays a block of HTML code. The code is a snippet for creating a fixed layout with CSS. It includes sections for instructions, how to use the document, clearing methods, and logo replacement. The code is numbered from 148 to 164. The entire screenshot is framed by a thick black border.

```

148    styled with CSS. Use this as a starting point and modify the properties to produce your own
149    unique look. If you require flyout menus, create your own using a Spry menu, a menu widget
150    from Adobe's Exchange or a variety of other javascript or CSS solutions.</p>
151        <p>If you would like the navigation along the top, simply move the ul to the top of
152        the page and recreate the styling.</p>
153        </aside>
154        <!-- end .sidebar1 -->
155    </div>
156    <article class="content">
157        <h1>Instructions</h1>
158        <section>
159            <h2>How to use this document</h2>
160            <p>Be aware that the CSS for these layouts is heavily commented. If you do most of
161            your work in Design view, have a peek at the code to get tips on working with the CSS for
162            the fixed layouts. You can remove these comments before you launch your site. To learn more
163            about the techniques used in these CSS Layouts, read this article at Adobe's Developer
164            Center - <a href="http://www.adobe.com/go/adc_css_layouts">http://www.adobe.com/go/adc_css_layouts</a>.</p>
165        </section>
166        <section>
167            <h2>Clearing Method</h2>
168            <p>Because all the columns are floated, this layout uses a clear:both declaration in
169            the footer rule. This clearing technique forces the .container to understand where the
170            columns end in order to show any borders or background colors you place on the .container.
171            If your design requires you to remove the footer from the .container, you'll need to use a
172            different clearing method. The most reliable will be to add a &lt;br class=&quot;clearfloat
173            &quot; /&gt; or &lt;div class=&quot;clearfloat&quot;&gt;&lt;/div&gt; after your final
174            floated column (but before the .container closes). This will have the same clearing effect.
175        </p>
176        </section>
177        <section>
178            <h2>Logo Replacement</h2>
179            <p>An image placeholder was used in this layout in the header where you'll likely want
180            to place a logo. It is recommended that you remove the placeholder and replace it with
181            your own linked logo. </p>

```

Concepts

Figure 3.50: Coding Toolbar

Table 3.8 displays the default buttons shown in the **Coding** toolbar.

Buttons	Description
Open Documents	On clicking this button, a pull-down menu appears, which allows you to switch among the different documents you are working on.
Show Code Navigator	This button displays the Code Navigator.
Collapse Full Tag	This button collapses the content between a set of opening and closing tags. You must place the insertion point in the opening or closing tag and then, click the Collapse Full Tag button to collapse the tag.
Collapse Selection	This button collapses the selected code.
Expand All	This button restores all the collapsed code.

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Buttons	Description
Select Parent Tag 	This feature provides a quick way to select the tag you are currently working on.
Balance Braces 	This button selects the content and surrounding parentheses, braces, or square brackets of the line in which you placed the insertion point.
Line Numbers 	This button enables you hide or show numbers at the beginning of each line of code.
Highlight Invalid Code 	This button highlights the invalid code in yellow.
Syntax Error Alerts in Info Bar 	This button enables or disables an information bar at the top of the page that alerts you to syntax errors. Errors are specified on the Syntax Error Information Bar with lines highlighted in the code where the error occurs. Additionally, Dreamweaver highlights the error's line number on the left side of the document in Code view. By default, the info bar is enabled. However, it appears only when a syntax errors is encountered on the page.
Apply Comment 	This button enables you to wrap comment tags around selected code, or open new comment tags.
Remove Comment 	This button removes comment tags from the selected code. In case of nested comments, clicking this button will remove only outer comment tags.
Wrap Tag 	This button wraps the selected code with the selected tag from the Quick Tag Editor. An object selected in the editors mode makes it easy to wrap a new tag around the selection.
Recent Snippets 	It contains all the recently used snippets. Selecting an item from the menu inserts that snippet's code into the Web page.
Move or Convert CSS 	This button enables you move CSS to another location, or convert inline CSS to CSS rules.
Indent Code 	This button shifts the selection to the right.
Outdent Code 	This button shifts the selection to the left.
Format Source Code 	This button enables you to apply a defined formatting to the whole Web page using code formatting options.

Table 3.8: Coding Toolbar Buttons

3.9.2 Code Collapse

You can collapse the code to view different sections of code without scrolling. You can collapse **Code** only in Code view.

A set of collapse buttons appear next to the selection when you collapse a code (Minus (-) symbol). You click these buttons to collapse and expand the code selection.

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When the code is collapsed, the collapse buttons change to an expand button (a Plus (+) button). Dreamweaver CS5 uses 'smart collapse' to collapse the most common and visually pleasing selection of code. For example, if you selected an indented tag and then, selected the indented spaces before the tag as well, Dreamweaver would not collapse the indented spaces, because most users would expect their indentations to be preserved. To simply collapse the selected code and disable smart collapse, hold down the Ctrl key before collapsing your code. In case of fragment errors, a warning icon appears on collapsed code fragments.

Note: You can also collapse the code by Alt+clicking one of the collapse buttons, or by clicking the Collapse Selection button in the Coding toolbar.

To collapse code selection, first, you select some code. Then, on the Edit menu, you click the **Code Collapse** command and select any of options.

3.9.3 Code Hints

In Dreamweaver CS5, you can insert and edit code quickly and without mistakes by using the code hint feature. When you type the first characters of a tag, attribute, or CSS property name, a list of options beginning with those characters is displayed. You can also use this feature to see the available attributes for a tag, the available parameters for a function, or the available methods for an object. The list of code hints disappears when you press **Backspace**.

Dreamweaver CS5 supports code hinting for HTML, CSS, Document Object Model (DOM), JavaScript (includes custom class hinting), Ajax, Spry, Adobe ColdFusion, JSP, PHP MySQL, ASP JavaScript, ASP VBScript, ASP.NET C#, and ASP.NET VB.

The code hints menu appears automatically as you type the code in the Code view. To display the code hints menu manually, in the **Code** view, place the insertion point inside a tag. Then, you press **Ctrl+Spacebar**.

To insert code in the **Code** view by using code hints, you type the beginning of a piece of code. For example, to insert a tag, type a right angle bracket (<). To insert an attribute, place the insertion point immediately after a tag name and press **Spacebar**. This will display a list of items, such as tag names or attribute names.

Note: To close the list at any time, press Esc.

Then, you scroll through the list by using the scroll bar or the **Up Arrow** and **Down Arrow keys**. To insert an item from the list, you double-click it, or select it and press **Enter**. To insert a closing tag, you type </ (slash).

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3.10 Code Snippets

Code snippets are sections of code that you can place in your Web page. You can also reuse them as and when you want to. You store the pieces of code in the **Snippets** tab of the **Code** panel for later use. You can create snippets of HTML, ASP, JavaScript, JSP, and so on. Dreamweaver also has some pre-built snippets, which can be used.

You can either create snippets or use built-in snippets, which are available in Dreamweaver. There are two ways by which you can insert a snippet. One is a block of code that you can directly insert in a document and the other is one that wraps around a current selection. For example, you might create a link that appears many times in a page but it might be attached to different objects or text. So, you can create a snippet for that link. After that, you select the object and right-click the snippet in the **Snippets** panel and select **Insert**, the code for the link will wrap around the selection. Refer to figure 3.51.

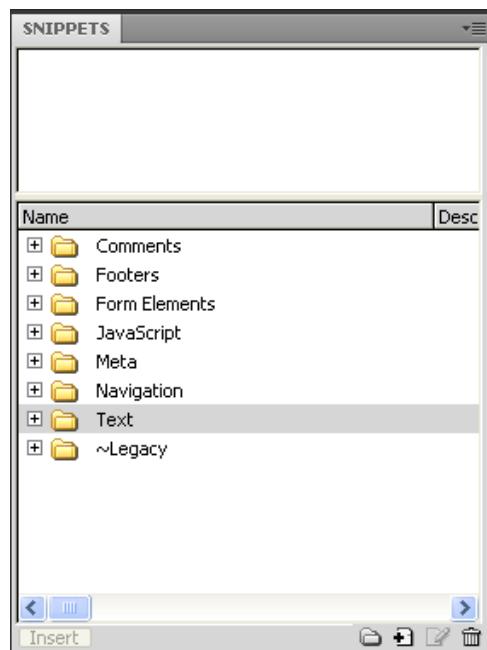


Figure 3.51: List of Built-in Snippets

3.10.1 Creating Snippets

To create a code snippet, click **Window** menu and select **Snippet** commands to open the **Snippets** panel as shown in figure 3.52.

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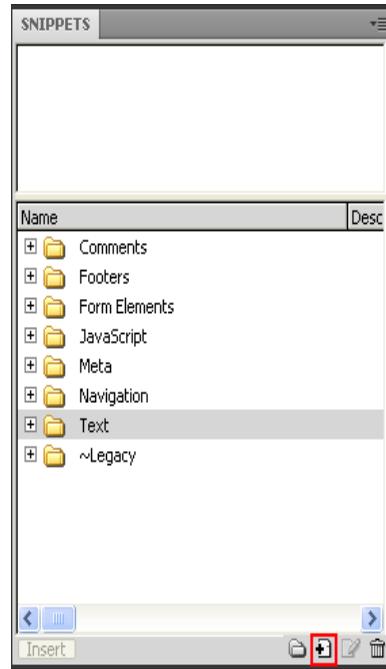


Figure 3.52: Snippets Panel

In the **Snippets** panel, you click the **New Snippet** icon at the bottom of the panel. The **Snippet** dialog box opens. In the **Name** text field, you enter the name of the snippet. Snippets do not contain characters that are invalid in file names, such as double quotes (""), special characters or forward/backward slash (/or\).

In the description box, you enter the description for the snippet. This makes it useful for other members who will be using it to understand what the snippet is all about. Next, from **Snippet Type** options, you can select whether you want the **Wrap selection** or **Insert block**.

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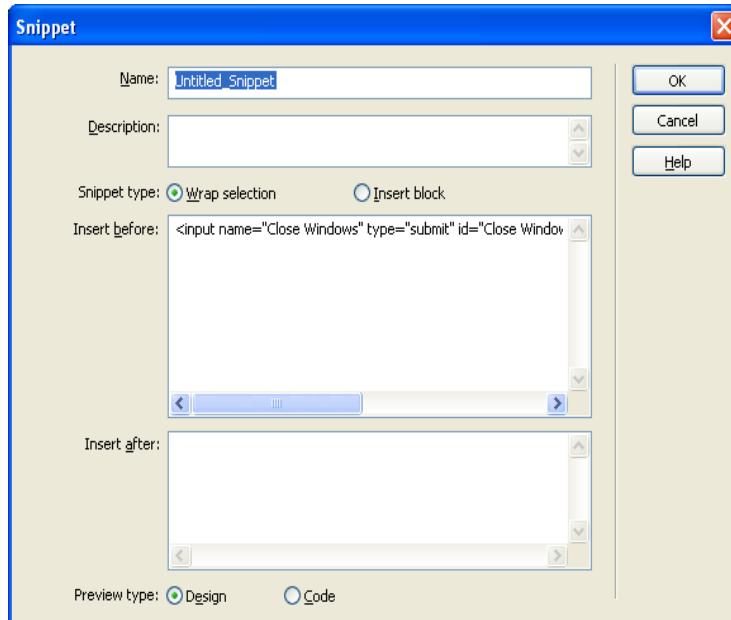


Figure 3.53: Snippet Dialog Box

If you select **Insert block**, then, you need to type or paste the block of code. Now, from **Preview Type**, you can select the type of preview. You can select either **Design** or **Code**. If you select **Design**, then, Dreamweaver renders the code and shows it in the **Preview Pane** of the panel. If you select **Code**, then, it only shows the code in the Preview pane. Lastly, you click **OK**. This is how the desired code snippet is created. Refer to figure 3.53.

3.10.2 Using Snippets

Inserting a code snippet can be done by placing the insertion point at the desired position in the document. If you want to insert the snippet around a selection then, you make the selection. Then, in the **Snippets** panel, right-click the snippet and click **Insert**.

3.10.3 Editing and Deleting a Code Snippet

To edit a snippet, in the **Snippets** panel, you select a snippet, and click the **Edit Snippet** button. To delete a snippet, in the **Snippets** panel, you select a snippet, and click the **Remove** button at the bottom of the panel.

3.11 Assets and Library

Assets are the elements, such as images, animations, colors, scripts, and links that you add into your Web page. In Dreamweaver CS5, you can keep track and preview assets. You can create assets outside Dreamweaver using applications, such as Adobe Fireworks or Adobe Flash. You can also create assets in Dreamweaver.

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3.11.1 About Assets and Library

With the two special types of assets - libraries and templates, which are linked assets: when you edit a library item or template, Dreamweaver updates all documents that use those assets. Library items generally represent small design assets, such as a site logo or copyright. To control a larger design area, use a template instead.

Library is a list of page elements that can be stored for reuse. The page elements may be images, text or any other objects that may be used in several pages. The page elements, when converted to library, are called library Items. You can easily store page elements as library items and then, insert them in a document whenever and wherever you want.

Dreamweaver stores the library item in a Library folder within the local root folder for each site. Each site has its own library; to copy a library item from one site to another you use the **Copy to Site** option in the **Assets** panel.

Note: If the library item contains links, they may not work in a new site. Even the images in a library item are not copied to the new site.

3.11.2 Working with Assets

You use the Assets panel to manage assets in the current site. You can access **Assets** panel, by clicking **Windows** menu and selecting **Assets** command. The Assets panel displays assets for the site associated with the active document in the **Document** window as shown in figure 3.54.

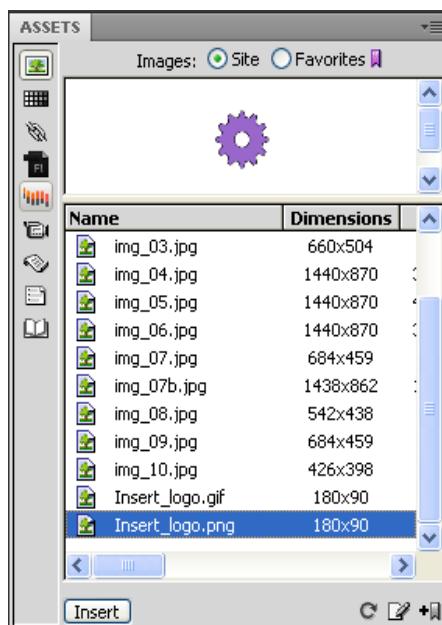


Figure 3.54: Assets Panel

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Forms, CSS, Behaviors, and Snippets

The **Assets** panel provides the following two ways to view assets:

- **Site list:** You can view all of the assets in your site, including colors and URLs that are used in any document in your site.
- **Favorites list:** You can view only the assets you have explicitly chosen.

To switch between these two views, you select either the **Site** or **Favorites** radio button above the preview area. (These two views are not available for the **Templates** and **Library** categories.)

Note: If a file does not fall in any of the categories, you will not find it in the Assets panel.

Table 3.9 lists the different categories in which the assets fall in both lists.

Asset Category	Description
Images 	Image files in GIF, JPEG, or PNG formats.
Colors 	Colors used in documents and style sheets, including colors of text, backgrounds, and links.
URLs 	External links in your current site documents, including FTP, gopher, HTTP, HTTPS, JavaScript, e-mail (mailto), and local file (file://) links.
Flash 	Files in any version of Adobe Flash. The Assets panel displays only SWF files (compressed files created with Flash), but not FLA (Flash source) files.
Shockwave 	Files in any version of Adobe Shockwave.
Movies 	QuickTime or MPEG files.
Scripts 	JavaScript or VBScript files. Scripts in HTML files (rather than in independent JavaScript or VBScript files) do not appear in the Assets panel.
Templates 	Master page layouts used on multiple pages. Modifying a template automatically modifies all pages attached to it.
Library items 	Design elements that you use in multiple pages; when you modify a library item, all pages containing that item are updated.

Table 3.9: Asset Categories

Note: You can perform some additional tasks in the Favorites list. Rest all Assets panel operations work the same in both lists.

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Forms, CSS, Behaviors, and Snippets

➤ Add an Asset to a document

To insert assets into a document, you usually drag them into the **Code** view or **Design** view in the **Document** window, or you use the **Insert** button in the panel. You can either insert colors and URLs or apply them to selected text in the **Design** view. To add an asset to a document:

1. In the **Design** view, place the insertion point where you want the asset to appear.
2. In the **Assets** panel, you select from the asset category buttons at the left.
3. Select either **Site** or **Favorites** at the top of the panel, then, select the asset.
4. Do one of the following:
 - Drag the asset from the panel to the document.
 - You can drag scripts into the head content area of the Document window; if that area is not visible, on the View menu, you click Head Content.
 - Select the asset in the panel and click **Insert**.

If the inserted asset is a color, it applies to text appearing after the insertion point.

Note: You should not select the Templates category. A template is applied to an entire document; it cannot be inserted into a document.

3.11.3 Working with Library Items

Library items are elements that you want to reuse or update frequently throughout your Website.

➤ Creating and using Library items

A selected portion of the document's **BODY** section, such as tables and forms is usually converted into a library item.

For the library item to work correctly, the original file must be present at the specified location. Library items can also contain behaviors, but there are special requirements for editing the behaviors in library items. Library items cannot contain timelines or style sheets, because the code for these elements is part of the **HEAD** section and not **BODY** section.

To create a library item, first select the portion of the document to save as a library item. Then, on the **Window** menu, click the **Assets** command. Next, in the **Assets** panel, click the **Library** icon. Drag the text to the **Library** palette.

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Forms, CSS, Behaviors, and Snippets

Enter a name for the library item. Refer to figure 3.55.

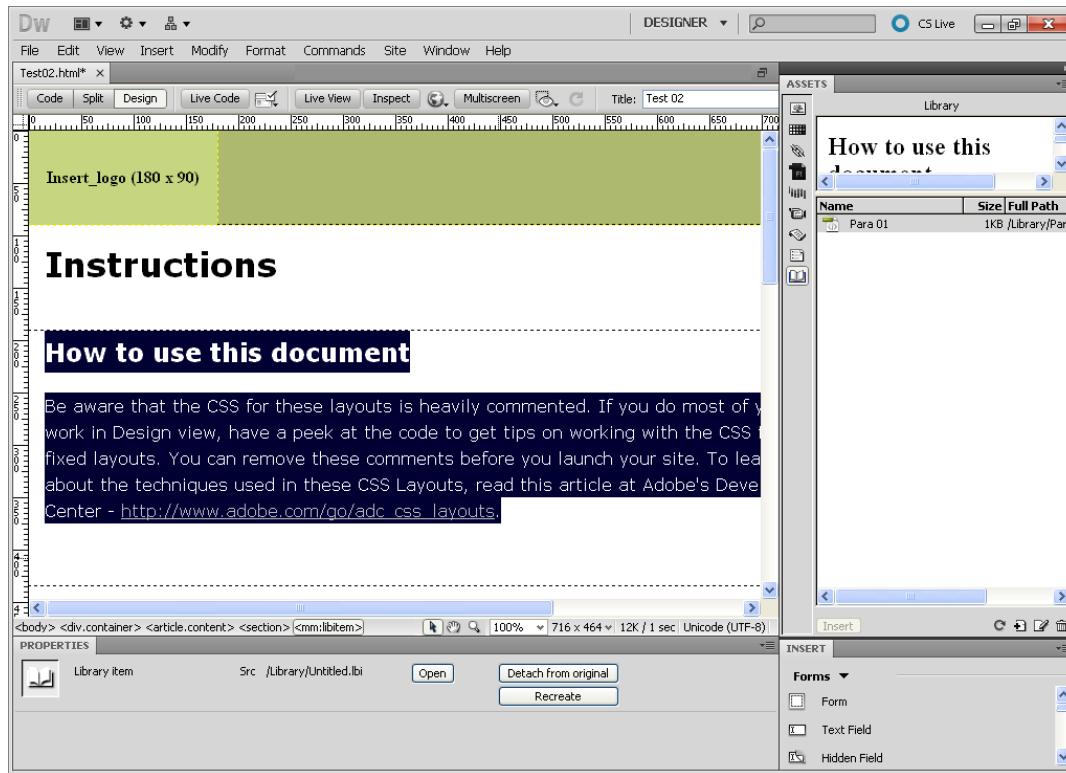


Figure 3.55: Page Element Stored as Library Item

➤ Editing Library items

When you edit a library item, you change its original file. Dreamweaver gives you the option of updating the edited library item in all the documents in the current site, renaming the library items to break their connection with documents or templates, and deleting items from a library.

In order to edit a library item, on the **Window** menu, select the **Assets** command. On doing so, the **Assets** panel will be displayed. Then, go to the **Library** category of the **Assets** panel and select a library item. Next, click the **Edit** button at the bottom right corner of the **Assets** panel. Alternatively, double-click the library item. The library item will be displayed in the **Document** window's **Design** view. Here you can edit the library item and then, save the changes.

In the dialog box that appears, you need to select whether to update the documents on the local site that use the edited library item. For this, use the following options:

- Select **Update** to update all the documents in the local site with the edited library item.
- Select **Don't Update** to avoid changing any documents until you use the **Update Current Page** or **Update Pages** option from the **Library** submenu on the **Modify** menu.

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To update the current document to use the current version of all library items, on the Modify menu, you click Library and select the Update Pages option. The Update Pages dialog box will be displayed. In the dialog box that appears, you select files that you want to update. Refer to figure 3.56.



Figure 3.56: Update Pages Dialog Box

From the **Look in** pop-up menu, select the following:

- Select **Entire Site**, and then, from the adjacent pop-up menu, select the site name to update all documents on the specified site.
- Select **Files That Use** to update all documents that use the specified library item.

You must make sure that **Library Items** is selected in the **Update** option. Lastly, you click **Start**.

Dreamweaver updates the files as specified. If you have selected **Show Log** option, Dreamweaver provides information about the files it attempts to update, including information on whether they were updated successfully.

Note: To add a library item without including its reference, you press Ctrl while dragging an item out of the Assets panel.

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Forms, CSS, Behaviors, and Snippets

Concepts

Keyboard Shortcuts

Command	Shortcut
Open CSS Styles panel	Shift+F11
Collapse Selection	Ctrl+Shift+C
Collapse Outside Selection	Ctrl+Alt+C
Expand Selection	Ctrl+Shift+E
Collapse Full Tag	Ctrl+Shift+J
Collapse Outside Full Tag	Ctrl+Alt+J
Expand All	Ctrl+Alt+E

Session 3

Forms, CSS, Behaviors, and Snippets



Summary

Concepts

- Forms are excellent way to include Web interactivity for your Website, as they are used in Web pages to gather useful information about the visitors visiting your Website.
- Radio buttons are typically used in groups and are used when the user has to select only one choice from a set of options.
- Check boxes are typically used when the user has to select any one option from a set of options.
- Buttons are typically used when an action is performed on its click. For example, a form is submitted to the application server when the user clicks the Submit button.
- Before submitting a form to the server you should always see to it that the data entered by the user is correct and valid. The Validate Form action validates the form.
- You can validate forms in Dreamweaver CS5 with the help of ColdFusion, which provide you with several built-in mechanisms to validate form data.
- A Cascading Style Sheet (CSS) is a collection of formatting rules, which can be used to control several documents at once and includes all of the styles for a document.
- You can track the CSS rules and properties with the help of the CSS Styles panel.
- In the CSS Styles panel, there are two modes - Current mode and All mode.
- Custom (class) CSS styles are the only type of CSS styles that can be applied to any text in a document, regardless of which tags control the text.
- Dreamweaver CS5 comes with 16 different CSS layouts that you can select from.
- You can define properties for CSS rules such as text font, background image and color, and layout properties.
- Any changes made to an external CSS style sheet are reflected to all documents linked to that CSS style sheet.
- A div tag is defined as a tag having logical divisions within the content of a Web page.

Session 3

Forms, CSS, Behaviors, and Snippets

Concepts



Summary

- An AP element is specifically, a div tag, or any other tag that has an absolute position assigned to it.
- The Spry widget element is a page element that enables user interaction such that you can gain a richer user experience.
- Spry effects are nothing but visual enhancements that can be applied to most of the elements on an HTML page using JavaScript.
- In Dreamweaver, behaviors are used to include JavaScript code in a document.
- A behavior in Dreamweaver is a combination of an event and an action.
- Dreamweaver CS5 includes a handy Coding toolbar that provides common coding features.
- With Dreamweaver actions, you can control many aspects of a Web page such as open browser window, play sound, display pop-up messages and so on.
- Code snippets are sections of code that you can place in your Web page.
- Assets are the elements, such as images, animations, colors, scripts, and links that you add into your Web page.
- Library is a list of page elements that can be stored for reuse.

Session 3

Forms, CSS, Behaviors, and Snippets



Check Your Progress

1. The _____ method embeds the form data in HTTP request.
 - a. Get
 - b. Post
 - c. Default
 - d. _blank

2. _____ are a list of options in a menu and each option in turn is linked to a document or file.
 - a. List menus
 - b. File fields
 - c. Jump menus
 - d. Image fields

3. The _____ pane of the CSS Styles panel enables you to edit CSS properties for any selected rule in the All Rules pane.
 - a. Summary for Selection
 - b. Rules
 - c. All Rules
 - d. Properties

Session 3

Forms, CSS, Behaviors, and Snippets

Concepts



Check Your Progress

4. The _____ category of the CSS Rule Definition dialog box enables you to define settings for tags and attributes that control the placement of elements on the page.
 - a. Box
 - b. Background
 - c. List
 - d. Type

5. A _____ is an HTML page element that you can position anywhere on your page.
 - a. Div tag
 - b. CSS blocks layout
 - c. AP element
 - d. Spry widget

6. In the _____ framework, each widget is associated with unique CSS and JavaScript files.
 - a. CSS
 - b. XML
 - c. Spry
 - d. Zend

Session 3

Forms, CSS, Behaviors, and Snippets

Concepts



Check Your Progress

7. The _____ action sends visitors to different pages depending on whether they have the specified plug-in installed on their computer or not.
- a. Call JavaScript
 - b. Drag AP Element
 - c. Popup Message
 - d. Check Plugin

Session 3

Forms, CSS, Behaviors, and Snippets

Concepts



Do It Yourself

1. Suppose you have recently purchased a television of ABC brand. Design a survey form for the Website of this brand. The survey form should gather information from customers about how satisfied the customers are from the features of the television and customer care support of the company.

Hint:

- a. Use different form elements, such as radio buttons, check boxes, and text boxes to design the survey questions.

Objectives

At the end of this session, the student will be able to:

- *Create templates*
- *Apply templates to various documents*
- *Modify templates*
- *Insert the Flash text and Flash button*
- *Insert the Java Applet and set its properties*
- *Insert Shockwave, Java applets, and ActiveX in a document*
- *Use Photoshop integration effectively*
- *Use Adobe Bridge and Device Control*
- *Use Java Applet*
- *Insert ActiveX control*
- *Use Plug-ins*

4.1 Introduction

In the previous session, you learned to create behaviors for adding interactivity to Web pages. You also understood the functioning of various events and actions. In addition, you learned to create and use snippets and library items.

In this session, you will learn to create templates in order to gain a powerful control over Web page designing. You will also learn to create text and buttons in Flash using Dreamweaver, Java Applets, ActiveX Control, without knowing Flash. Moreover, the Plug-ins will also be discussed briefly.

4.2 Templates

A template is a document that can be used as the foundation for other documents. Templates are time saving tools that can be used in Web pages that share the same design but different content as shown in figure 4.1.

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You can define editable and non-editable elements while you create a template. For example, while building a Website, the header, navigation bar, and the footer remains same for all the pages. Now, if you have to make a small change in the footer, you would normally go through all the pages of the Website to make the changes. However, while using a template, you can make changes in the template and the same would be updated in all the pages to which that template is applied.

In figure 4.1, the Web pages have the same design but only the content changes. Such pages can be easily built using Dreamweaver templates. In this case, templates can be used to create the side navigation bar and the footer, which remains constant for all the pages, and will be the locked (non-editable) section of the template. The template can then be applied to all the pages.

Using templates in Dreamweaver adds a standard structure and layout to a page. These templates enable you to ensure that all pages are rendered correctly in a variety of Web browsers, such as Microsoft Internet Explorer and Netscape Navigator. Designers and template authors now have the tools to lock a page's layout, leaving unlocked areas (editable regions) for content contributors to add their material.

The template features in Dreamweaver give you complete control over a page's layout and content, which means that you can define optional content, set up repeating regions, and define nested templates.



Figure 4.1: Web Page Created Using Templates

4.2.1 Creating a Template

You can create a template from an existing HTML document or create it from scratch, starting with a blank HTML document. The simplest way is to create a Web page and then, use it as a template. Another way is to build a template from scratch and then, add images, tables, and text to it. Templates are automatically stored in the **Templates** folder and are stored in the local root folder for the site. If the **Templates** folder is not present, Dreamweaver creates it when you save a new template.

Note: You should make sure that the templates are always present in the Templates folder. Also, you should not save non-template files in the Templates folder. You should also ensure that the Templates folder is always present in the local root folder. In case, it is moved out of the local root folder, error may occur in paths in the Templates.

On the **File** menu, you click the **Save As Template** command. As shown in figure 4.2, in the **Save As Template** dialog box, you select a site from the **Site** drop-down list, where you want to save the template.

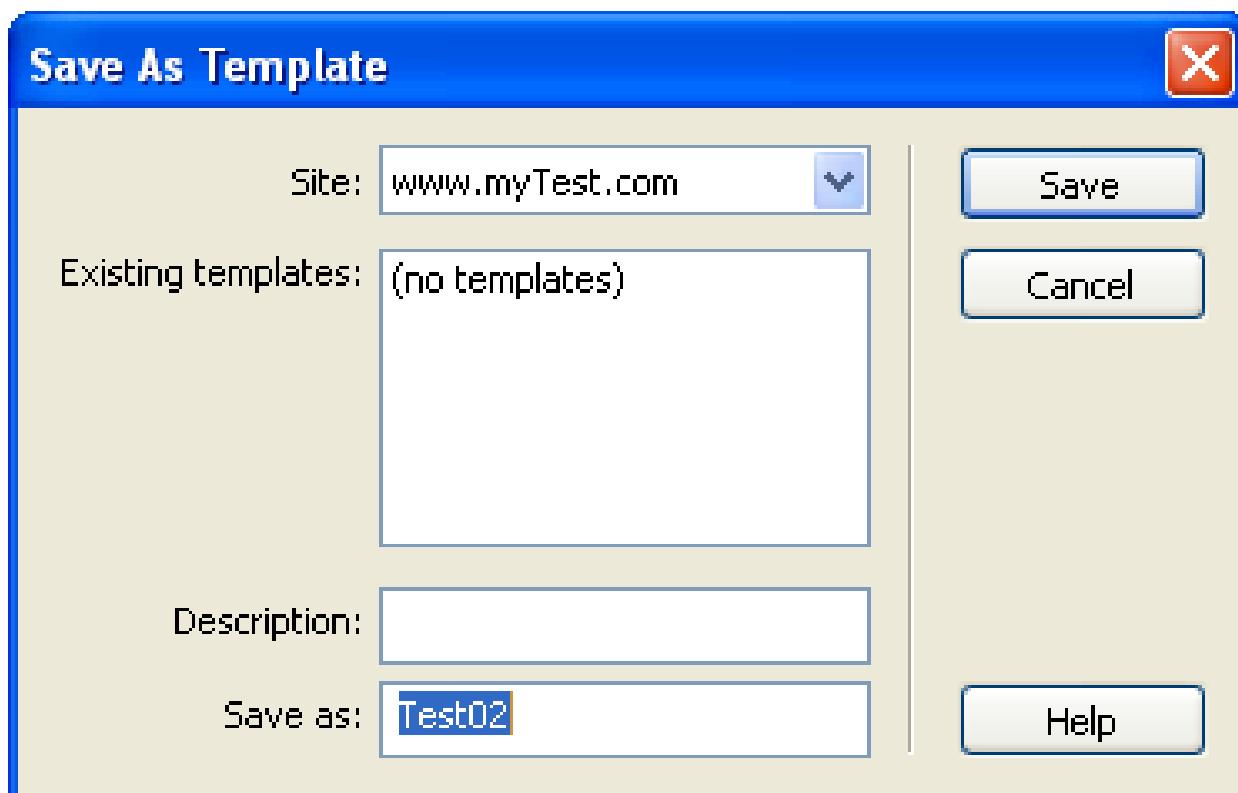


Figure 4.2: Save As Template Dialog Box

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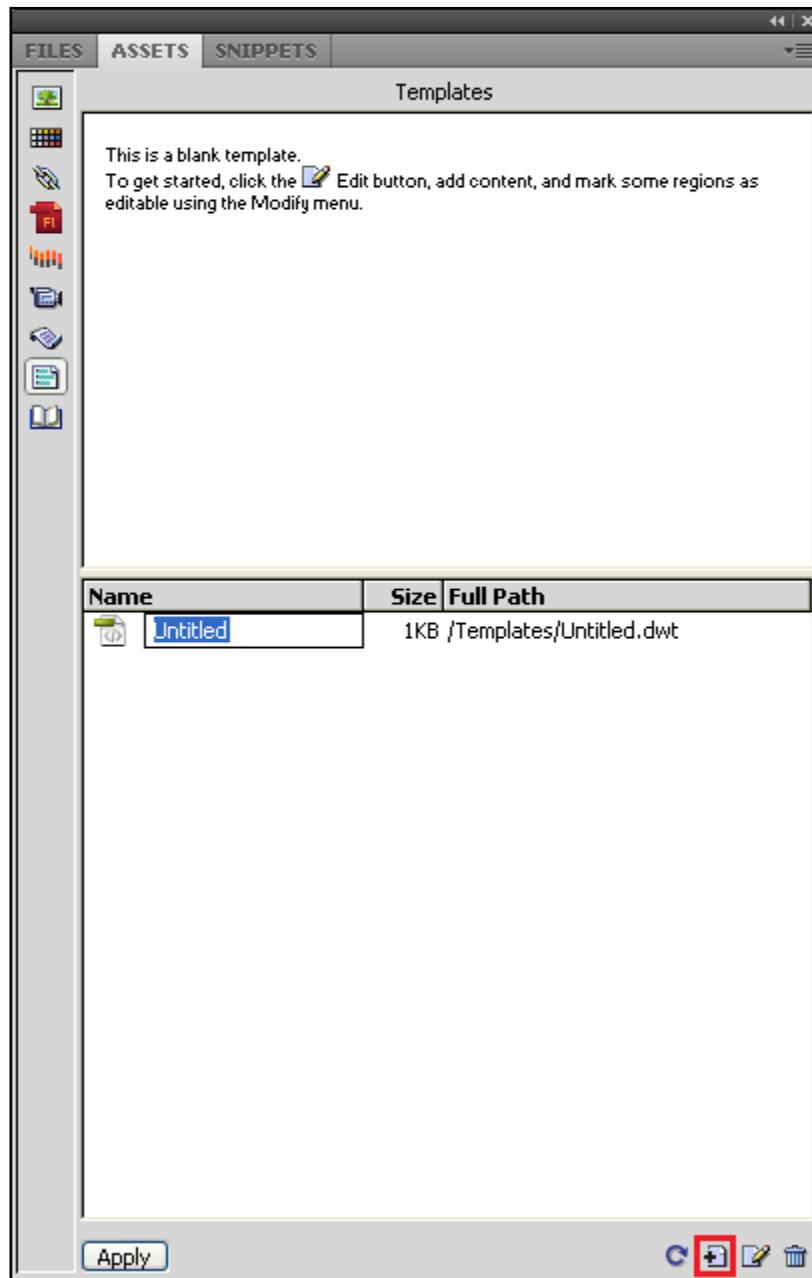


Figure 4.3: Assets Panel Displaying the Templates

Now, in the **Save as** field, you enter the name for the template and then, click Save. The document will be saved as a template in the **Templates** folder with .dwt extension.

You can also create a new blank template. To do so, on the **Window** menu, you click the **Assets** command. Then, on the **Assets** panel, you click the **Template** icon. The **Templates** palette will be displayed as shown in figure 4.3. Now, click the **New Template** button, placed at the bottom right corner, in the **Template** palette.

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Enter the name for the template in the **Name** field as shown in figure 4.3, and press the **Enter** key.

4.2.2 Editing a Template

Dreamweaver updates all the documents based on the template you modify and save. The ways in which you can work with templates are as follows:

➤ **Opening a template for editing**

You can either open a template file directly for editing, or you can open a template-based document, and then, open the attached template for editing. To open and edit a template file, you follow these steps:

1. In the **Assets** panel, you click the **Templates** category on the left side of the panel. The **Assets** panel lists all of the available templates for your site and displays a preview of the selected template.
2. In the list of available templates, do one of the following:
 - Double-click the name of the template you want to edit.
 - Select a template to edit and then, you click the **Edit** button at the bottom of the **Assets** panel.
3. Modify the contents of the template. To modify the template's page properties, on the **Modify** menu, you click **Page Properties**. (Documents based on a template inherit the template's page properties.)
4. Save the template. Dreamweaver prompts you to update pages based on the template. Click **Update** to update all documents based on the modified template; click **Don't Update** if you do not want to update documents based on the modified template. Dreamweaver displays a log indicating the files that were updated.

➤ **Deleting a template file**

To delete a template file, you follow these steps:

1. In the **Assets** panel, you click the **Templates** category on the left side of the panel.
2. Click the name of the template to select it.
3. Click the **Delete** button at the bottom of the panel and then, confirm that you want to delete the template.

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Note: After you delete a template file, you cannot retrieve it. The template file is deleted from your site. However, you will not lose the documents that were created using the deleted template. Such documents will still have the same structure and editable regions as per the deleted template file. You can convert such a document into an HTML file without editable or locked regions.

4.2.3 Template Parameters

Templates not only provide a structure to your documents, but can also, control the content in documents by using template parameters. You can define editable and non-editable regions and other tasks using template parameters. You also need to specify properties of parameters, such as a name, a data type, and a default value. You also need to provide a unique name to the parameters. Names are case sensitive and can have one of the five permitted data types: **text**, **boolean**, **color**, **URL**, or **number**. You can modify the template structure by modifying the default value of the template parameters.

➤ Editable and Non-Editable regions in Dreamweaver

There are two types of regions in templates – locked region or non-editable region and editable region. Locked region is where content will appear based on the template. You cannot edit the content. To modify the content, you need to modify the template. However, an editable region is where content can be editable in the pages based on this template.

In Dreamweaver, the changes made in non-editable (locked) regions will be reflected in updated pages while the changes made in editable regions will not.

Due to this basic difference, the two regions work differently:

- **Locked Regions**

- HTML pages that are based on template will have the content written in locked regions of a template.
- In case any changes are made to content in locked regions of a template, HTML pages that use this template will have a prompt message about the change.
- When locked regions are updated, HTML pages that use this template will have the content changed in the locked region of the template.

- **Unlocked Regions**

- At the time when a new page is initially created, only then, the content in the editable region of a template will be written to an HTML page.
- The content will not be written to HTML pages by clicking the **Templates** submenu from the **Modify** menu, and then, selecting the **Apply Template to Page** option.

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- You can only write editable content to HTML pages by selecting the **New from Template** command from the **File** menu.
- In case of any changes made, editable regions will not be updated.

Note: When you move a cursor over a locked region in a page, the cursor will change from an arrow to a circle with a line indicating that you cannot make any changes in that region.

4.2.4 Types of Template Regions

While creating a template, you must decide which regions you want to keep as editable and which ones to keep locked. For example, in a book, usually the title of the book is kept locked, as it remains constant throughout the book. Whereas, you can keep the chapter title as editable, as it changes for every chapter. There are four types of template regions which are as follows:

- **An editable region:** Content appearing in this section can be edited. An example of editable region can be different headings in a book.
- **A repeating region:** You can use repeating regions where sections of the content are repetitive. For example, you can set a table row to repeat based on the number of rows required. Content in repeating regions can be edited.
- **An optional region:** Content appearing in this region may or may not appear in the document. For example, all the chapter in a book might not contain keyboard shortcuts. So, you can keep the keyboard shortcuts section as optional region in the template and control in which chapters it should appear and where not.
- **An editable tag attribute:** There are some elements which should be partially controlled by users. For example, the alignment of images. You can make an image 'lock' and it will appear in the document. However, you can give liberty to the user to decide the alignment of the image.

4.2.5 Specifying Editable Tag Attributes in a Template

Editable tag attributes are regions of a template which users can edit. For example, alignment of images and background color of a page. Template administrators use a template parameter in the code to set editable attributes. To edit the tag attribute, users can edit the parameter in the template-based document.

To specify editable tag attributes in a template, follow these steps:

1. In the **Document** window, you select an item you want to set an editable tag attribute for.
2. On the **Modify** menu, click **Templates**, and then, click **Make Attribute Editable**.

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The **Editable Tag Attributes** dialog box appears as shown in figure 4.4.

3. In the **Attribute** box, you enter a name or select an attribute by doing one of the following:
 - Select the attribute from the **Attribute** pop-up menu.
 - If the required attribute is not listed in the **Attribute** pop-up menu, click the **Add** button. The Dreamweaver dialog box appears as shown in figure 4.5. Enter the name of the attribute you want to add, and then, you click **OK**.
4. Make sure the **Make attribute editable** check box is selected in the **Editable Tag Attributes** dialog box.
5. In the **Label** box, you enter a unique name for the attribute.
6. In the **Type** menu, you select the type of value allowed for this attribute by setting one of the following options:
 - For allowing the user to enter a text value for the attribute, select **Text**.
 - For allowing the user to insert a link to an element, such as the file path to an image, select **URL**.
 - For allowing the user to pick a color from the color picker, select **Color**.
 - For allowing the user to select a true or false value on the page, select **True/False**.
 - For allowing the user to type a numerical value to update an attribute, select **Number**.

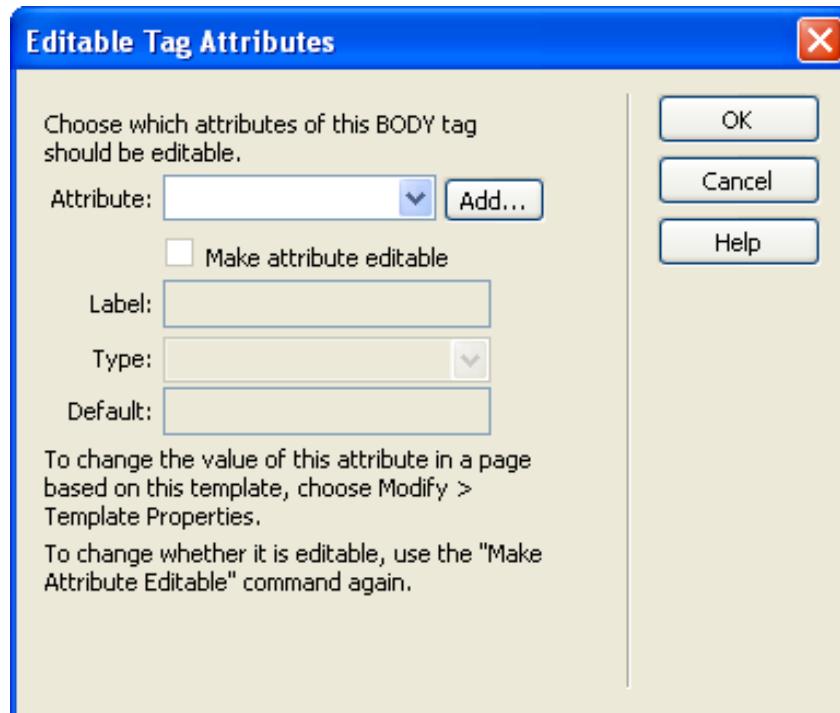


Figure 4.4: Editable Tag Attributes Dialog Box

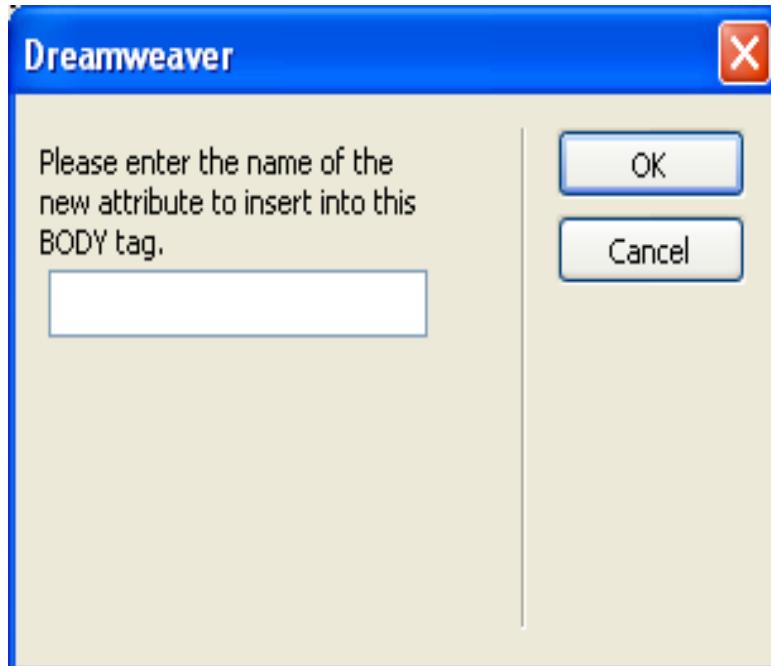


Figure 4.5: Dreamweaver Dialog Box

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7. The Default box displays the value of the selected tag attribute in the template. Enter a new value in this box to set a different initial value for the parameter in the template-based document.
8. Click **OK**.

4.2.6 Creating Repeating Regions

A repeating region is used in a template where sections of template are repeated. For example, table rows. For letting the users edit a repeating region, template administrators insert an editable region in a repeating region. To do so, place the insertion point in the document where you want to insert the repeating region. Then, on the **Insert** menu, click **Template Objects**, and then, click the **Repeating Region** option. The **New Repeating Region** dialog box appears as shown in figure 4.6.

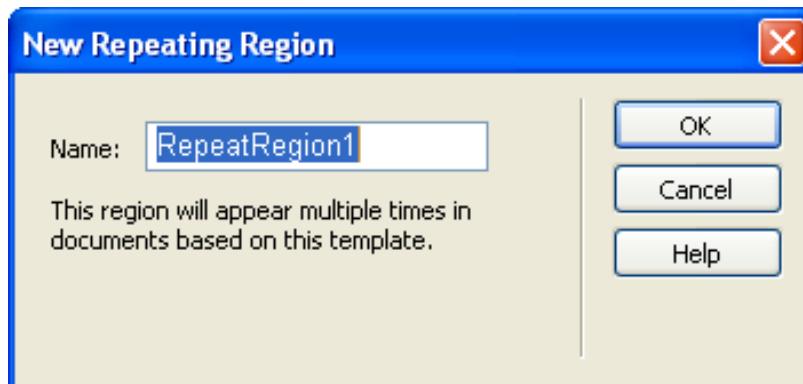


Figure 4.6: New Repeating Region Dialog Box

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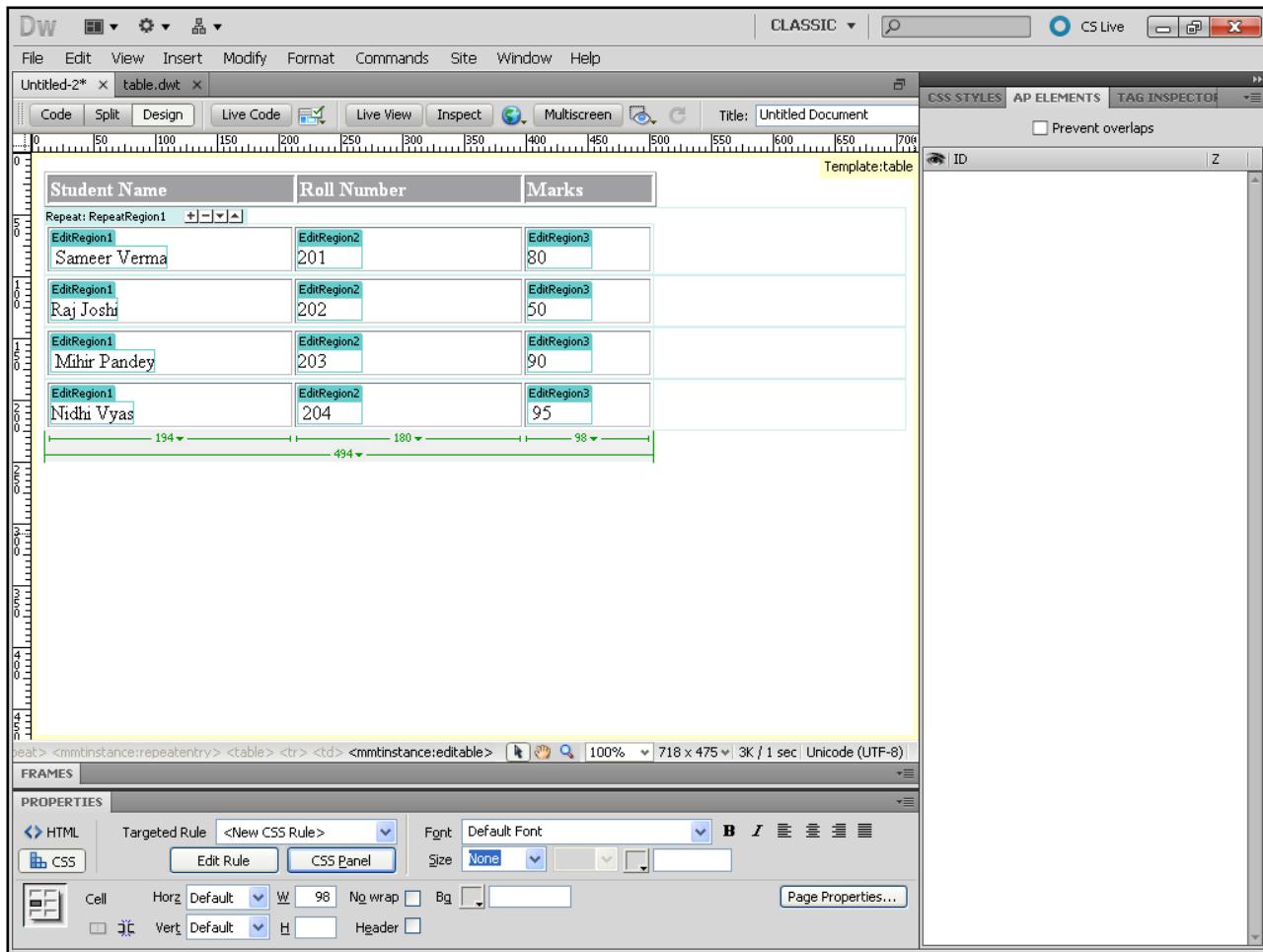


Figure 4.7: Repeating Region Inserted in a Template

In the **Name** text field, you enter the name for the repeating region and click **OK**. You should always use a unique name for every repeating region. You should avoid using special characters for the name. The repeating region will be inserted in the document with name **RepeatRegion1**. Now, for users to edit the content in repeating regions, you must insert an editable region into it.

As shown in figure 4.7, first create a table where you enter the student data. Since, the heading will remain constant, keep it locked and since the rows will be repeating, insert a repeating region named **RepeatRegion1** in it. Since repeating regions by themselves are not editable, insert editable regions in each column namely student name, roll no, and marks. Creating a repeating region for rows will allow the page authors to insert as many rows as they want for inserting the data. When you create a page based on this template, the repeating region will be placed with controls, such as +, -, up arrow, and down arrow buttons as shown in figure 4.8. The '+' and '-' buttons are used for adding and deleting rows while the up and down arrow buttons are used to change the sequence of data entered.

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Figure 4.8: Repeat Region with Controls

➤ **Inserting a repeating table**

Inserting a repeating table is same as inserting a repeating region, but the difference is that while inserting the repeating table option, the entire row is repeated. Here, each cell in that row is editable, whereas, in repeating regions, the cells can be non-editable in order to repeat the same value multiple times.

To insert a repeating table in the **Document** window, you place the insertion point in the document where you want to insert the repeating table. Then, on the **Insert** menu, click **Template Objects**, and then, click **Repeating Table** from the menu list. The **Insert Repeating Table** dialog box appears, as shown in figure 4.9.

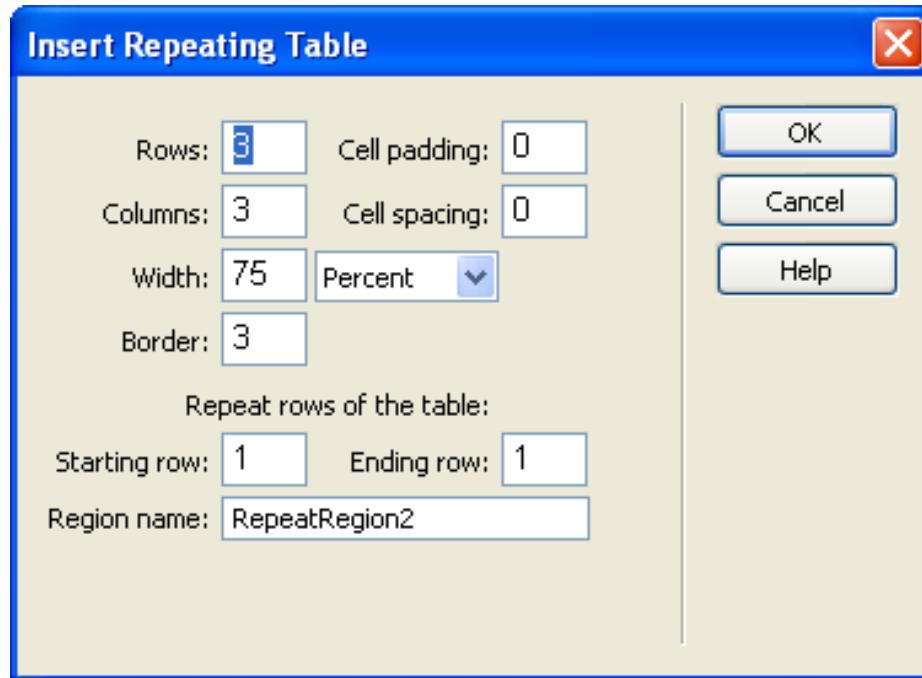


Figure 4.9: Insert Repeating Table Dialog Box

The **Insert Repeating Table** dialog box contains the following fields:

- **Rows** determine the number of rows the table will have.

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- **Columns** determine the number of columns the table will have.
- **Cell Padding** determines the number of pixels between a cell's content and the cell boundaries.
- **Cell Spacing** determines the number of pixels between adjacent table cells.
- **Width** specifies the width of the table in pixels, or as a percentage of the browser window's width.
- **Border** specifies the width, in pixels, of the table's borders.

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Note: When you do not explicitly assign values for Cell Spacing and Cell Padding, most browsers display the table as if Cell Padding was set to 1 and Cell Spacing was set to 2. To ensure that browsers display the table with no padding or spacing, set Cell Padding and Cell Spacing to 0.

When you do not explicitly assign a value for Border, most browsers display the table as if the Border were set to 1. To ensure that browsers display the table with no Border, set Border to 0. To view cell and table boundaries when the Border is set to 0, on the View menu, click Visual Aids and select the Table Borders option.

- **Repeat Rows** of the **Table** specifies which rows in the table are included in the repeating region.
- **Starting Row** sets the row number entered, as the first row to include in the repeating region.
- **Ending Row** sets the row number entered, as the last row to include in the repeating region.
- **Region Name** lets you define a unique name for the repeat region.
- Lastly, you click **OK**.

The repeating table will be inserted in the template with the name of the region displayed in a tab and each cell as editable. When you save the template, it will ask whether the pages derived from template should be updated.

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If you click Yes, the repeating table will be inserted in the page with controls as shown in figure 4.10.

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Repeat: RepeatRegion2		
EditRegion3	EditRegion4	EditRegion5

Figure 4.10: Repeating Table as Illustrated in a Page

4.2.7 Template Expressions

Similar to the expressions used in programming languages, template expressions are statements that evaluate the values passed in it. For example, you can use expressions to change the background color of a page. You can also use conditional statements for 'if' and 'multiple-if' conditions. The result of these conditions is either true or false. For example, you can define a conditional expression such that if the marks obtained by a student in a subject are less than 35, the cell is filled with red color indicating that the student fails in the subject.

Template expressions can be defined either in the **Code** view or in the **Optional Region** dialog box. In Code view, you can define template expressions in two ways – either use the `<!-- TemplateExpr expr="your expression"-->` comment or `@@(your expression)@@`. On inserting the expression, the Design view displays an expression marker. On applying the template, Dreamweaver evaluates the expression and displays the value in the template-based document.

To write expressions that will be evaluated to display a value in template-based documents, you use the template expression language, which is a small subset of JavaScript. For example, to concatenate first name and last name of employees, you can use the following expressions.

`@@(firstName+lastName)@@`

Dreamweaver supports the following features and operators:

- numeric literals, string literals (double-quote syntax only), Boolean literals (true or false)
- variable reference (see the list of defined variables later in this section)
- field reference (the 'dot' operator)
- unary operators: +, -, ~, !

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- binary operators: +, -, *, /, %, &, |, ^, &&, ||, <, <=, >, >=, ==, !=, <<, >>
- conditional operator: ?:
- parentheses: ()

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4.3 Flash Objects

In Dreamweaver CS5, you can easily create Flash objects and text even if you do not know how to use Flash. You also need not install Flash on your system. In Dreamweaver, there are in-built buttons and symbols, which you can customize as per your needs.

Dreamweaver gives you the following two options for delivering the FLV video to your site visitors:

- **Progressive Download Video:** This option downloads the FLV file to the site visitor's hard disk and then, plays it.
- **Streaming Video:** This option streams the video content and plays it on a Web page after a short buffer period that ensures smooth play back. Access to Adobe Flash Media Server is required to enable streaming video on your Web pages.

4.3.1 About Flash Integration

You can easily insert Adobe Flash SWF and FLV files in a Dreamweaver document. You can use the original editor to edit an image or SWF file inserting it in a Dreamweaver document. Once you insert a flash file in Dreamweaver, Dreamweaver creates a link to the original FLA file. You can open the original flash file using Property Inspector.

4.3.2 Inserting FLV Files

In Dreamweaver CS5, you can easily add FLV video to your Web pages without using the Flash authoring tool. Make sure that you have an encoded FLV file before you insert the file. To insert an FLV file, on the **Insert** menu, you select **Media** command, and then, click **FLV** from the submenu. In the **Insert FLV** dialog box as shown in figure 4.11, you select **Progressive Download Video** or **Streaming Video** from the **Video type** drop-down list. Complete the rest of the dialog box options and then, click **OK**.

Note: To view FLV files, you must have Flash Player 8 or later installed on your computers.

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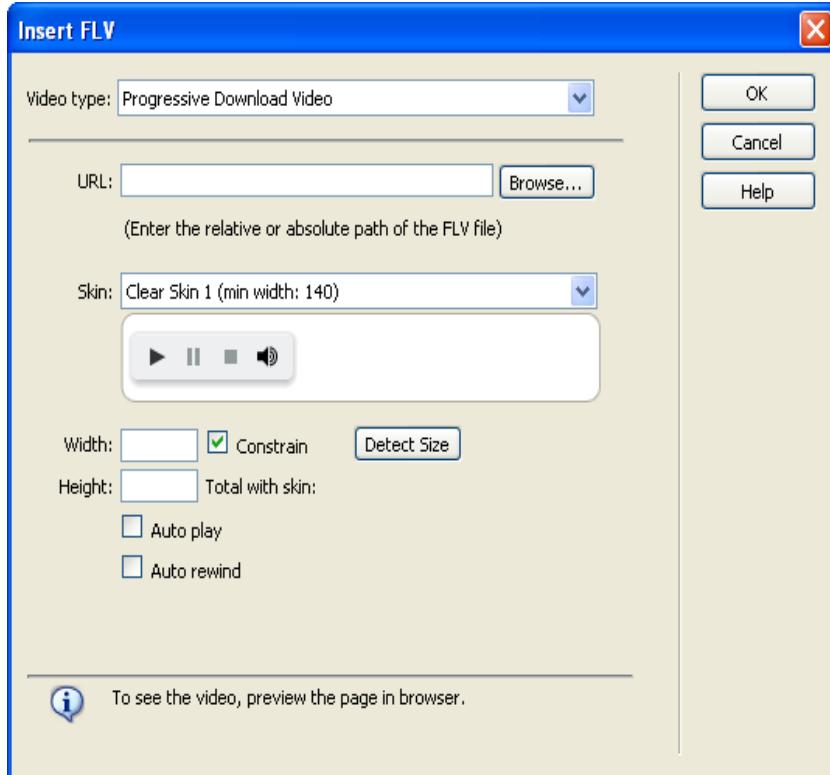


Figure 4.11: Insert FLV Dialog Box

4.4 Shockwave

Shockwave is the standard adopted by Adobe for interactive multimedia on the Web. It is a compressed format that allows media files created in Adobe Director to be downloaded quickly and played by most popular browsers.

You will get the plug-in for Shockwave movies as both, a Netscape Navigator plug-in and an ActiveX control. Dreamweaver uses the plug-in to deliver best results in all browsers when you insert a Shockwave movie. When you make changes in the **Property Inspector** for the movie, Dreamweaver maps your entries to the appropriate parameters for both the object and embed tags.

4.4.1 Inserting a Shockwave Movie

To insert a Shockwave movie, first, in the **Document** window, you place the insertion point where you want to insert a Shockwave movie. Next, on the **Insert** menu, click **Media**, and then, click the **Shockwave** option. On clicking this option, the **Select File** dialog box will be displayed as shown in figure 4.12. Now, select a movie file from the drop-down list and then, click **OK**.

The Shockwave file will be inserted in the **Document** window as a grey rectangle with the Shockwave logo at the center, as shown in figure 4.13.

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You can also enter the width and height of the movie in the **W** and **H** boxes of the **Property Inspector**.

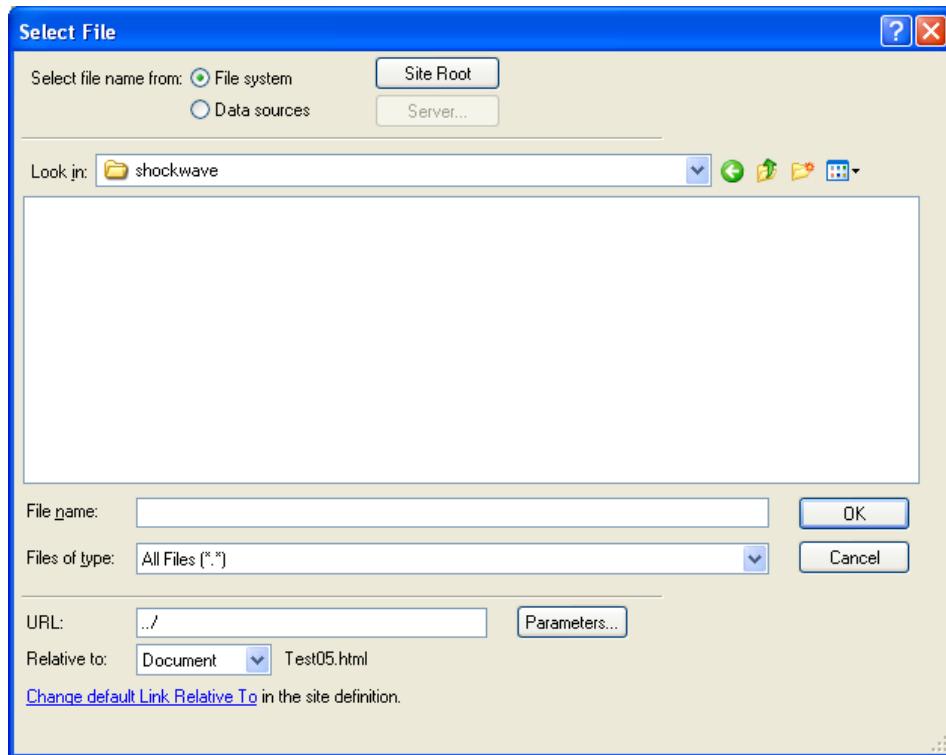


Figure 4.12: Select File Dialog Box

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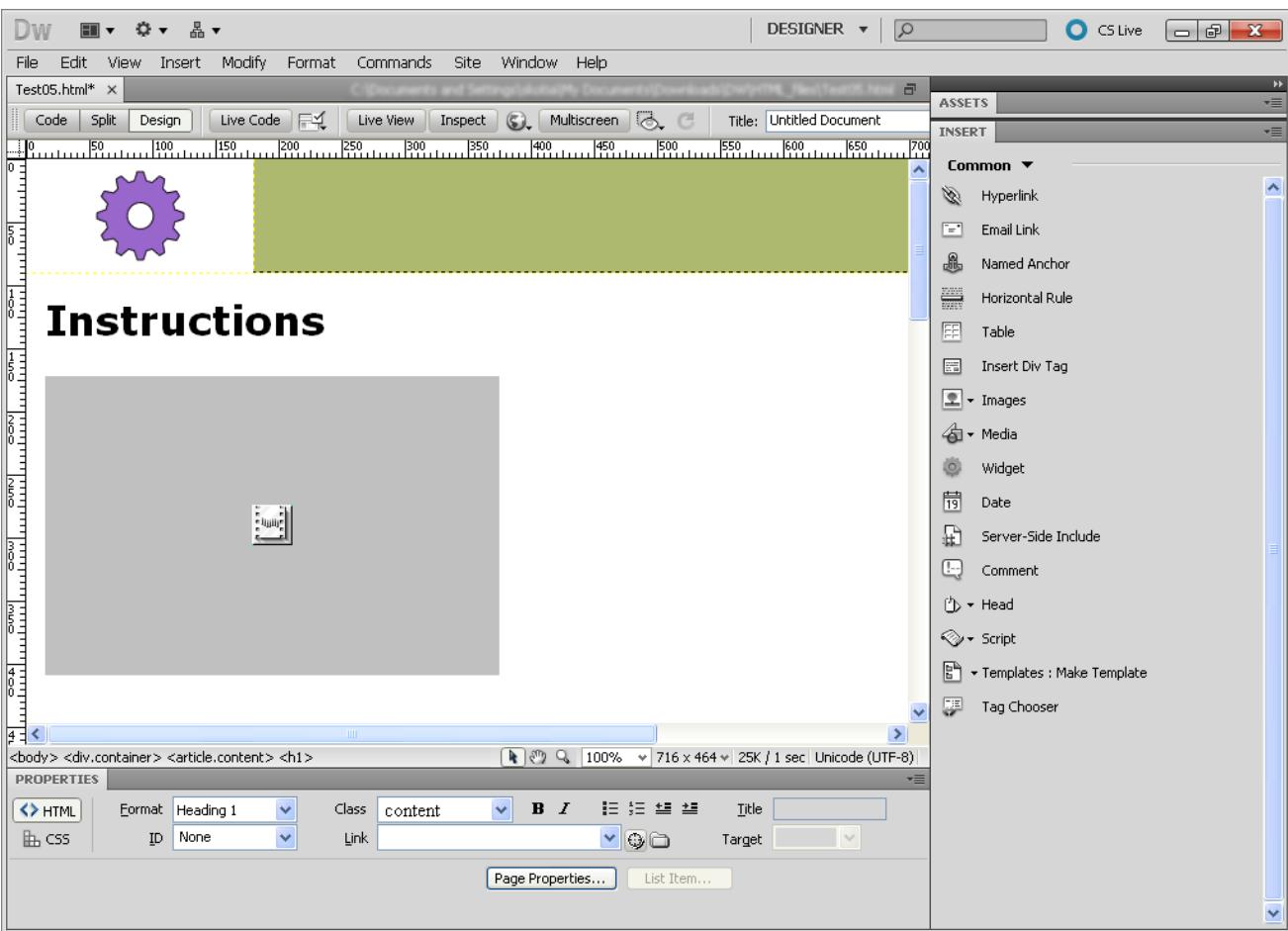


Figure 4.13: Inserting a Shockwave Movie from the Select File Dialog Box

4.4.2 Shockwave Movie Properties

In the **Document** window, you also have the option of setting the properties of the Shockwave movie in the **Property Inspector**. Refer to figure 4.14.



Figure 4.14: Property Inspector Displaying Shockwave Properties

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Table 4.1 lists the Shockwave movie properties.

Property Name	Description
Name	Specifies a name to identify the movie for scripting. You enter a name in the unlabeled field on the far left side of the Property Inspector .
W and H	Specifies the width and height of the movie in pixels. There should be no space between the abbreviations and the value. You can also specify the following units: pc (picas) pt (points) in (inches) mm (millimeters) cm (centimeters) % (percentage of the parent object's value).
File	Specifies the path to the Flash or Shockwave movie file. You need to click the folder icon to browse to a file, or type a path.
V Space and H Space	Specifies the number of pixels of white space above, below, and on both sides of the movie.
Align	Determines how the movie will be aligned on the page.
Play	Lets you play shockwave movie in the Document window.
Parameters	Lets you set additional parameters of the movie.

Table 4.1: Shockwave Movie Properties

4.5 Working with Photoshop Image Properties

With Dreamweaver, you can insert the Photoshop image files (PSD format) into Web pages, which it further optimizes into GIF, JPEG, and PNG formats as Web ready images. You also have the option of pasting all or only a part of a multi-layered or multi-sliced Photoshop image into a Web page. As discussed in the earlier chapter, there are two ways in which you can work with Photoshop files in Dreamweaver CS5 – copy/paste workflow and Smart Objects workflow.

Note: Be sure to cloak the Photoshop images on your Website in order to avoid unnecessary handling between the local site and the remote server, in case you use this integration feature frequently to store your images.

4.5.1 Setting Image Preview Dialog Box Options

The **Image Preview** dialog box appears as shown in figure 4.15 when you create a Smart Object or paste a selection from Photoshop.

Note: Dreamweaver also displays this dialog box for any other kind of image if you select the image and click the Edit Image Settings button in the Property Inspector.

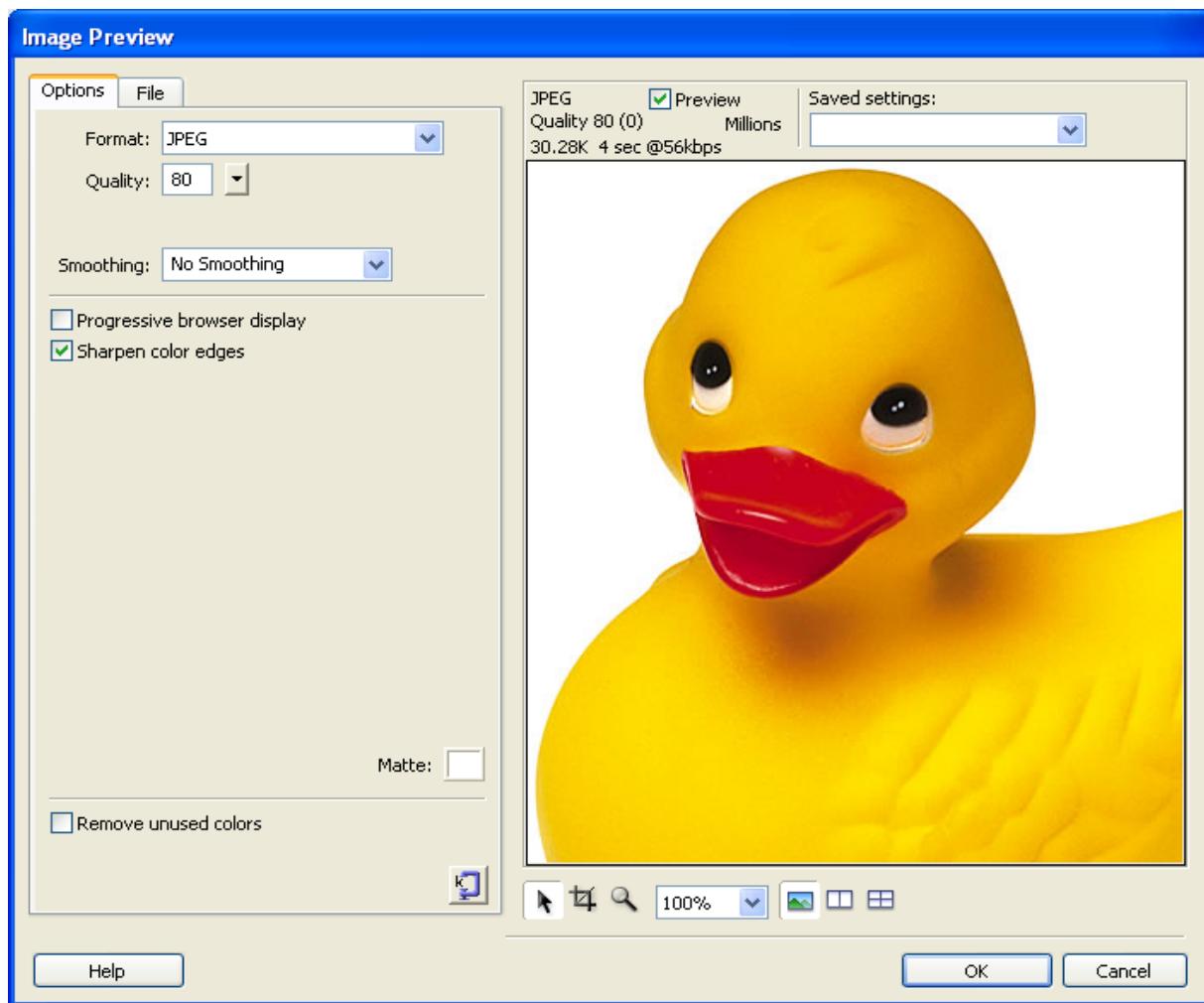


Figure 4.15: Image Preview Dialog Box

The **Image Preview** dialog box enables you to define and preview settings for Web-ready images using the right mix of color, compression, and quality. When you insert a Photoshop image, you can adjust various settings for optimal Web publication with the **Image Preview** dialog box.

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The **Image Preview** dialog box has three sections, which are as follows:

- The **Options** tab: It enables you to define which file format to use and set preferences, such as color.
- The **File** tab: It enables you to set the scale factor and target file size of the image.
- The **Preview** panel: It enables you to see a version of the image with your current settings.

Table 4.2 lists the different JPEG image options in the **Image Preview** dialog box.

Option	Description
Quality	This slider controls image quality. You can increase the slider to get better image quality and vice versa. However, better image quality increases the file size.
Smoothing	You can use this setting to smoothen lower quality images.
Progressive Browser Display	This option is not selected by default. If you select this option, it will load the image initially at low resolution. It then increases the image resolution as the image downloads.
Sharpen Color Edges	Allows you to get a higher quality image.
Matte	You can use the Matte dialog box to set the background of the image and repair the anti-aliasing effect in images.
Remove Unused Colors	You can use this option to remove unwanted colors from the image thereby, reducing the file size.
Optimize to Size	You can use this option to adjust the number of colors in an image and get the preferred file size.

Table 4.2: JPEG Image Options

Table 4.3 lists the GIF and PNG image options in the **Image Preview** dialog box.

Option	Description
Palette	This option is set to Adaptive by default. You can select the appropriate palette with preset options.
Loss	Set to 0 by default. Not applicable to PNG images.
Dither	You can select this option to achieve dithering where similar color are approximated and blended to match missing colors in images. Note: Dithering can greatly increase file size.
Number Of Colors List	This option is set to the value 256 by default. This value is based on the currently selected palette.

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Option	Description
Color palette	The display of colors varies depending on the selected palette behavior and maximum number of colors.
Palette Tools	Click any pixel in the palette and then, click these icons to change, add, or delete color, or to make a color transparent, Web safe, or locked.
Select Transparency Color Icons	You can use these buttons to edit palette colors.
Transparency pop-up menu	<p>You can use this option to set transparency. You can chose from the three transparency options: No Transparency, Index, and Alpha.</p> <p>Index: This option is used for when exporting GIF images with transparent areas. Index transparency turns on or turns off pixels with specific color values.</p> <p>Alpha: This option is used when exporting 8-bpc PNG images with transparent areas. Alpha transparency allows gradient transparency and semi-opaque pixels.</p>
Matte	You can use the Matte dialog box to set the background of the image and repair the anti-aliasing effect in images.
Remove Unused Colors	You can use this option to remove unwanted colors from the image thereby, reducing the file size.
Interlaced Browser Display	This option is not selected by default. If you select this option, it will load the image initially at low resolution. It then increases the image resolution as the image downloads.
Optimize To Size	You can use this option to adjust the number of colors in an image and get the preferred file size.

Table 4.3: GIF and PNG Image Options

4.6 Working with Bridge and Device Central

This section will explain Adobe Bridge and Device Central.

4.6.1 About Bridge

Dreamweaver provides a seamless integration with Adobe Bridge, which is an independently operating file-browsing application. Adobe Bridge helps you locate, organize, and browse the assets you need to create print, Web, video, and audio content.

Further, the Adobe Bridge provides you with the functions like Manage image files, manage your photos, perform automated tasks, such as Batch commands and Synchronize color settings.

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You also have the option of viewing your files before placing them or dragging them in the page layout. To do so, you can start Adobe Bridge from Dreamweaver in several different ways:

- Click the **File** menu and click the **Browse In Bridge** command.
- Click the **Browse In Bridge** button in the **Standard** toolbar.
- Press **Ctrl+Alt+O** for **Browse In Bridge** option.

Note: Bridge opens in File Browser mode as shown in figure 4.16, showing the contents of the last-opened folder in Dreamweaver. If Bridge was already open, it becomes the active window.

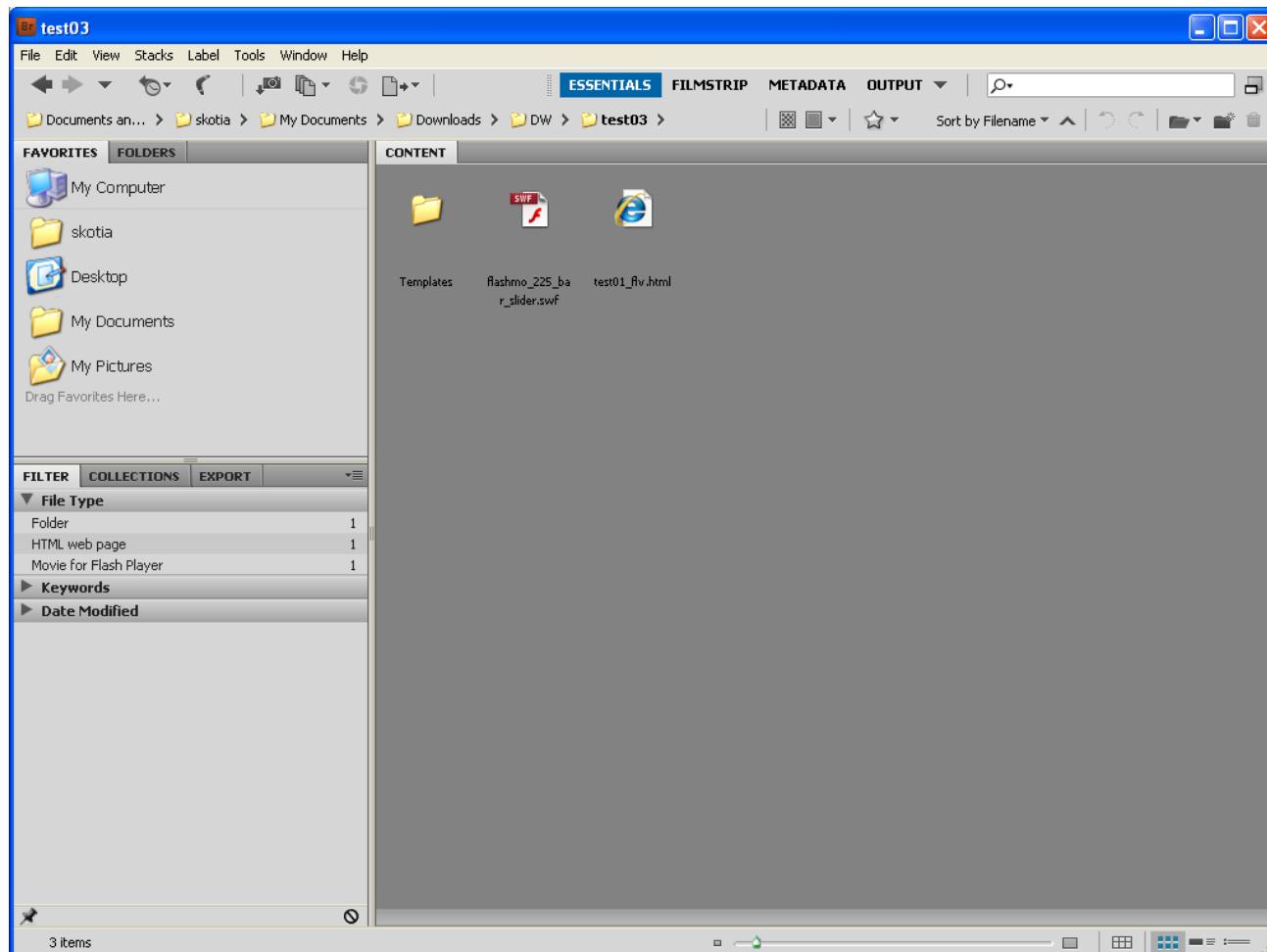


Figure 4.16: File Browser Mode

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4.6.2 Placing Files into Dreamweaver from Bridge

The files can be placed in the Dreamweaver pages either by inserting them or by dragging them from Bridge into your page. To insert the file in the Dreamweaver document, it is mandatory that the file must be opened in the **Design** view to use the feature.

Using Dreamweaver, you can insert most of the file types into your pages, each of which is handled differently. These file types are as follows:

- On inserting a Web ready image (JPEG, GIF, or PNG), Dreamweaver directly inserts the image files into your page and places a copy in your Website's default images folder.
- On inserting a Photoshop PSD file, Dreamweaver places the PSD file in your page only when you define its optimization settings.
- On inserting a non-image file, such as mp3, PDF, or a file with an unknown file type, Dreamweaver inserts a link to the source file.
- On inserting an HTML file, Dreamweaver inserts a link to the source file.
- On inserting a Microsoft Word or Excel file, you must specify if you want to insert the file itself or insert a link to the source file. In case you want to insert only the file, you can specifically format the file as desired.
- **Placing an Adobe Bridge file in a page**

To place an Adobe Bridge File in a Page, you follow these steps:

1. In Dreamweaver **Design** view, place the insertion point on your page where you want the file inserted.
2. In Adobe Bridge, you select the file and on the **File** menu, you click **Place In Dreamweaver**.
3. If the file is not in your site's root folder, you are prompted to copy it there.
4. If you have set **Edit>Preferences>Accessibility** to show attributes when inserting images, the **Image Tag Accessibility Attributes** dialog box is displayed when you insert Web-ready images, such as JPEG and GIF.

Note: You cannot place files in Code view. You can only place files in Design view.

4.6.3 About Device Central

Dreamweaver Device Central has eased the task of the Web designers and developers, as they can now preview how Dreamweaver files will look on a wide variety of mobile devices. This is done by using the Opera's Small Screen Rendering, which gives the designers and developers a fair idea of how their Web page will look on a small screen. It also allows the designers and developers to test whether their CSS behaves correctly or not.

Following are the guidelines in order to create Dreamweaver Web content for mobile devices:

- Firstly, as stated earlier, the Device Central uses the Opera's Small-Screen Rendering, in order to preview the Web pages created in Dreamweaver. This preview can give you a good idea of what a Web page looks like on a mobile device.
- Next guideline is that, while creating Web pages in Dreamweaver, you should take into consideration the following points in order to ensure correct display in mobile devices.
 - Avoid the design elements like frames, pop-ups, underlining, strikethrough, overlining, blink, and marquee, as the Opera's Small-Screen Rendering does not support them.
 - Use minimum number of fonts, font sizes, and colors, so as to keep the Web pages for mobile devices simple.
 - Avoid scaling images sizes, as it increases the chances of the images appearing indented. Use CSS or HTML to specify an exact height and width for each image used.

Note: The Opera software Website is a good source of information about optimizing Web pages for mobile devices.

4.7 Java Applets

This section will explain Java Applets.

4.7.1 Inserting Java Applet

In order to insert the Java Applet, first, place the insertion point in the **Document** window where you want to embed the applet. Then, on the **Insert** menu, you select **Media**, and then, click the **Applet** option. On doing so, the **Select File** dialog box appears. Here, you select the applet files and then, click **OK**. The Applet will be embedded in the **Document** window.

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4.7.2 To Set Java Applet Properties

After inserting a Java applet as explained, you use the **Property Inspector** to set the applet parameters. To view the following properties in the **Property Inspector**, you need to first select a Java applet. The **Property Inspector** initially displays the most commonly used properties as shown in figure 4.17. Click the expander arrow in the lower right corner to see all properties.

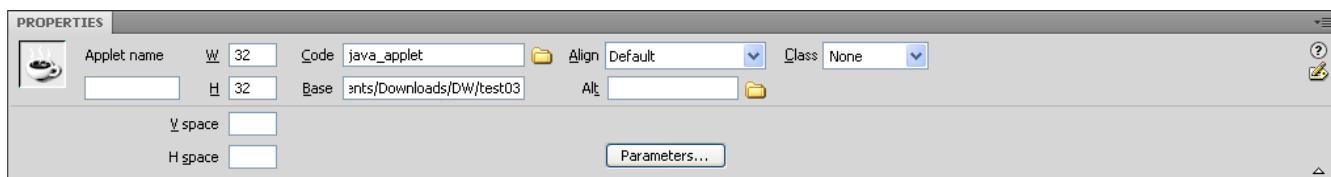


Figure 4.17: Property Inspector Showing Java Applet Properties

Table 4.4 lists Java Applet properties.

Property Name	Description
Name	You can specify a name that will identify the applet for scripting. You enter a name in the unlabeled field on the left side of the Property Inspector .
W and H	You need to specify the width and height of the movie in pixels.
Code	You can browse or enter the file name containing the applet's Java code.
Base	You can specify the folder containing the selected applet. This field automatically reflects the folder name when you choose an applet.
Align	You can use this option to select how the object is aligned on the page.
Alt	You can specify alternative text (ALT text) for an image. This text will be displayed if the user's browser does not support Java applets or has Java disabled. If you enter text, Dreamweaver renders the text with the Alt attribute of the applet tag. If you choose an image, Dreamweaver inserts an img tag between the opening and closing applet tags.
V Space and H Space	You specify the amount of white space in pixels above, below, and on both sides of the applet.
Parameters	You can pass additional parameters to be passed to the applet using this option.

Table 4.4: Java Applet Properties

4.8 ActiveX Controls

ActiveX controls are reusable components, somewhat like miniature applications, that can act like browser plug-ins. They make available many new features that, in turn, enhance the functionality of your browsers. They run in Internet Explorer with Windows, but they do not run on the Macintosh or in Netscape Navigator. ActiveX controls can be embedded in a page just like applets.

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So, when a visitor requests a page containing ActiveX, it is automatically downloaded. Some of the examples of ActiveX Control are text boxes, command buttons, audio players, video players, and stock tickers. The ActiveX object in Dreamweaver enables us to supply attributes and parameters for an ActiveX control in your visitor's browser. Dreamweaver uses the object tag to mark the place on the page where the ActiveX control will appear, and to provide parameters for the ActiveX control.

Concepts

4.8.1 Inserting ActiveX Control Content

In the **Document** window, you place the insertion point where the content is to be inserted. Then, on the **Insert** menu, click **Media**, and then, click the **ActiveX** command. An icon will indicate where the ActiveX control will appear on the page in Internet Explorer.

4.8.2 Setting ActiveX Properties

After inserting an ActiveX object, you use the **Property Inspector** to set attributes of the object tag and parameters for the ActiveX control. You click **Parameters** in the **Property Inspector** to enter names and values for properties that do not appear in the **Property Inspector**. The **Property Inspector** initially displays the most commonly used properties. You need to click the expander arrow in the lower right corner to see all properties. Refer to figure 4.18.

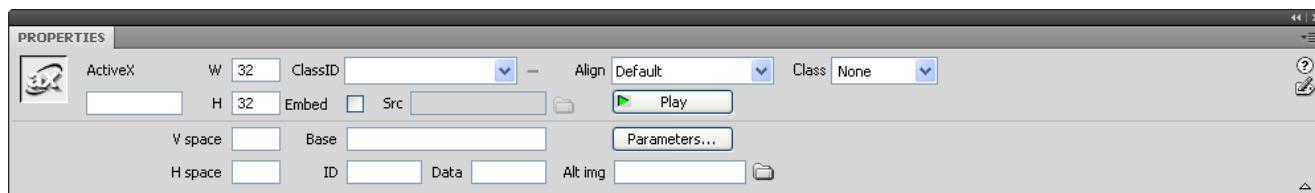


Figure 4.18: Property Inspector Displaying ActiveX Properties

Table 4.5 lists the ActiveX Properties.

Property Name	Description
Name	You can specify a name that will identify the ActiveX object for scripting.
W and H	You need to specify the width and height of the movie in pixels.
ClassID	You can specify a unique ID that will identify the ActiveX control to the browser. This ID is used by the browser to locate the ActiveX control. If the browser does not locate the specified ActiveX control, it attempts to download it from the location specified in Base .
Embed	If you select this check box, it adds an embed tag within the object tag for the ActiveX control.
Align	You can use this option to select how the object is aligned on the page.
Parameters	You can pass additional parameters to be passed to the ActiveX object. Many ActiveX controls respond to special parameters.

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Property Name	Description
Src	You need to specify the data file to be used for a Netscape Navigator plug-in if the Embed option is turned on. If you do not enter a value, Dreamweaver attempts to determine the value from the ActiveX Properties entered already.
V Space and H Space	You can specify the amount of white space, in pixels, above, below, and on both sides of the object.
Base	You can specify the URL containing the ActiveX control. The browser will not be able to display the ActiveX object if it does not find a Base parameter and visitor does not already have the relevant ActiveX control installed.
Alt Img	You can specify an image to be displayed if the browser does not support the object tag. This option is available only when the Embed option is deselected.
Data	You can specify a data file for the ActiveX control to load. Many ActiveX controls, such as Shockwave and RealPlayer, do not use this parameter.

Table 4.5: ActiveX Properties

4.9 Plug-ins

You can use plug-ins to view different media objects of different types in your Web browser. Plug-ins are means by which content files are played and displayed on your Website. For example, typical plug-ins includes RealPlayer and QuickTime, which allow us to play audio samples and video movies from within your browser.

After you create content for a Navigator plug-in, you can use Dreamweaver to insert that content into an HTML document. Dreamweaver uses the embed tag to mark the reference to the content file.

To insert Navigator plug-in content, first in the **Design** view of the **Document** window, you place the insertion point where you want to insert the content. Then, on the **Insert** menu, you click **Media** and then, click the **Plug-in** command. Next, in the **Select File** dialog box that appears, you select a content file for a Navigator plug-in and then, click **OK**.

4.9.1 Setting Netscape Navigator Plug-in Properties

After inserting content for a Netscape Navigator plug-in, you use the **Property Inspector** to set parameters for that content. To view the following properties in the **Property Inspector**, you need to select a Netscape Navigator plug-in object.

The **Property Inspector** initially displays the most commonly used properties. Click the expander arrow in the lower right corner to see all properties.

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Refer to figure 4.19.

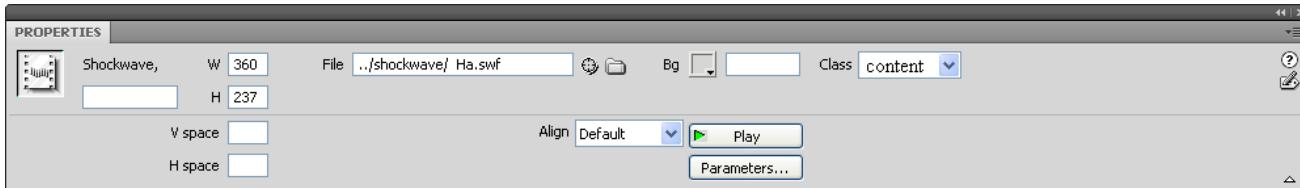


Figure 4.19: Property Inspector Displaying Plug-in Properties

Table 4.6 lists the plug-in properties.

Property	Description
Name	You can specify a name that will identify the plug-in for scripting.
W and H	You need to specify the width and height of the movie in pixels.
Src	You need to browse or enter the source data file.
Plg Url	You need to specify the URL from where users can download the plug-in.
Align	You can use this option to select how the object is aligned on the page.
V Space and H Space	You can specify the amount of white space, in pixels, above, below, and on both sides of the object.
Border	You can specify the width of the border around the plug-in.
Parameter	You can specify additional parameters to pass to the Netscape Navigator plug-in.

Table 4.6: Plug-in Properties

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Summary

- Templates are time saving tools that can be used in Web pages that share the same design but different content.
- Dreamweaver templates are special type of documents used to add structure and layout to a page.
- In Dreamweaver, you can create a template from an existing HTML document or create a template from scratch.
- Dreamweaver updates all the documents based on the template when you modify and save a template.
- Content can be controlled in template-based documents by using template parameters.
- There are four types of template regions – editable region, repeating region, optional region, and editable tag attribute.
- In Dreamweaver CS5, you can easily add FLV video to your Web pages without using the Flash authoring tool.
- Shockwave is a compressed format that allows media files created in Macromedia Director to be downloaded quickly and played by most popular browsers.
- With Dreamweaver, you can insert the Photoshop image files (PSD format) into Web pages.
- Adobe Bridge helps you locate, organize, and browse the assets you need to create print, Web, video, and audio content.
- ActiveX controls are reusable components, somewhat like miniature applications, that can act like browser plug-ins.
- The ActiveX object in Dreamweaver enables you to supply attributes and parameters for an ActiveX control in your visitor's browser.



Check Your Progress

1. A _____ region contains content that will always be written to pages based on the template.
 - a. Unlocked
 - b. Editable
 - c. Non-editable
 - d. Locked

2. The templates cannot be modified after you have used it to create documents.
 - a. True
 - b. False

3. _____ is the standard adopted by Macromedia for interactive multimedia on the Web.
 - a. Shockwave
 - b. SWF file
 - c. HTML
 - d. Netscape Navigator

4. Everything outside of an editable region can only be modified in the template.
 - a. True
 - b. False

5. _____ maintains the proportion between the width and height of the Flash Video component.
 - a. Height
 - b. Width
 - c. Constrain
 - d. URL

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Check Your Progress

6. A _____ is a section of a template that can be duplicated as many times as you want in a template-based page.
 - a. Repeating Table
 - b. Repeating Region
 - c. Repeat Rows of the Table
 - d. Insert Repeating Table
7. A repeating region is not editable in the template-based document, unless it contains an editable region.
 - a. True
 - b. False
8. Flash text and buttons can be created using Dreamweaver.
 - a. True
 - b. False



Do It Yourself

1. Create a template to design a simple Website. Modify this template.
2. Create another Web page and convert this page to a template and add editable regions to it.

Hint:

- a. For content on the Web page, you can use 'text.doc' from the Courseware folder.

“ Woe to him who teaches men
faster than they can learn. ”

Objectives

At the end of this session, the student will be able to:

- *Use checklist for site launch*
- *Apply Check Target Browser feature*
- *Apply Validate markup feature*
- *Apply Check Links feature*
- *Apply Check Accessibility feature*
- *Transfer site to the Internet*
- *Transfer files to the Internet*
- *Synchronize the site files*
- *Compare files for difference*
- *Test the Website*

5.1 Introduction

In the previous session, you have learned to create templates that make designing Websites easier. You also learned about ActiveX controls, Java Applets, Plug-ins, their properties, and how to insert them in the document.

In this session, you will identify various steps that should be followed to ensure completeness of a Website before it is uploaded on the Internet. You will also learn to publish the Website to the Internet.

5.2 Site Launch Checklist

After you create a Web page in Dreamweaver, you should always check the page for completeness. You should check the pages as and when you create them. This will minimize the error count when the entire site is built up.

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While creating a Web page, you should check the following aspects.

5.2.1 Previewing Pages in Dreamweaver

Design view enables you to preview pages exactly the way they look on the Web. However, **Design** view does not render pages exactly as browsers do. To achieve this, you use the **Live** view, which gives you a more accurate depiction. You can work in the **Code** view and preview the changes in the design. You can preview pages the way they look in specific browsers by using the **Preview in Browser** feature.

You can get a more realistic look of your Web page in **Live** view without closing your Dreamweaver workspace. **Live** view is simply an alternative way of previewing page. It does not replace the **Preview in Browser** command. When you switch to **Live** view, the **Design** view remains frozen; however, **Code** view remains editable, so you can change your code, and then, refresh **Live** view to view the changes that you have made. To preview pages in **Live** view, first you make sure that you are in **Design** view, or **Code and Design** views. Then, you click the **Live View** button.

Live view needs to be refreshed in case any changes have been made in **Code** view or in a related file. To refresh **Live** view, click the **Refresh** button in the **Document** toolbar, or press **F5**. Lastly, to return to the editable **Design** view, you click the **Live View** button again.

5.2.2 Previewing Pages in Browsers

Web application developers tend to frequently check their pages in the Web browser, thus debugging them. You have the option of getting a quick preview of the dynamic pages in the Web browser, selecting **Preview In Browser** command from the **File** menu and then, selecting listed browsers. To do so, you must fill the requirements completely in the **Testing Server** category available on the **Site Definition** dialog box.

You can also specify the use of temporary files over the original ones. When you specify this option, Dreamweaver runs a temporary copy of the page on a Web server before displaying it in your browser. Dreamweaver later deletes this temporary copy from the server. To set this option, on the **Edit** menu, you click **Preferences**, and further click the **Preview In Browser** option from the category. Then, select the **Preview using temporary file** check box.

5.2.3 Previewing Pages in Mobile Devices

To preview pages created in Dreamweaver on various mobile devices, you use **Device Central** with its built-in **Opera Small-Screen Rendering** feature. The preview output of your Web page may vary on each mobile device based on the browsers the device uses. It is a good idea to get a standard preview of the document for a selected device. To preview pages in mobile devices, first you start Dreamweaver. Then, you open a file and do one of the following:

- On the **File** menu, you click **Preview in Browser**, and then, click **Device Central**.

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- On the Document window toolbar, you click and hold the **Preview/Debug In browser** button and select **Preview In Device Central**.

The file is displayed in the **Device Central Emulator** tab. To preview the file in another device, double-click the name of a different device in the **Device Sets** or **Available Devices** lists. Refer to figure 5.1.

Concepts

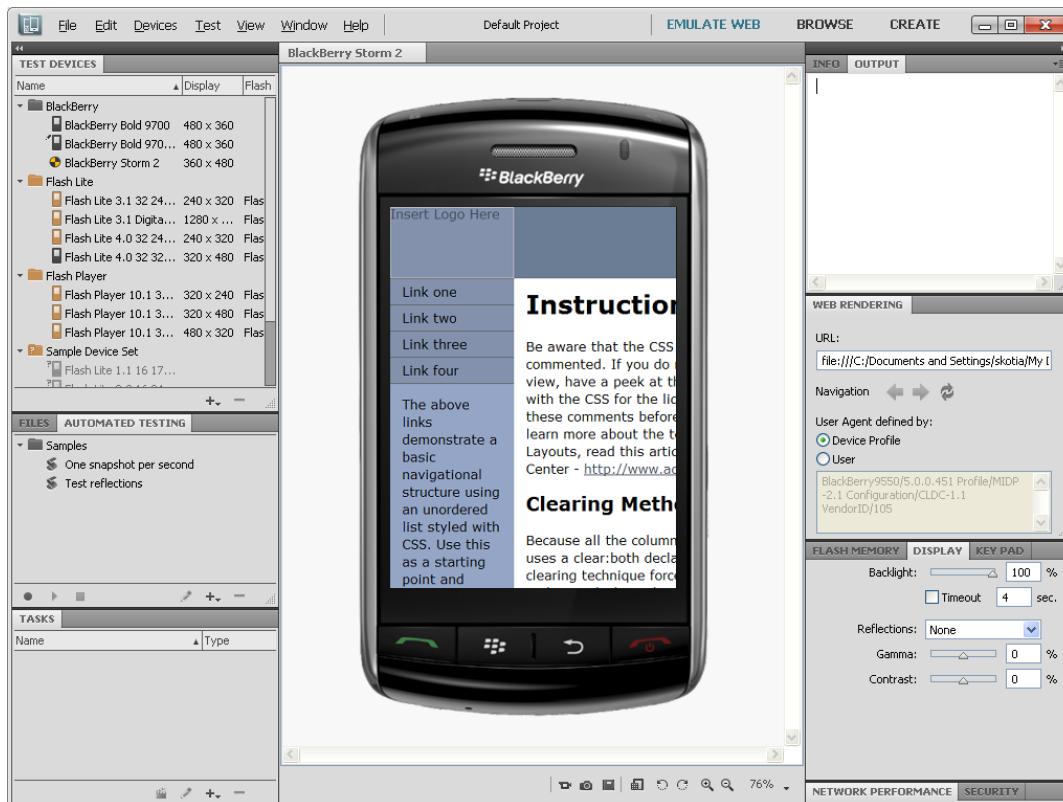


Figure 5.1: Preview in Mobile Device

5.2.4 Validating Pages

The Validate tags feature has been deprecated in Dreamweaver CS5; however, Dreamweaver supports the external code validator that you install as extensions. You use the Validator to examine if the Web pages have any code or tag errors and also compare whether your Web pages are inline with agreed-upon standards for HTML and other languages, such as XHTML, ColdFusion Markup Language (CFML), Java Server Pages (JSP) and Wireless Markup Language (WML).

- **Running a Validator**

To run the Validator, do one of the following:

- For an XML or XHTML file, on the **File** menu, you click **Validate**, and then, click **As XML**.

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- For a ColdFusion file, on the **File** menu, you click **Validate**, and then, click **ColdFusion**.

The **Validation** tab of the **Results** panel displays a ‘No errors or warnings’ message or lists the syntax errors it found as shown in figure 5.2.

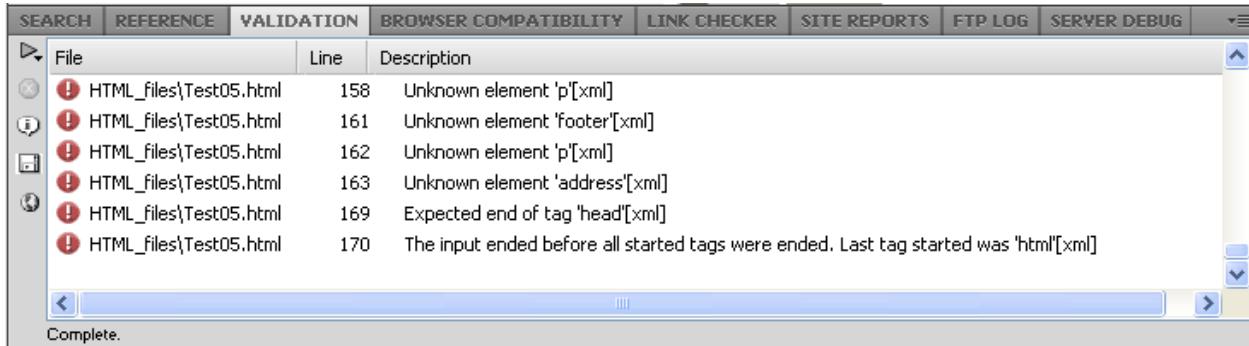


Figure 5.2: Validation Panel Displaying the Results

Then, you double-click an error message to highlight the error in the document. To save the report as an XML file, you click the **Save Report** button. To view the report in your primary browser (which lets you print the report), you click the **Browse Report** button.

5.3 Check Target Browsers

The **Target Browser Check** feature has been replaced by the **Browser Compatibility Check (BCC)** in Dreamweaver CS5. You can use the BCC to locate browser rendering bugs triggered by combinations of HTML and CSS. You can also use this feature to test the code if you are unsure that your browser does not support some CSS properties.

To start checking your browser, run a BCC on an open file. Dreamweaver scans the file and if it finds any rendering issues, the issues are displayed in the **Results** panel. Dreamweaver also displays the likelihood of occurrence of bugs. A possible occurrence of bug is indicated by a quarter-filled circle. Similarly, a very likely occurrence of a bug is indicated by a completely-filled circle. In addition to proving the likelihood of occurrence, Dreamweaver also provides a direct link to documentation about the bug on Adobe CSS Advisor, where you will find commonly known browser rendering bugs and solutions for fixing them.

By default, the BCC feature checks against the following browsers:

- Firefox 1.5
- Internet Explorer (Windows) 6.0 and 7.0
- Internet Explorer (Macintosh) 5.2
- Netscape Navigator 8.0

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- Opera 8.0 and 9.0
- Safari 2.0

To run browser compatibility check, on the **File** menu, you click **Check Page**, and then, click **Browser Compatibility**. Refer to figure 5.3.

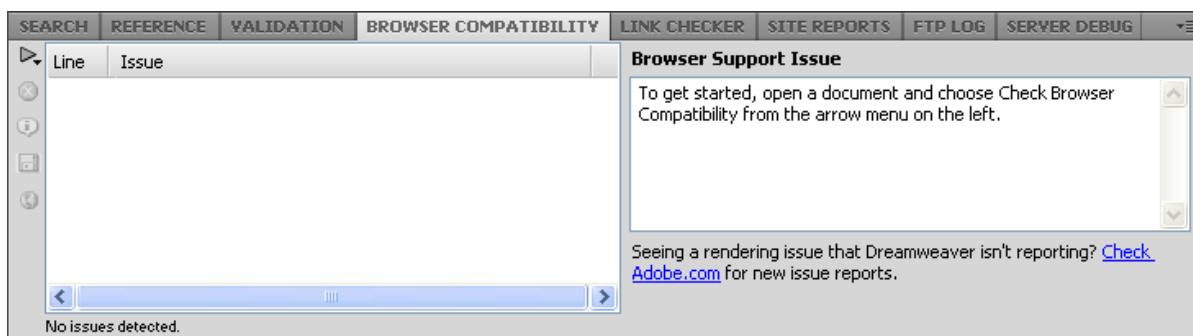


Figure 5.3: Browser Compatibility Dialog Box

To select the element affected by a found issue, you double-click the issue in the **Results** panel. To jump to the next or previous found issue in the code, you click **Next Issue** or **Previous Issue** from the **Browser Compatibility Check** menu in the **Document** toolbar. To check other browsers for Dreamweaver, you follow these steps:

1. In the **Results** panel, you click the **Browser Compatibility Check** tab.
2. Click the green arrow in the upper-left corner of the **Results** panel and click **Settings**.
3. Select the check box next to each browser you want to check against.
4. Each browser has a minimum version; select this version from the corresponding pop-up menu. For example, to see if CSS rendering bugs might appear in Internet Explorer 5.0 and Netscape Navigator 7.0 and later, you select the check boxes next to those browser names, and select 5.0 from the Internet Explorer pop-up menu and 7.0 from the Netscape pop-up menu.

A report will be displayed as shown in figure 5.4 in the BCC panel of the **Results** panel group. This report indicates the various incompatibilities of the Web page with the browser. The report indicates the file name, the line in which the error has occurred and the description of the error.

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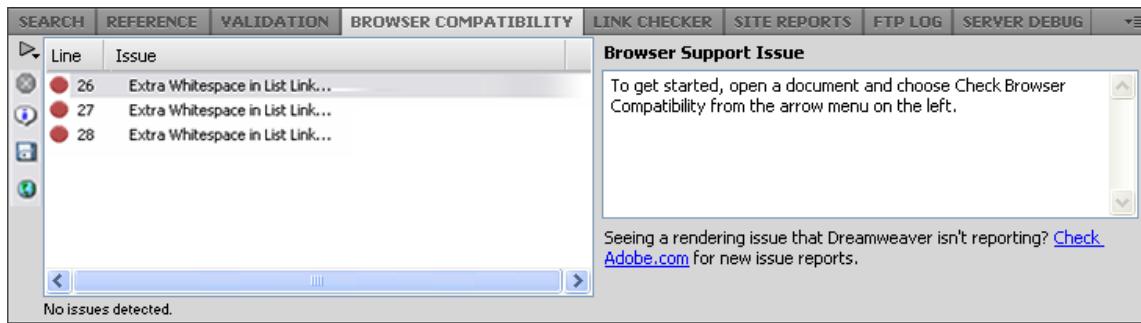


Figure 5.4: Browser Compatibility Check (Bcc) Panel Displaying the Results

You can save a browser compatibility check report. To do this, you run a browser compatibility check. Then, you click the **Save Report**  button on the left side of the **Results** panel. Now, to view a browser compatibility check report in a browser, first, you run a browser compatibility check.

Then, you click the **Browse Report**  button on the left side of the **Results** panel.

5.4 Finding and Fixing Broken Links

Dreamweaver's **CheckLink** feature is a powerful tool that you can use for maintaining links in your Web page. With Link Checker, you can check links in a single Web page, selected Web pages, or throughout the entire site. Dreamweaver verifies only links to documents in your site. Other external links are compiled; but are not verified.

After Dreamweaver check the links, it opens the **Link Checker** panel as shown in figure 5.5. This displays a list of broken links, external links (which Dreamweaver cannot check) and Orphaned files. (These are files that are re-sent in your site but no other files in the site link to them.)

5.4.1 Finding Broken Links

- **Checking links within the current document**

To check links within the current document, save the file to a location within your local Dreamweaver site.

On the **File** menu, you click the **CheckPage** and then, click the **Links**. The report appears in the **Link Checker** panel (in the **Results** panel group) as shown in figure 5.5. To save the report, you click the **Save Report** button in the **Link Checker** panel.

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Concepts

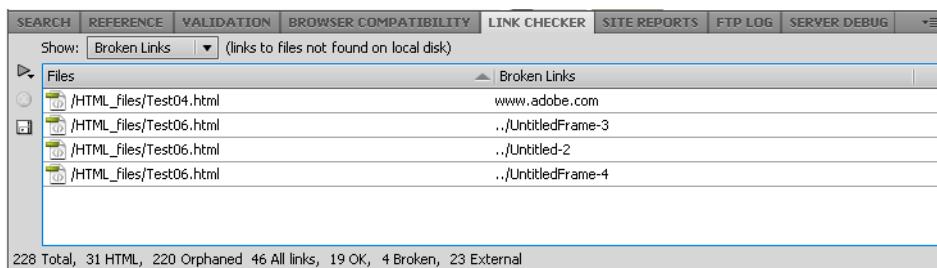


Figure 5.5: Link Checker Panel Displaying the Results

➤ Checking Links within a portion of a Local site

To check the links within a portion of a local site, first, on the **Files** panel, select a site from the **Current Sites** pop-up menu. Next, in the **Local** view, you select the files or folders for which you would want to check the links, by selecting the icon, which is located to the left hand side of the file. Then, on the File menu, you click **Check Page** and further click the **Links** command. The report appears in the **Link Checker** panel of the **Results** panel group.

In the **Link Checker** panel, you can select a specific link report from the **Show** pop-up menu to view it. The report choices are **Broken Links**, **External Links** and **Orphaned Links**. You can check for orphaned files when you check links across an entire site. You can save the report by clicking the **Save Report** button in the **Link Checker** panel.

➤ Checking Links in the Entire site

To check the links in the entire site, on the **Files** panel, first you select a site from the **Sites** pop-up menu. Next, you select the site that is displayed in the **Files** panel. Then, on the **Site** menu, you click the **Check Links Sitewide** command. On doing so, the report appears in the **Link Checker** panel of the **Results** panel group. Next, in the **Link Checker** panel, you select a specific link report from the **Show** pop-up menu to view another report. The report choices are **Broken Links**, **External Links**, and **Orphaned Files**. On doing so, a list of files that fit the report type you select appears in the **Link Checker** panel.

You can save the report by clicking the **Save Report** button in the **Link Checker** panel.

If you select **Orphaned Files** as your report type, you can delete orphaned files from the **Link Checker** panel directly by selecting a file from the list and pressing the **Delete** key.

5.4.2 Fixing Broken Links

When you check links in Dreamweaver, it displays a report of broken links, external links and, if you choose entire site, orphaned files is also displayed in the **Link Checker** panel. You can either rectify the broken links in the **Link Checker** panel or open the file and make changes in the **Property Inspector**.

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➤ Fixing Broken Links in Link Checker Panel

First check the file for the links using the **Check Links** option as discussed in the topic **Finding Broken Links**. In the **Broken Links** column of the **Link Checker** panel of the **Results** panel group, you select the broken link. A **Browse for File** icon appears next to the broken link as shown in figure 5.6.

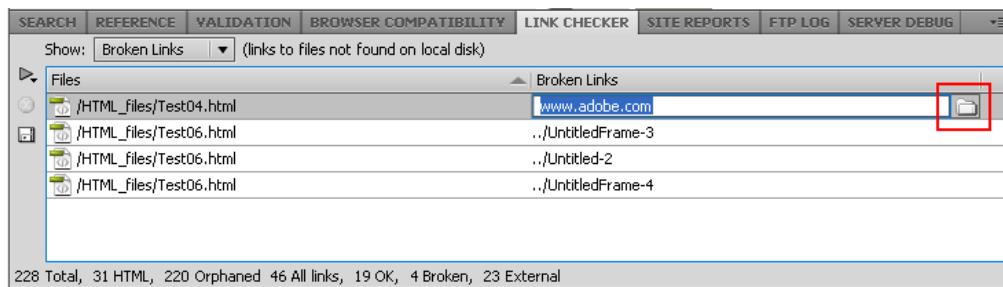


Figure 5.6: Link Checker Panel Displaying the Browse for File Icon

Click the icon to browse to the correct file, to link to, or type the correct path and filename. After the correct filename is entered in the **Broken Links** field, you press the Tab or the Enter key. In case of more broken references to the same file, a dialog box prompts you to fix the references in the other files as well. If you click Yes, Dreamweaver will update all the documents on the list that reference this file. If you No, Dreamweaver will update the current reference only.

➤ Fixing Broken Links in Property Inspector

In order to fix broken links, first check the file for the links using the **Check Links** option as discussed in the topic **Finding Broken Links**. Next, in the **Link Checker** panel, you double-click an entry in the **File** column. Dreamweaver opens the document, selects the image or link, and highlights the path and filename in the **Property Inspector**. In case the **Property Inspector** is not visible, then, you click the **Window** and select the **Properties** command to open it.

You also have the option of setting a new path and filename in the **Property Inspector**. To do so, you click the **Browse for File** icon to browse to the correct file, or type over the highlighted text. Lastly, save the file.

After the links are rectified, you again run the **Check Links** feature to see if the links are updated or not. If they are, then, links disappear from the **Link Checker** panel. If the link still appears in the **Link Checker** panel, it means that Dreamweaver cannot find the file and still considers the link as broken.

5.5 Accessibility

The Websites that we make must be accessible by all groups of people including those with different disabilities, such as visually impaired people.

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Testing a Website

For the ease of people with disability, software products and Websites include screen reader support, text equivalents for graphics, keyboard shortcuts, change of display colors to high contrast, and so on.

You can use different tools that offer screen reading capabilities, keyboard navigation, and operating system accessibility support in Dreamweaver CS5 to create fully accessible Web pages. In Dreamweaver, you will find many dialog boxes that prompt you to enter accessibility attributes, such as text equivalents for an image. When the image appears on the Web page, screen readers read the text equivalent for the image for visually impaired users.

5.5.1 Using Screen Readers with Dreamweaver

As the name suggests, the screen reader records the text appearing on the computer screen. It also recognizes the non-textual information, such as button labels or image descriptions in the application, provided in accessibility tags or attributes during authoring. When visually impaired users use screen reader to access the Web page, the screen reader starts reading the page from the upper-left corner of the **Document** window.

For a Dreamweaver designer, the screen reader is a tool that can be used to assist you in creating Web pages. Dreamweaver supports JAWS for Windows from Freedom Scientific, and Window Eyes screen readers from GW Micro.

5.5.2 Setting Accessibility Preferences

In Dreamweaver CS5, you need to specify accessibility preferences for different page elements. For example, images should be given alternative text (ALT text). ALT text is read by screen readers and helps visually impaired users to give a description of the image.

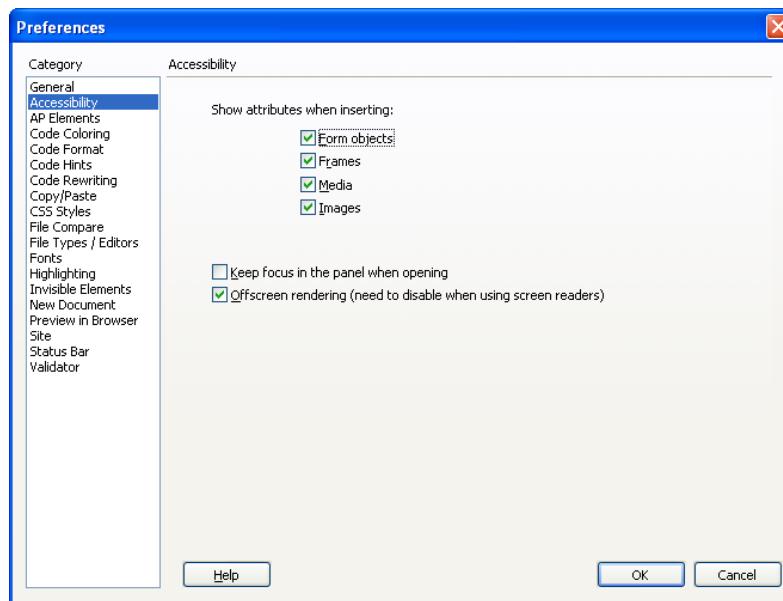


Figure 5.7: Preferences Dialog Box Displaying Accessibility Options

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Many designers do not care for providing accessibility features in their Website. However, Dreamweaver CS5 allows you to set accessibility preferences as you are building the page. You can activate accessibility options in the **Preferences** dialog box as shown in figure 5.7. So, each time you insert an object, such as form or image in your document, you will be prompted to provide accessibility-related information.

For example, in the **Accessibility** category of the **Preferences** dialog box, if you select the **Images** check box, then a dialog box, as shown in figure 5.8, will be displayed when you insert an image in the document. Each time you insert the image in the Document window, you will be prompted to enter against the **Alternate Text** field.



Figure 5.8: Image Tag Accessibility Attributes Dialog Box

To set image tag accessibility options, in the **Alternate text** box, you enter a name or brief description for the image. The screen reader reads the information you enter here. You should limit your entry to around 50 characters. In case, you have to add a longer description, you can add a long description in a file and provide a link to the file in the **Long description** text box. Lastly, you click **OK**.

Note: If you click the Cancel button, the image appears in the document, but Dreamweaver does not associate accessibility tags or attributes with it.

5.5.3 Support for Operating System Accessibility Feature

Dreamweaver supports accessibility features in both the Windows and Macintosh operating systems. On the Macintosh, you set the visual preferences in the **Universal Access Preferences** dialog box by selecting **Apple** and then **System Preferences**. Your settings are reflected in the Dreamweaver workspace.

The Windows operating system's high contrast setting is also supported. You activate this option through the Windows **Control Panel** and it affects Dreamweaver as follows:

- To achieve accessibility, you should avoid using colors in your Website. Hence, you can set system color to use black and white settings.

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Testing a Website

You can have all Dreamweaver dialog boxes and panels appear with a white foreground color and black background.

- **Code** view uses the system and window text color. For example, if you set the system color to White on Black, and then, change text colors by selecting **Preferences** and **Code Coloring** on the **Edit** menu, Dreamweaver ignores those color settings and displays the code text with a white foreground color and black background.
- **Design** view uses the background and text colors you set by selecting **Page Properties** in the **Modify** menu so that pages you design render colors as a browser will.

5.6 Moving Site to the Internet

Any site that you create consists of Web pages, graphics, sound and various other elements which are stored on your computer in a local site folder also called the local site. As you are working on the site, there are many pages that are partially completed. When you have completed and tested the Web pages, as discussed in the previous topics, you will transfer them to the Web server, which in turn is connected to the Internet.

5.6.1 Defining a Remote Site

Dreamweaver provides various options by which you can connect the local site to the remote site. For Dreamweaver, the copy of the files on the Web server is referred to as remote site.

Table 5.1 lists the five ways by which you can transfer the files to the remote site.

Site	Description
File Transfer Protocol (FTP)	FTP is the most common way that is used to transfer Web pages from servers to the browsers.
Local Area Network	If you are working on an intranet, or your company's Web server is connected to the company network, you can transfer files just as you do on your office network.
Remote Development Service (RDS) ColdFusion	This is used if you connect to your Web server using RDS. For this access method, your remote folder must be on a running computer.
SourceSafe	This is used if you connect to your Web server using SourceSafe database.

Session 5

Testing a Website

WebDAV (Web-based Distributed Authoring and Versioning)	This is used if you connect to your Web server using the WebDAV protocol. A server, such as Apache Web server supporting the protocol is required.
---	--

Table 5.1: Different Ways to Transfer Files

5.6.2 Setting Up a Remote Site with FTP

You need to set up the Remote Site information to transfer files on your computer to the server. In order to set up a remote site with FTP, on the **Site** menu, you click **Manage Sites**. The **Manage Sites** dialog box will be displayed. Here, you click the name of the site that you want to transfer to the Internet and then, you click the **Edit** button. Next, in the **Site Setup** dialog box, in the **Servers category**, you click the **Add New Server**  button. The **Basic** screen of the **Server** category is displayed as shown in figure 5.9.

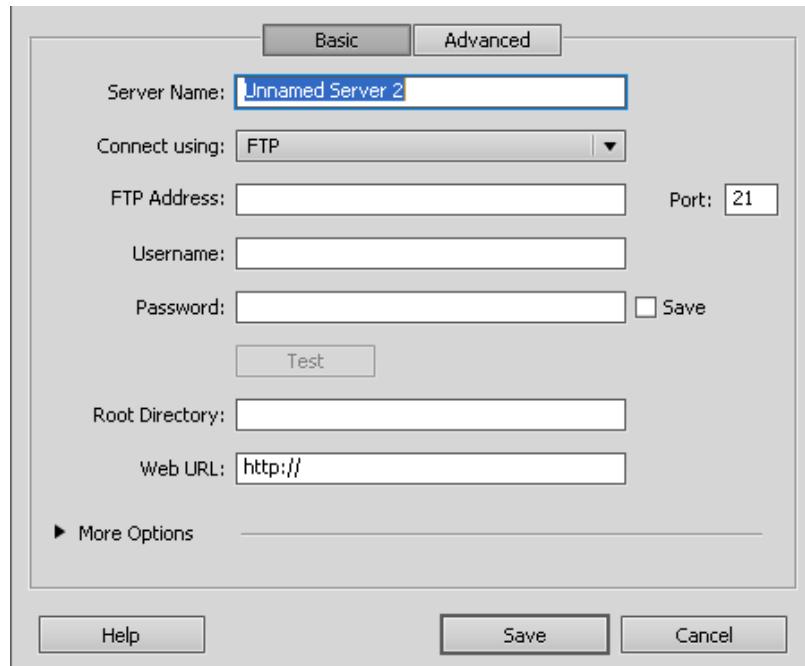


Figure 5.9: Basic Screen of the Server Category

To setup a new remote site with FTP, follow these steps:

- Select the access method from the Connect using pop-up menu. This determines the method that will be used to transfer files from the local folder to the Internet. Here you choose FTP.
- In the FTP Address field, you type the host name of the FTP host to which you upload the files for your Website. FTP host is the full Internet name of a computer system, such as `ftp.companyname.com`. You should enter the full host name without any additional text. In particular, you should not add a protocol name in front of the host name.

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Testing a Website

Note: If you do not know your FTP host, you need to contact your ISP.

- In the **Root Directory field**, you enter the name of the root directory on the remote server where you will store all the documents that are visible to visitors. (This is optional).

Note: In most cases, a server is configured to automatically route the files to the correct directory by default, in that case the Root Directory field should remain blank. If you are not sure what to add in the Root Directory field, you should contact the server administrator.

- In the **Username** and **Password** fields, you enter the required login name and password that you will be using to connect to the FTP server. Dreamweaver saves the password by default. Clear the **Save** check box if you want that Dreamweaver should prompt you for the password each time you connect to the remote server.

Note: The FTP Address, Username and Password fields in the Basic tab are required and remain confidential between the server administrator and you.

- Click the **Test** button to test your login and password.
- The following options are available in the **More Options** section of the **Basic** screen:
 - Select **Use Passive FTP** if your firewall configuration requires the use of Passive FTP. If you are not sure whether to use this option, you need to consult with the system administrator.
 - Select **Use IPV6 Transfer Mode** if you want to use IP version 6 as the transfer mode.
 - Select **Use Proxy, as defined in Preference** if you want to use a proxy server as the transfer mode.
 - Clear **Use FTP performance optimization** if Dreamweaver cannot connect to your server.
 - Select **Use alternative FTP move method** if you get errors either when rollbacks are enabled or when moving files.

5.7 Transferring Files

After learning to define a remote site you will now learn to actually start transferring the files to remote server. In Dreamweaver, this can be done using Dreamweaver's **Files** panel. There are many ways by which you can transfer files to the remote server, such as using the **Get** and **Put** commands, **Check In/Check Out** option, or dragging the file to the remote site directly.

The **Get** and **Put** command is used when you handle the site single-handedly, while the **Check In/Check Out** option is used while you are working in a collaborative environment.

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Testing a Website

5.7.1 Putting Files on a Remote Server

To put files on a **Remote Server**, you click the **Files** tab in the **Files** panel. Then, from the drop-down list, you select the site whose files/folders you want to upload.

The **Files** panel displays a list of files/folders for the selected site. If you are using FTP to transfer files, you can click **Connect to remote host button**  to open a connection to the remote server that makes it possible for you to view what is on the remote site before transferring any files. Clicking **Connect** to remote host is not mandatory, since clicking **Put** automatically connects to the remote server. Then, from the **Files** panel, you select the files/folders to upload to the Web server. You can click the **Put Files** button in the **Files** panel to transfer files directly to the server. Refer to figure 5.10.

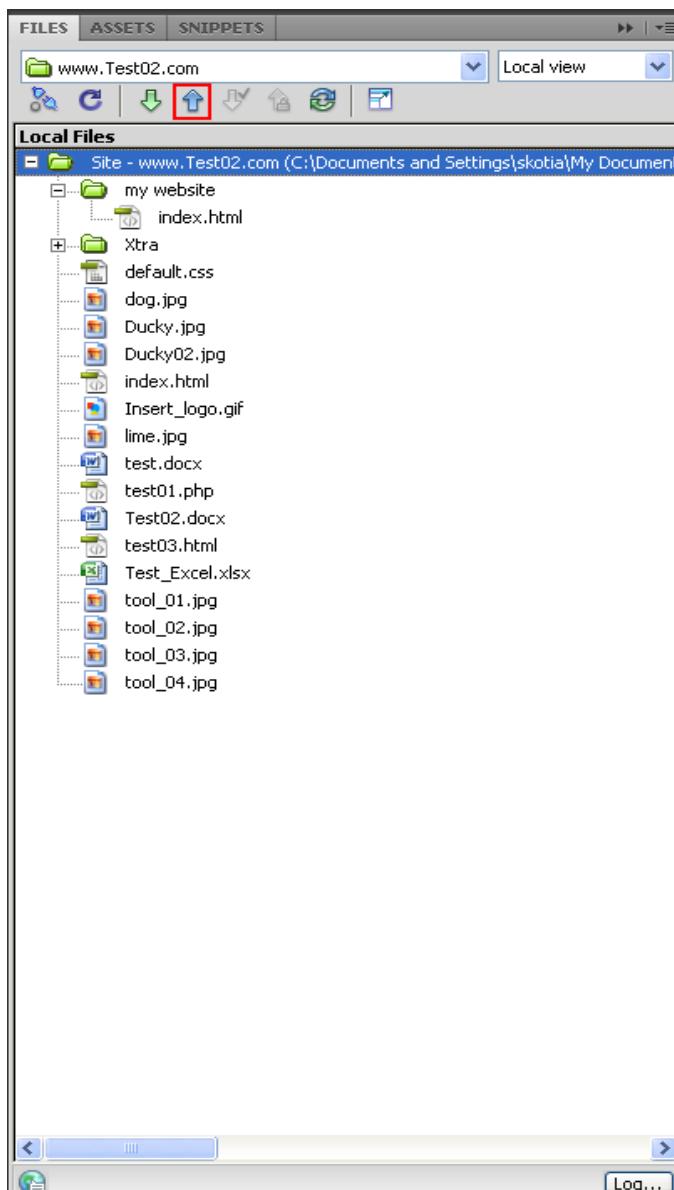


Figure 5.10: Put Files Button

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Figure 5.11: Get File(S) and Put File(S) Option in Files Panel

In case you have not saved the file that you are uploading, a dialog box will be displayed asking you to save the file before uploading it on the remote server. This dialog box will be displayed depending on the settings you set in the **Preferences** dialog box.

A dialog box will be displayed asking you whether to upload dependent files. You click **Yes** to transfer dependent files (such as images) and **No** to transfer only those files that you have selected. To avoid being asked about dependent files in further uploads, you click the **Don't Ask Me Again** option. You also have the option of stopping the file transfer. To do so, you click the **Cancel** button on the status dialog box. Dreamweaver records all FTP transfer activities. All the errors that occur while transferring files are recorded in a FTP log. If you want to determine what the problem is, on the **View** menu, you click the **Site FTP Log** command from the **Site** panel.

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Testing a Website

5.7.2 Getting Files from a Remote Server

To copy the files from the remote site to your local site, first, in the **Site** panel, you select a site from the **Files** pop-up menu. In case you are using FTP to transfer files, then, you click the **Connect** button to open a connection to the remote server. If a connection is already open, it is indicated by the **Disconnect** button, you can then, skip this step. If the remote files are visible in the **Remote** panel from a previous connection, clicking **Connect** is not required; when you click **Get**, Dreamweaver connects automatically.

Now, you select the desired files to download. Usually you select these files in the **Remote** or **Testing Server** view, but you can select the corresponding files in the **Local** view if you prefer. Then, on the **Site** menu, you click the **Get** command. If the file is currently open in the **Document** window, you can also click the **Site** menu and click the **Get** command from the **Document** window. On doing so, a dialog box appears, asking if you want to get dependent files. To download dependent files, you click **Yes**; to skip them, you click **No**, else, if you already have local copies of the dependent files, you click **No**. You have the option of stopping the file transfer at any time. To do so, you click the **Cancel** button in the status dialog box. The transfer may not stop immediately.

5.7.3 Check In/Check Out: Managing a Website in a Team Environment

The **Check In/Check Out** system is useful for developers working in a collaborative environment to manage a site. This system allows only one person to work on a file at a time. This system prevents team members from overwriting each other's changes.

➤ Basic Functioning

In the **Check In/Check Out** system, all team members must define a site in Dreamweaver. Each team member defines a local root folder on his or her own hard drive, and a common remote server is used for sharing. Team members access files by checking them out from the server. While one team member checks out a file, other team members should not access the file. Icons in the Site window will indicate to all the team members whether or not a file from the server has been checked out. Once a team member has finished working on a file, it is checked back in and becomes available to other team members again.

➤ Setting Up Check In/Check Out

You must first define a site and select certain options in the **Site Definition** dialog box to activate **Check In/Check Out**.

➤ Setting Up Local Site

Each team member defines a site, designating a folder on his computer system's hard drive as the **Local Root Folder**.

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Testing a Website

Concepts

➤ Setting Remote Site

In the **Site Definition** dialog box's **Remote Info** category, team members specify a server folder (Host Directory for FTP access) or remote folder (for Local/Network Access). As discussed in this session, all team members use this same server folder to share files within the team.

➤ Enabling Check In/Check Out

In the **Files** panel, you will find two buttons as shown in figure 5.11 – **Get File(s)** and **Put File(s)**. The **Get File(s)** button copies the selected files from the remote site to your local site (overwriting the existing local copy of the file, if any). To make the local copies read-only, enable the **Enable File Check In And Check Out** check box in the **Remote Info** category of the **Site Definition** dialog box. Also, the files remain available on the remote site for other team members to check out. To provide read and write privileges to the local copies, clear the **Enable File Check In and Check Out** check box. The **Put File(s)** button copies the selected files from the local site to the remote site.

➤ Checking In and Checking Out files from a Remote Site

You use the **Files** panel or the **Document** window to check in and check out files to a remote server. The **Check In/Check Out** system uses the following symbols in the **Site** panel:

- **Green** check mark indicates the file that you have checked out.
- **Red** check mark indicates that another team member has checked out the file.
- **Lock** symbol indicates that the file is read-only.

➤ Checking Out

To download the latest version of the file from the server, a user selects the file in the **Files** panel and clicks the **Check Out**  button. If other users try to check out the file while it is checked out, they will be warned that the file is already in use.

➤ Checking In

After editing the file, the user can click the **Check In**  button in the **Files** panel. This uploads the edited version on the server. After it has been checked in, other team members are allowed to check out the file.

Note: Checking in a file to the server also sets the local copy of that file to read-only status. This reminds users to check out a file out before working on it.

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Testing a Website

➤ Other ways to Move Files to the Web Server

In the **Files** panel you can also drag the file from the local folder to the **Remote Site** list. However, this method is not recommended since you may easily drag the file to a wrong folder in the remote site and this may break links on the page. It is better to let Dreamweaver do the transferring of files.

➤ Background File Transfer

While getting or putting the files, you can perform other, non-server related activities. Dreamweaver FTP, SFTP, LAN, WebDAV, Microsoft Visual SourceSafe, and RDS supports all the transfer protocols on which the Background File transfer works.

There are a few server-related activities that Dreamweaver cannot perform during file transfers. They are:

- Put/Get/Check in/Check out files
- Undo check-out
- Create a database connection
- Bind dynamic data
- Preview live data
- Insert a Web service
- Delete remote files or folders
- Preview in a browser on a testing server
- Save a file to a remote server
- Insert an image from a remote server
- Open a file from a remote server
- Auto put files upon saving
- Drag files to the remote site
- Cut, copy, or paste files on the remote site
- Refresh Remote view

5.8 Synchronizing Site Files

After creating files in your local and remote sites, you can synchronize the files between the two sites. The **Synchronize** command ensures that latest versions of files are transferred to and from your remote site.

If your remote site is a FTP server (rather than a networked server), then, you need to synchronize your files using FTP.

To synchronize the site files, first, in the **Files** panel, you select a site from the **Current Sites** list pop-up menu. Then, you select the specific files or folders. You can skip this step, in case you want to synchronize the entire site. Now, in the **Files** panel, you right-click the site name or selected files and then, select **Synchronize** from the context menu or you can also click the **Synchronize**  button on the **Files** panel tab. The **Synchronize** pop-up menu appears. Here, you select the **Entire 'Site Name' Site** command. Next, select the direction in which you want to copy the files, you have the following options:

- You can upload all the local files with recent modification dates related to the remote counterparts by selecting the **Put Newer Files to Remote** command.
- You can download all the remote files with recent modification dates related to their local counterparts by selecting the **Get Newer Files From Remote** command.
- You can place the most recent versions of all the files on local as well as the remote sites by selecting the **Get and Put Newer Files** command.

If there are some files on the destination site that do not have equivalents on the origin site, you can delete such files by using the **Delete** option. You will not find this option if the **Get and Put** option is selected in the **Direction** menu. Selecting **Put Newer Files to Remote** and **Delete** option will delete any files in your remote site for which there are no corresponding local files.

After selecting the desired directions, you click **Preview**. In case, synchronization is not required, in the **Synchronize Files** preview, you verify the files you want to delete, put, and get by selecting or clearing the appropriate check box. Lastly, you click **OK**. Dreamweaver performs the operation based on the selected options and then, updates the dialog box with the status. You can save the verification information to a local file by clicking the **Save Log** command.

5.9 Comparing Files

The option of comparing files is used when you have to upload a particular file to the remote server, after editing it locally. Here, Dreamweaver will notify you whether the remote version of the file has been changed or not. Therefore, this option allows you to compare the two files and verify them, before you upload the remote version of the file.

Session 5

Testing a Website

5.9.1 Comparing Files for Difference

In case of multiple versions of a file, comparing different versions of the files is an important task. Comparison of files highlights the changes made to the file and you can accept or reject the changes as per needs.

Note: Before you start, you must install a file comparison tool on your system and specify it in Dreamweaver.

➤ Comparing Two Local Files

You can compare two files located anywhere on your computer. To do this, in the **Files** panel, you select the two files. You can also select files outside your defined site.

To do this, select your local disk from the left pop-up menu in the **Files** panel and then, select the files. Then, you right-click one of the selected files and click **Compare Local Files** from the context menu. The file comparison tool starts and compares the two files.

➤ Comparing Two Remote Files

A Dreamweaver site with remote settings needs to be defined to compare two files located on a remote server. To do this, in the **Files** panel, display the files on the remote server by selecting **Remote View** from the right pop-up menu. Then, you select the two files. You right-click one of the selected files and click **Compare Remote Files** from the context menu. The file comparison tool starts and compares the two files.

➤ Comparing a Local File to a Remote File

A Dreamweaver site with remote settings needs to be defined to compare a local file to a file located on your remote server. To do this, in the **Files** panel, you right-click a local file and click **Compare With Remote** from the context menu. The file comparison tool starts and compares the two files.

➤ Comparing a Remote File to a Local File

A Dreamweaver site with remote settings needs to be defined to compare a remote file to a local file. To do this, in the **Files** panel, display the files on the remote server by selecting **Remote View** from the right pop-up menu. Then, you right-click a file in the panel and select **Compare with Local** from the context menu.

Session 5

Testing a Website

5.9.2 Site Testing

A site must be tested locally before uploading on the server. You should ensure that the pages preview as expected in the target browsers, all the links are working fine as expected, and the download time for pages is short. Site reports are often helpful to test and troubleshoot a site. Following are quick testing guidelines:

- Ensure that pages function properly in target browsers.
- Preview your pages in different browsers and platforms.
- Check your site for broken links and fix them.
- Ensure that file size is not too large and as a result the download time is not too long.
- Run a few site reports to test and troubleshoot the entire site.
- Validate your code to locate tag or syntax errors.
- Update and maintain the site after it is published.

You can run site reports on workflow or HTML attributes. You can also use the **Reports** command from the **Site** menu to check links in your site. When working in a team, workflow reports play an important role in letting the team members know who has checked out a file, which files have Design Notes associated with them, and which files have been modified recently. To run reports to test a site, on the **Site** menu, you click **Reports** command. The **Reports** dialog box appears as shown in figure 5.12. Then, you select what to report on from the **Report on** pop-up menu and set any of the report types to run (Workflow or HTML). If you select **Selected Files** In Site from the **Report on** menu, you should first select files in the **Files** panel. If you selected a workflow report, click **Report Settings** and specify the options.

Session 5

Testing a Website

Concepts

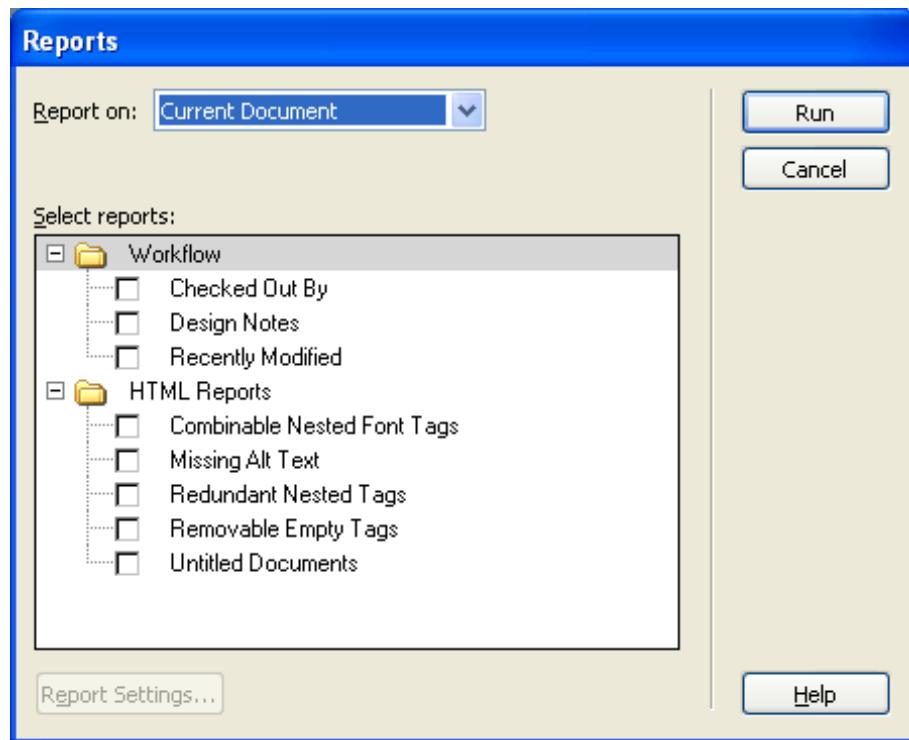


Figure 5.12: Reports Dialog Box



Summary

- The **Browser Compatibility Check** feature helps you locate combinations of HTML and CSS that can trigger browser rendering bugs.
- While creating a Web page, there may be many broken links that should be found out and fixed. If this is not taken care of then, it will only create confusion for people working on the site.
- The browser chosen determines the list of events for a particular page element.
- Check Link feature is a powerful tool using which you can check links in a single Web page, selected Web pages, or throughout the entire site.
- The Check Target Browsers feature checks the HTML in your document to see if any tags or attributes are unsupported by the target browsers.
- Web pages on testing are transferred to the Web server, which in turn is connected to the Internet.
- Dreamweaver allows you to set preferences that prompt you to provide accessibility information as you are building the page.
- The FTP Host, Login and Password fields are required and remain confidential between the server, administrator, and you.
- The option of Comparing Files is used when you have edited a particular file locally and then, try to upload it to your remote server.

Session 5

Testing a Website

Concepts



Check Your Progress

1. A _____ checkmark in the Check In/Check Out system indicates a checked out file.
 - a. Green
 - b. Red
 - c. Orange
 - d. Yellow
2. Dreamweaver does not display a report for broken links.
 - a. True
 - b. False
3. The _____ records the text appearing on the computer screen and recognizes the non-textual information.
 - a. Keyboard navigator
 - b. Screen writer
 - c. Screen reader
 - d. Screen reporter
4. In Dreamweaver CS5, each time you insert the image in the Document window, you will be prompted to enter against the _____ field.
 - a. Accessible Text
 - b. Description
 - c. Alternate Text
 - d. Long Description
5. You need to set up the Remote Site information to transfer files on your computer to the server.
 - a. True
 - b. False
6. The _____ system allows only one person to work on a file at a time and prevents team members from overwriting each other's changes.
 - a. Get and Put
 - b. Check In/Check Out
 - c. Synchronize
 - d. Compare Files



Do It Yourself

1. Test your Web page by running browser compatibility check.

Hint:

- a. Access the Browser Compatibility Check (BCC) panel.

2. Check links within your Web page.

Hint:

- a. Access the Link Checker panel.

“ Real generosity towards the
future lies in giving
all to the present. ”

Objectives

At the end of this session, the student will be able to:

- *Apply the various server model tools supported by Dreamweaver CS5*
- *Set up Dreamweaver for dynamic site*
- *Connect Dreamweaver to database*
- *Create dynamic pages*
- *View live data within Dreamweaver*
- *Display XML data in Web pages*
- *Build a password protected Web page*
- *Use Adobe Bridge and Adobe Device Central*
- *Design multiscreen with HTML5*

6.1 Introduction

In the previous session, you have learned the various kinds of checklists for launching a Website. You have also learned to check Web pages for compatibility with different browsers, validate them, find, and fix broken links in them, test Web pages for accessibility, define remote site, and transfer files.

In this session, you will learn how to create a dynamic Website. You will also learn about the various server models supported by Dreamweaver CS5 and how to define a testing server. You will learn the basics of database and recordset and how to connect to a database, view live data, and protect Web pages using a password.

6.2 Server Models in Dreamweaver

Dreamweaver has built-in support for PHP and MySQL. Earlier versions of Dreamweaver supported ASP, JSP, and ColdFusion. Finally it offered a simple tool for rapidly building database-driven sites using two widely-supported open source technologies: PHP and MySQL. You will now learn few of the server models supported by Dreamweaver.

Session 6

Working with Dynamic Websites

6.2.1 Active Server Pages (ASP)

ASP is a powerful tool for creating dynamic database-driven and interactive Web applications. To run ASP pages in Windows OS, you need any of the following:

- Microsoft Internet Information Services (IIS), which comes with Windows NT Server, Windows 2000, and Windows XP Professional.
- Microsoft Personal Web Server (PWS), which is a scaled-down version of IIS that runs in Windows 98 and NT Workstation.
- Sun Chili Soft ASP, versions of which run on Windows, Linux, Solaris, and other platforms.

To run ASP pages in Macintosh OS, you need to connect to a Windows machine and use it as the Testing Server in the Dreamweaver site definition.

6.2.2 Cold Fusion (CF)

ColdFusion is a tool which helps programmers to create a Web application that accesses databases. ColdFusion is a set of 'extended' HTML tags known as ColdFusion Markup Language (CFML). To run ColdFusion pages, you need the ColdFusion application server. This server is available for Windows, Linux, Solaris, and HP-UX systems.

You can define the following ColdFusion server variables:

- **Client variables:** This variable associates data with a specific client. As the user moves from one page (or session) to another page (or session) within the application, client variables maintain the application state. Here, a feature called 'Maintaining state' preserves the information from page to page (or session to session) so that the application remembers the user, and the user's previous choices and preferences.
- **Cookie variables:** This variable accesses cookies passed to the server by the browser.
- **CGI variables:** This variable provides information about the server running ColdFusion, the browser requesting a page, and other information about the processing environment.
- **Server variables:** This variable can be accessed by all clients and applications on the server. They persist until the server is stopped.
- **Local variables:** This variable is created with the CFSET tag or CFPARAM tag within a ColdFusion page.

Session 6

Working with Dynamic Websites

6.2.3 Hypertext Processor

Hypertext Preprocessor (PHP) is a programming language that is used to create Websites having dynamic interactivity. To run PHP pages, you need PHP application server, which is an open-source software available on the Web. Editions of the application server exist for Windows, Linux, UNIX, HP-UX, Solaris, and Mac OS X systems.

The application server works with any of the Web servers, namely, Apache, Microsoft IIS or PWS, Netscape and iPlanet servers, and almost all Web servers that support Common Gateway Interface (CGI).

6.3 Setting Up Dreamweaver

You need to specify a place where the dynamic Web pages will be processed while you are working on the Web pages. Dreamweaver uses this place to display the dynamic pages and connect to databases while you work. So while working, you can create a testing server for storing and previewing dynamic pages in progress; a real Web server, an application server, and a database running on your computer. After completing the work you can shift the files to the remote server using Dreamweaver's FTP feature.

6.3.1 Setting Up a Testing Server

To run Web applications, a Web server needs to work with an application server, which helps a Web server to process specially marked Web pages. When such a page is requested, the Web server sends the page to the application server for processing before sending the page to the browser. For dynamic pages, a testing server generates and displays dynamic content. The testing server can be your local computer, a development server, a staging server, or a production server.

Common application servers include Macromedia ColdFusion MX, Macromedia JRun, Microsoft .NET Framework, PHP, IBM WebSphere, and Jakarta Tomcat. The Microsoft IIS and PWS also function as ASP application servers. The application server is typically installed on the same system that runs the Web server.

You can browse static HTML files on your computer without any special software, but dynamic pages require a Web server and a database. If you are using Windows 2000 or Windows XP Professional, you must install IIS on your computer.

After installing IIS, open a Web browser and type **http://localhost/** in the address bar. You see a default page for the Web server, which is a generic IIS welcome page. The root folder for your new Web server is **C:\Inetpub\wwwroot** on your PC.

Note: PWS should be compulsorily installed in case you are using Windows 98.

To set up a testing server, on the **Site** menu, click **Manage Sites**. Then, click **New** to set up a new site, or select an existing Dreamweaver site and click **Edit**.

Session 6

Working with Dynamic Websites

In the **Site Setup** dialog box, select the **Servers** category and do one of the following:

- Click the **Add New Server** button to add a new server.
- Select an existing server and click the **Edit Existing Server** button.
- Then, you specify **Basic** options as necessary, and then, click the **Advanced** button.

Note: You must specify a Web URL in the Basic screen when specifying a testing server.

In **Advanced** tab, under **Testing Server**, select the server model you want to use for the Web application.

Note: ASP.NET, ASP JavaScript, or JSP server behaviors are deprecated in Dreamweaver CS5. However, Dreamweaver supports Live view, code coloring, and code hinting for these pages.

Lastly, click **Save** to close the **Advanced** screen. Then, in the **Servers** category, specify the server just added or edited as a testing server.

6.3.2 Setting Up a New Website

Now, you will learn to create dynamic Web pages, which will allow visitors to enter online enquiry details. You will also learn to view records from the database which the visitor has entered.

For this, first, create any folder in the newly installed Web server's root folder, which is **C:\inetpub\wwwroot** (assuming that your Windows computer's main drive is the C:\drive). This will be the root folder for the site where all the files that you create will be stored.

To make sure that the setup is right, you create any ASP test page in the root folder and then, open a Web browser and type **http://localhost/rootfoldername/testpagename** into the address bar. If a Web page appears, the Web server is set up correctly. You can define a new site for dynamic pages and specify where Dreamweaver can get dynamic pages processed. To define a new site, on the **Site** menu, click **New Site**. The **Site Setup** dialog box will be displayed as shown in figure 6.1. In the **Site Name** text box, enter the name of the site. In the **Local Site** folder, specify the name of the folder on your local disk where you store site files, templates, and library items. Click the folder icon to browse to the folder.

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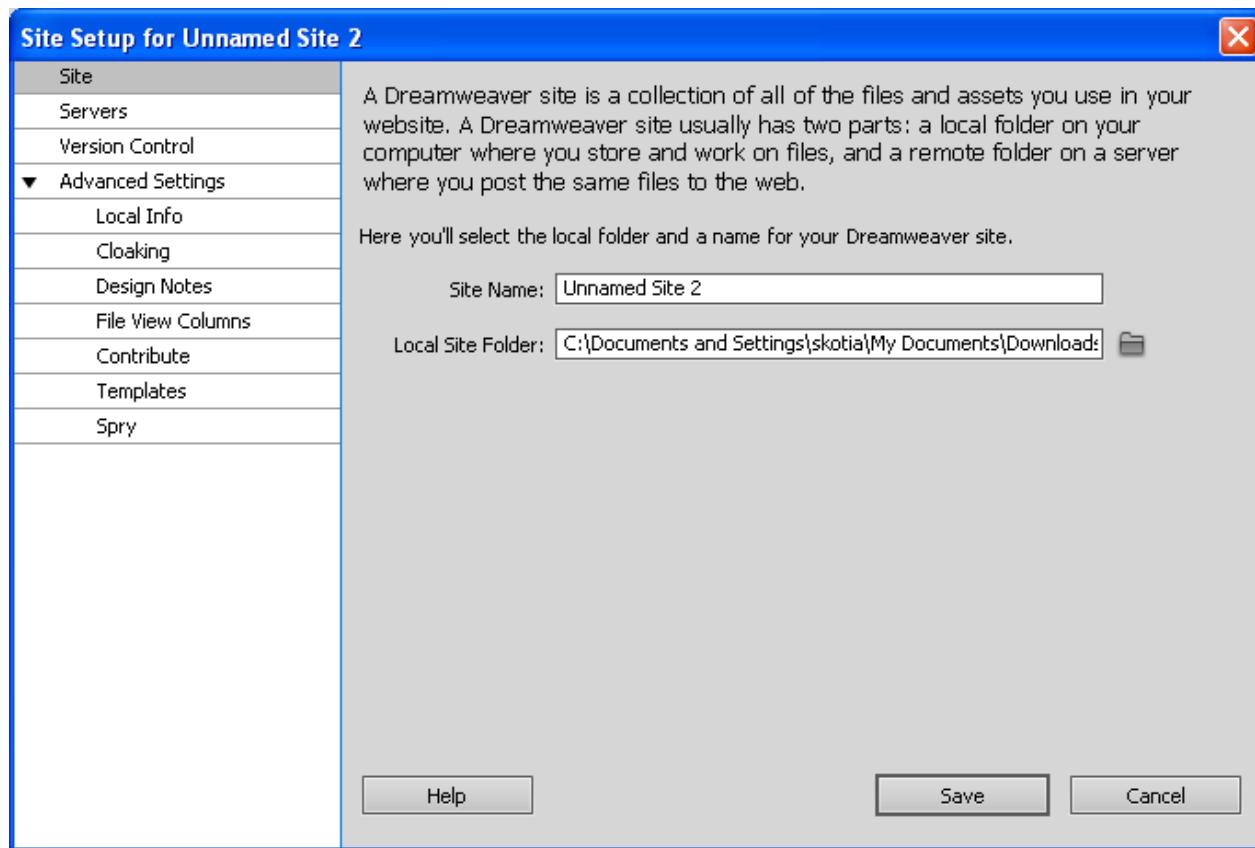


Figure 6.1: Site Setup Dialog Box (for Unnamed Site)

Now you need to define the connection settings for the newly created server. To do this, click the **Servers** category.

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The **Basic** screen appears as shown in figure 6.2.

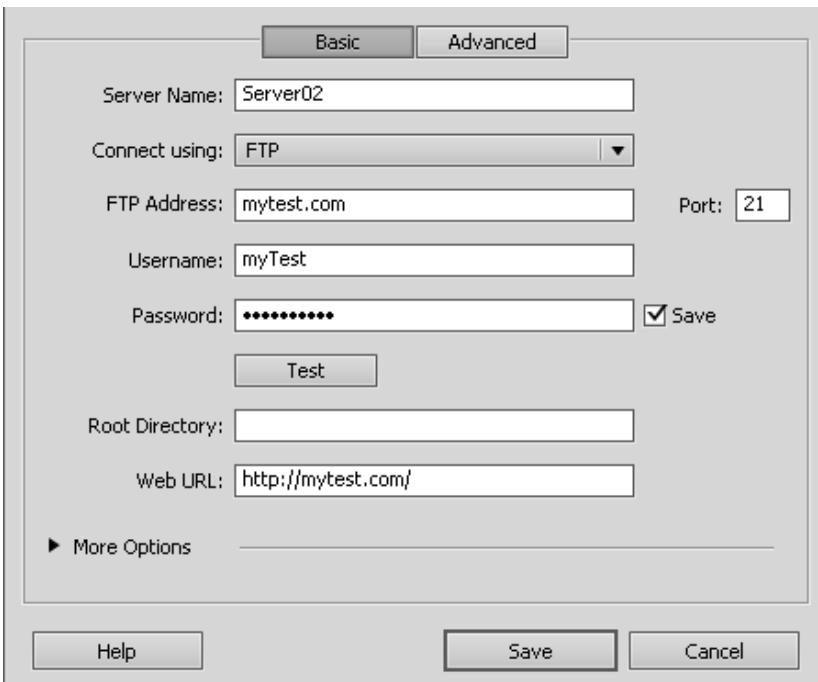


Figure 6.2: Basic Screen

In the **Server Name** text box, specify a name for the new server. Then, select **FTP** from the **Connect using** pop-up menu. In the **FTP Address** text box, specify the full Internet name of a computer to which you upload files for the Website. You will notice that Port 21 is the default port for receiving FTP connections. You can specify a different port number in the text box. Then, specify the **Username** and **Password** used to connect to the FTP server. To test the specified FTP address, user name, and password, click the **Test** button. To avoid saving password, clear the **Save** check box.

Then, in the **Root Directory** text box, specify the folder on the remote server where you store documents that are visible to the public. In case, you do not know the folder name, you can leave this field blank. In the **Web URL** text box, specify the URL of your Website. This URL will be used by Dreamweaver to create site root-relative links, and to verify links when you use the link checker.

Expand the **More Options** section. You can choose the following options as required:

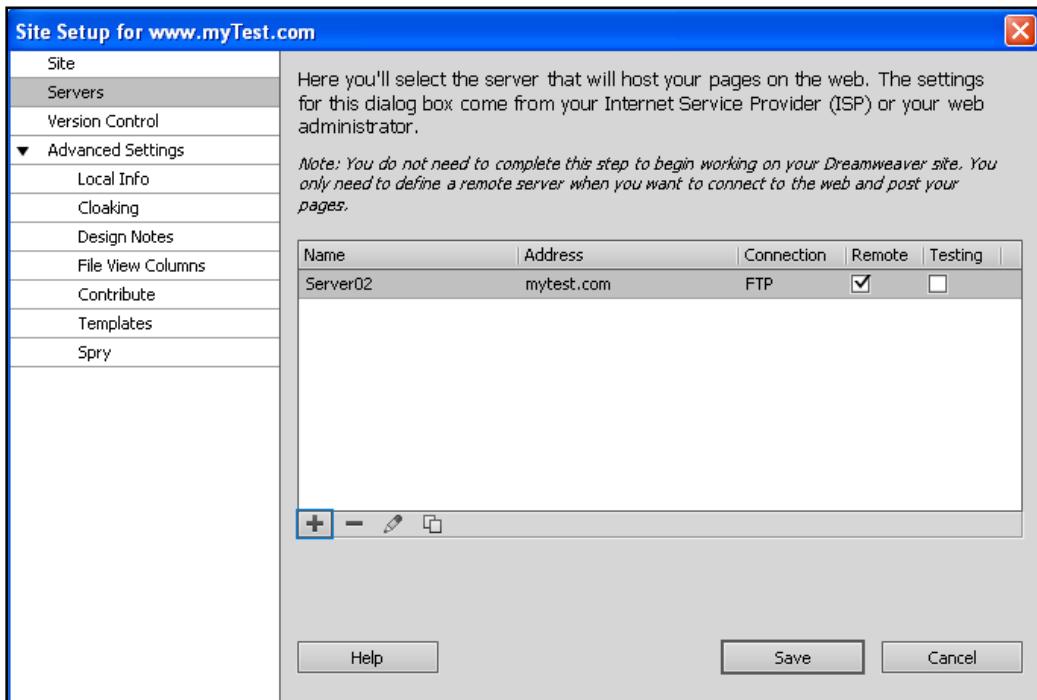
- **Use Passive FTP:** Select this option if your firewall configuration requires use of passive FTP.
- **Use IPv6 Transfer Mode:** Select this option if you are using an IPv6-enabled FTP server.
- **Use Proxy:** Select this option if you want to specify a proxy host or proxy port.

When you are done setting the **Basic** screen, click **Save** to close the **Basic** screen.

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The new site appears in the **Site Setup** dialog box as shown in figure 6.3.



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Figure 6.3: Site Setup Dialog Box

Then, in the **Servers** category, specify whether the server you just added is a remote server, a testing server, or both.

6.3.3 Database Basics

A database is an organized collection of facts about a particular subject. It is a way to organize large amount of data so that it can be easily accessed, analyzed, and updated.

A manual database, such as an address book or index cards, requires time and tedious work. Imagine if your company had over a thousand clients and/or vendors to keep track of. To access or update a specific card you would have to locate the file or card manually and then, make the change.

A database is the electronic equivalent of a manual database. It lets you organize facts and maintain data electronically. Electronic databases allow you to access and update the information quickly and easily. To update a record in a database, call up the item number and make the changes.

Following are the two types of databases:

- **Table and Records:** A Table and Records database consists of data stored in a table as rows and columns. The data in a row is known as a record whereas the data in the column is known as field. The structure of the table defines the type of data stored in it. The table can store data as character strings, numbers, floating-point numbers, date, and also images, which are specified at the time the table is built up.

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Data can be stored in tables in a relational way so that a relation is established between the records entered. The relation between the records described must be of the same type.

- **Relational Databases:** A Relational database is a structured collection of information that is related to a particular subject or purpose, such as a database regarding student info or a human resource database. You use databases to manage information. Information, such as student id, student name, roll number, course details, and center is stored in a database. Within the database, organize the data into storage containers called tables. Tables are made up of columns and rows. Columns represent individual fields in a table. Rows represent records of data in a table. You can think of database tables as grids, as shown in figure 6.4.

	Course details	Center	Delete
ern	AAASP	Mumbai	
t	AAASP	Pune	
	AAASP	Indore	

Figure 6.4: Database and Recordset Table Displaying Student Information

Each field in the table contains one piece of information. In a student table, for example, one column contains the id and another contains the student name. The roll number, course details, and center are all stored in their own columns. Each record represents one set of related information. For example, a student table might store information about one student per row. The number of rows in a table represents the total number of table records. A subset of data extracted from the table is known as a recordset. The recordset is also a table because it contains columns from the table itself. To retrieve a recordset, you run a database query. You can specify in the query, which columns need to be included. For example, from the student table, you may retrieve records for only id and course details in the recordset as shown in figure 6.4.

6.3.4 Database Connection

After you create a database for a Web application in Dreamweaver CS5, you need to first connect to it. This connection will tell the application where the database is located and how to connect to it.

Here, you will learn to create a connection to the database. For this, first you need to learn to create a Data Source Name (DSN).

- **Setting Up a DSN in Windows**

A DSN is a kind of window shortcut that you can use to establish a database connection. Before using it, you have to set it up on your computer or remote server. Here you will be assuming that the database is located on a system that supports Open Database Connectivity (ODBC) data sources names (DSNs) – systems, such as Microsoft Windows and Windows NT but not Macintosh.

In order to create a DSN, you open **Control Panel** and select **DataSources (ODBC)** option. (This is valid for Windows 98, NT, and 2000).

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The **ODBC Data Source Administrator** dialog box appears. Now, you click the **System DSN** tab. On doing so, the list of currently installed DSNs will be displayed.

If you want to create a new DSN, you click the Add button. The Create New Data Source dialog box will appear as shown in figure 6.5. Here, in the Select a driver for which you want to set up a data source, select a driver from a list of drivers displayed in the name column of the dialog box. Lastly, click Finish. The ODBC Microsoft Access Setup will be displayed as shown in figure 6.6.

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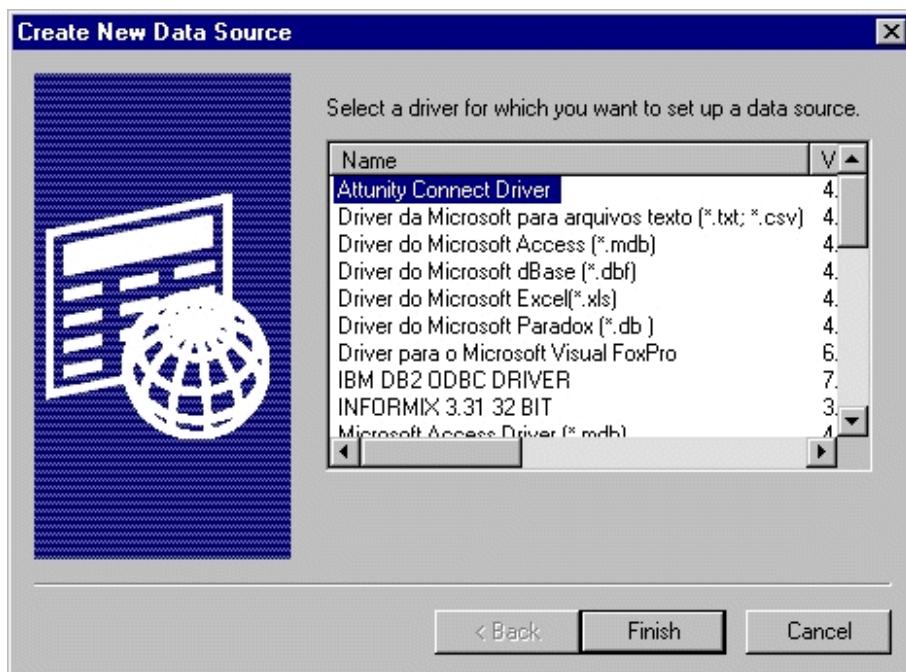


Figure 6.5: Create New Data Source Dialog Box

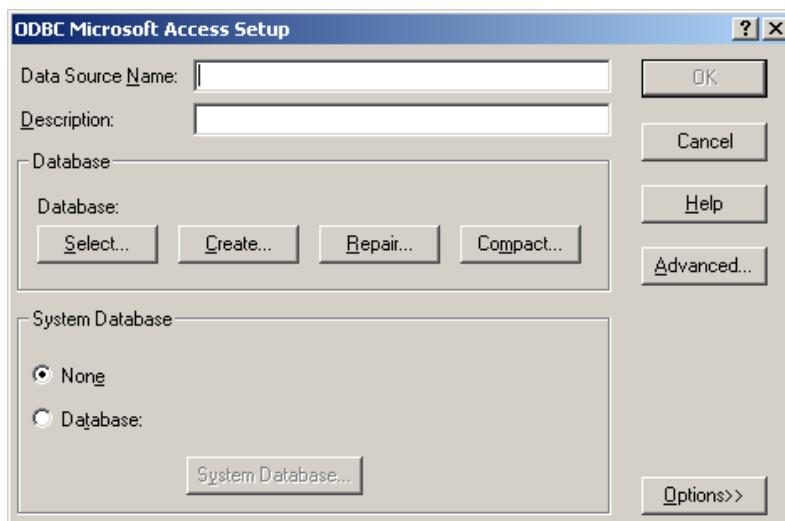


Figure 6.6: ODBC Microsoft Access Setup Dialog Box

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In this dialog box, type the name of the DSN in the **Data Source Name** field. Then, click **Select**. On doing so, the **Select Database** dialog box will appear. Here, select the database. Thus, you have specified windows which database it should use.

Now, click **OK** to exit the **Access** setup. The DSN that you created will be displayed in the **System DSN** list. Again, click **OK** to exit the dialog box.

6.3.5 Connecting Dreamweaver to a Database

After creating a DSN, you need to connect Dreamweaver to the database. For this, you can open any document or a blank document, since the connection is stored with a site and not with any particular page.

You can connect Dreamweaver to a database using remote DNS connections that are as follows:

1. Define a DSN and open a page; let us say open an ASP page in Dreamweaver.
2. On the **Window** menu, click the **Databases** command. On doing so, in the **Databases** panel, all the connections defined for the site will appear.
3. Click the **Plus (+)** button on the panel and select **Data Source Name (DSN)** from the menu.
4. Enter a name for the new connection, without spaces or special characters.
5. Select **Using DSN On Testing Server**.
6. Enter the DSN or click the **DSN** button to connect to the server and select the DSN for the database you want, then, complete the options.
7. Complete the **User Name** and **Password** boxes.
8. You can restrict the number of database items Dreamweaver retrieves at design time by clicking **Advanced** and entering a schema or catalog name.
9. Click **Test** to connect to the database, and then, click **OK**.

The connection will be added to the connections list under the **Databases** panel. You can create connections to different databases for the same site. One connection is usually enough since most of your data is likely to be stored in one database.

In the root folder of the site, a folder named **Connections** is created. Dreamweaver also creates a small file written in the selected server model's programming language and named after the connection name you have entered in step 6.

6.4 Creating Dynamic Web Pages

After setting up an application server and database, you are now ready to retrieve information and display it on a Web page. You first need to design a page to display the database information.

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6.4.1 Creating a Dynamic Page

To create a dynamic page, first, on the **File** menu, click the **New** command to open a new document. Then, click **Blank Page**. Select a dynamic page type, such as **ASP JavaScript**, **ASP VBScript**, **ASP.NET C#**, **ASP.NET VB**, **ColdFusion**, **ColdFusion Component**, **JSP**, or **PHP** from the **Page Type** list. Click **Create**. Next, on the **File** menu, click the **Save** command. In the **Save As** dialog box, type the file name and select the appropriate **Save As type** option.

Dreamweaver automatically adds a relevant extension: **.asp** for **ASP**, **.cfm** for **ColdFusion**, and **.php** for **PHP** pages. You can use any of the page building tools, such as tables, library items, and CSS to design the page. This dynamic page will contain server-side programming code that allows the page to interact with the database.

6.4.2 Retrieving Information

A database consists of a lot of information and you need a way by which you can retrieve only those records which you want. For example, even if you have created a table containing student information such as student name, address, course opted for and so on, you may only need information about a student's name and address at a particular time.

6.4.3 Recordsets

A recordset, also known as a database query, is used to retrieve particular information from the database. It displays only that information which you want to view.

➤ Creating a Recordset

Now you will create a recordset to select the data that you want to display. A recordset is a subset of information extracted from a database by a database query. A database query consists of search criteria that defines what is to be included in the recordset. You can then use the information extracted as a source of content from your dynamic pages. Dreamweaver provides an easy-to-use interface for creating simple SQL queries. Even if you do not know SQL, you can easily create a recordset in Dreamweaver. You can also create a recordset that selects all the values of the table created in the database.

You can create a recordset that selects all of the values from a table created in the database. To do so, on the **Insert** bar's **Application** tab, click the **Recordset** button, or, on the **Window** menu, select the **Bindings** command to open the **Bindings** panel. Next, in the **Bindings** panel, click the plus + button and select **Recordset (Query)** option.

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The **Recordset** dialog box will be displayed as shown in figure 6.7.

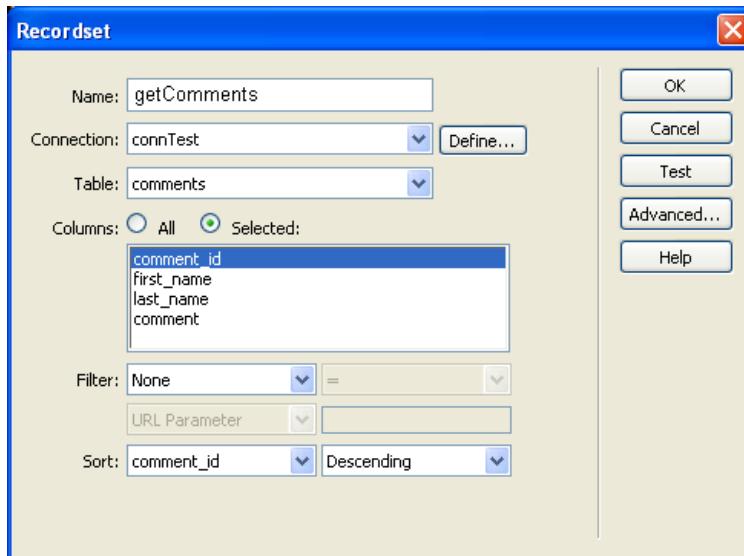


Figure 6.7: Recordset Dialog Box

Now, in the **Name** text field, type the name for the recordset. You can add the prefix **rs** to recordset names, for example, **rsFeedback**. This prefix will help in distinguishing the recordsets from other object names in the code.

Note: Avoid using special characters or spaces in recordset names. A recordset name can contain only letters, numbers, and the underscore character '_.'

Then, from the **Connection** drop-down menu, select the connection that you had created for the database. In case no connection appears in the list, click the **Define** button to create one.

Next, in the **Table** drop-down list, select the database table that will provide the data to the recordset. The **Table** menu displays all the tables in the specified database. In order to include only a few columns of the table in the Recordset, select **Selected** against the **Columns** option and then, press the **Ctrl** key to select the desired column from the list.

The **Recordset** dialog box also offers you the option to include only some of the records from the table. To use the **Filter** section, do the following:

- To compare a column data against the defined test value, from the first drop-down list, select a column in the database table.
- To compare the selected value in each record against the test value, from the second drop-down list, select a conditional expression.
- From the third drop-down list, select **Entered Value**.

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- Next, in the text box, enter the test value. If the specified value in a record meets your filtering condition, the record is included in the recordset.
- If you want the records to be sorted, select a column to sort by and then, specify, whether the records should be sorted in an ascending order (1, 2, 3... or A, B, C...) or a descending order (.....3, 2, 1. orC, B, A).

Lastly, click **Test** to connect to the database and create an instance of the data source. Click **OK** to close the **Test SQL** window and again, click **OK** to close the **Recordset** dialog box. The recordset that you created appears in the **Bindings** panel as shown in figure 6.8.

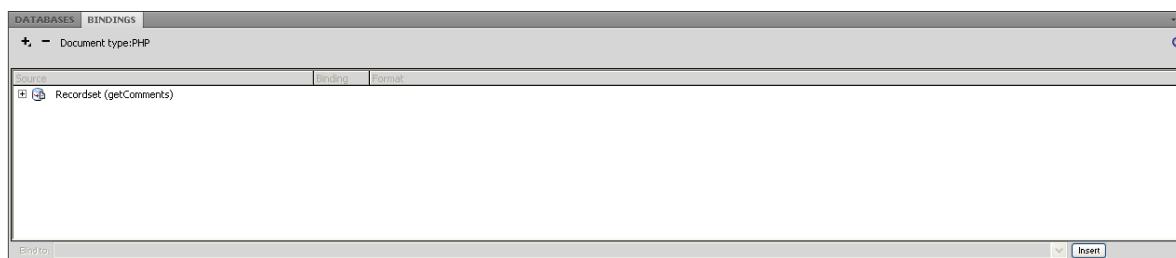


Figure 6.8: Bindings Panel Displaying Recordset

6.4.4 Displaying the Database Records

This topic explains how to create a Web page that displays records in the recordset. For this, you will dynamically generate the page rather than manually enter the information. In order to create a table, first, in the dynamic page, place the insertion point and write a heading for the table. Next, insert a table by doing one of the following:

Click the **Layout** tab in the **Insert** bar and click the **Table** button. On the **Insert** menu, click the **Table** command. Next, click **OK** in the **Insert Table** dialog box. On doing so, a blank table will be inserted in the **Document** window. Now, in the top row of the table, you can add headings for the table entries. You can save the document by selecting the **Save** command from the **File** menu.

- Add dynamic content to a page using the Bindings panel

Now that you have learned to create tables, you will learn how to add the recordset fields to the table. To do so, first open the Bindings panel by doing one of the following:

- From the **Window** menu, select the **Bindings** command.
- Click the **Application** panel group's expander arrow and select the **Bindings** panel option.

The recordset that you created will be displayed.

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Click the + icon next to the recordset to expand it. Now, add the first recordset to the table by doing one of the following:

- Place the insertion point in the first cell of the second row, and then, in the **Bindings** panel select the first recordset name and click **Insert**.
- Drag the recordset from the **Bindings** panel to the respective table cell.

Likewise, you can add other recordsets to the table. The table will be as shown in figure 6.9.

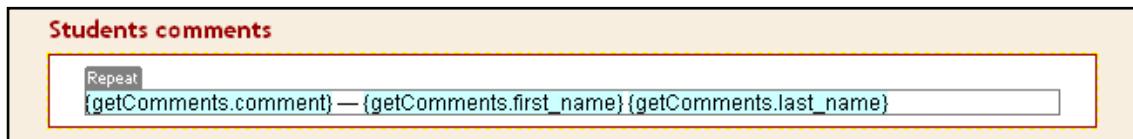


Figure 6.9: Table with Recordset Fields

Lastly, save the document by clicking the **Save** command on the **File** menu.

➤ Add a repeated region

The table that you created consists of only one row for displaying the data. To display multiple records, set the row as a repeated region. Therefore, in the Document window, select the second row of the table. Now, to set a repeating region, do one of the following:

- In the **Application** panel group, select the **Server Behaviors** panel, click the plus + button, and then, click **Repeat Region**.
- On the **Insert** menu, click **Template Objects** and select the **Repeated Region** option. From the **Application** tab in the **Insert** bar, select the **Repeated Region** button. The **Repeat Region** dialog box will be displayed as shown in figure 6.10. Select the default settings and click **OK**.

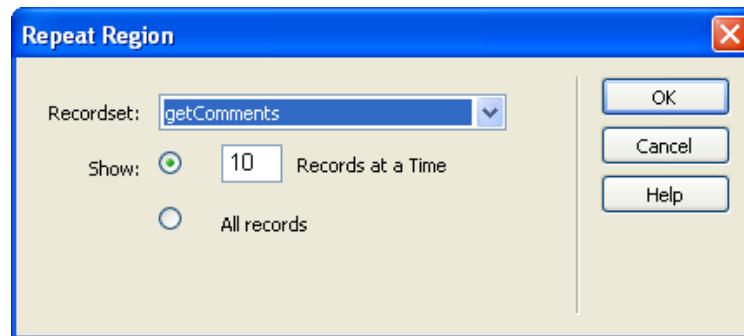


Figure 6.10: Repeat Region Dialog Box

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6.4.5 Database Connection for ColdFusion Developers

ColdFusion data source is defined in Dreamweaver or in ColdFusion Administrator. While developing a ColdFusion Web application in Dreamweaver, you need to connect to a database by selecting the data source. Dreamweaver should know the location where the data source is saved. When you request Dreamweaver to connect to database at design time, Dreamweaver retrieves the data source by placing scripts on the computer running ColdFusion. The folder in which these scripts are saved needs to be specified in the **Testing Server** category of the **Site Setup** dialog box. Open any ColdFusion page in Dreamweaver. Then, open the **Databases** panel. Your ColdFusion data sources should appear in the panel. If the data sources do not appear, complete the checklist in the panel.

6.4.6 Database Connection for ASP Developers

An ASP application must connect to a database through ODBC driver or an object linking and embedding database (OLE DB) provider. The communication between Web application and database is interpreted by driver or provider. Connection to database through OLE DB requires the use of DSN or connection string in case ODBC drive is not installed. All the information required to connect to a database is coded in the connection string.

Note: Using a DSN to connect to a database is easier as compared to using a connection string if you are connecting through an ODBC driver installed on a Windows system.

6.4.7 Database Connection for PHP Developers

MySQL database and MySQL server are the primary requirements to connect to a database when developing a PHP application in Dreamweaver. To connect to database, you follow these steps:

1. You open a PHP page in Dreamweaver, and then, open the **Databases** panel.
2. You click the Plus (+) button on the panel, select **MySQL Connection** from the menu, and enter the fields in the dialog box as follows:

- You enter a name for the new connection, without spaces or special characters.
- In the **MySQL Server** box, you enter an IP address or a server name for the computer hosting MySQL. If MySQL is running on the same computer as PHP, you can enter localhost.
- Enter your MySQL user name and password.
- In the **Database** box, you enter the name of the database, or click **Select** and select the database from the list of MySQL databases, and click **Test**.

In case of connection failure, verify the server name, user name, and password.

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In case these are correct and the connection still fails, check the settings for the testing folder that Dreamweaver uses to process dynamic pages. You might have to adjust the URL prefix in the **Site Setup** dialog box to get your connection to work. Ideally, the URL prefix should be the URL that users will type in their browsers to open the Web application. The file name (or start page) of the application should not be a part of this URL.

3. Click **OK**.

6.5 Viewing Live Data in Dreamweaver

The **View Live Data** feature has been deprecated as of Dreamweaver CS5. The **Live** view feature replaces this feature. Ensure the following to view live data in **Live** view:

- A folder, such as a root folder on a ColdFusion server, local computer, or remote computer has been defined to process dynamic pages. In the **Live** view, if the page displays an error message, ensure that the URL prefix in the **Site Setup** dialog box is correct.
- Related files have been copied to the folder.
- All the required parameters are provided for the page.

6.5.1 Provide the Page with Live Data in Live View

To provide the page with Live data in Live view, you follow these steps:

- On the **View** menu, click **Live View Options**, and then, click **HTTP Request Settings** to open the **Live View Settings** dialog box.
- In the **URL Request** area, click the **Plus (+)** button and enter a parameter your page expects.
- Specify a name and a test value for each parameter.
- In the **Method** pop-up menu, select the **HTML** form method your page expects: **POST** or **GET**.
- In the **Initialization Script** text area, include any source code you want to insert at the top of the page before it runs. Initialization scripts usually consist of code that sets session variables.
- To save your settings for the current page, click **Save Settings For This Document**, and click **OK**.

Note: To save the settings, you must enable Design Notes by clicking Design Notes on the File menu.

6.6 Displaying XML Data in Web Pages

Displaying XML data involves recovering information stored in a local XML file and reflecting that data on the page. The main advantage of using XML data on Web pages is that it allows you to separate content from the final presentation. It allows you to work in the XML file without having to alter the final presentation page, and vice versa.

Integrated XML based data, such as RSS, feeds into Web pages using a simple drag and drop workflow. You can move to the **Code** view to customize the transformation, using improved code hinting for XML and XSLT.

6.6.1 About Using XML and XSL with Web Pages

XML stands for Extensible Markup Language and XSL stands for Extensible Stylesheet Language. XML is a markup language much similar to HTML. It allows users to define their own tags and own document structure, whereas the XSL formats the work and displays the same in the browser.

XSL is more than just a style sheet. It consists of the following three parts:

- **XSLT:** The main purpose of XSLT is to transform the raw XML document into a formatted XML document. XSLT is the most important component of XSL. It uses the XPath to navigate to the XML document which has to be formatted.
- **XPath:** It is a language which is used to find the information in an XML document. XPath is used to navigate through all elements and their attributes that are present in the XML document.
- **XSL-FO:** This language is mainly concerned with formatting of the XML document for the output purpose. It stands for Extensible Stylesheet Language Formatting Objects.

6.6.2 About Server-side XSL Transformations

The process in which a server does the XSL transformation for an XML document is known as server-side XSL transformation. For implementing server-side XSL transform access, application server is required. Dreamweaver provides special options to create XSLT pages. Dreamweaver also creates two types of XSLT pages, namely, XSLT (Entire page), and XSLT (Fragment).

6.6.3 About Client-side XSL Transformations

When the XSL transformation of an XML data is done at the client-site, it is called as the client-side transformation. Client-side XSL transformation is only possible on the modern browsers. Client-side transformations require manipulation of the XML file that contains the data, which needs to be displayed. Dreamweaver can be used to create the XSLT pages and link it to the XML document.

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6.6.4 About XML Data and Repeating Elements

The Repeat Region XSLT object allows displaying repeating elements from an XML file within a page. Any region containing an XML data placeholder can be turned into a repeated region.

To display the repeating XML element, on the **File** menu, you click **New**, then, click **Blank Page**. In the **Page Type** section, click **XSLT (Entire Page)**. The **Locate XML Source** dialog box appears as shown in figure 6.11. You can locate the source files by selecting from either of the two options provided in the dialog box.

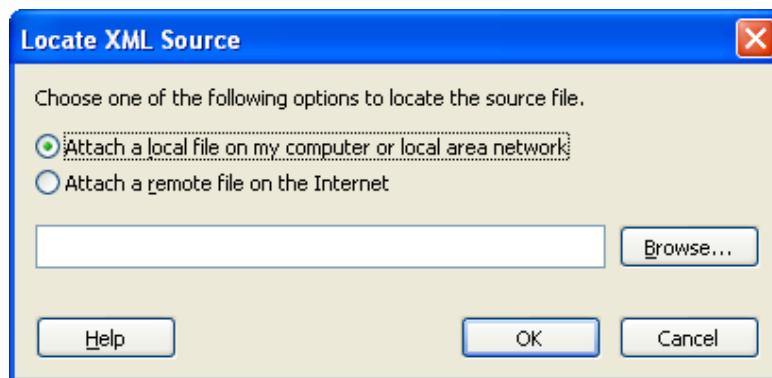


Figure 6.11: Locate XML Source Dialog Box

Next, browse the appropriate file. Then, on the **Insert** menu, you click the **Table** command. In the pop-up box table, enter value 2 against the **Rows** box and the **Columns** box. Now, place the cursor in the cell and double-click the element which is needed to be displayed from the **Application Binding** tree structure. Lastly, save the file and publish to see the preview.

6.6.5 About Previewing XML Data

The preview of XML data using Preview in Browser option differs from situation to situation. For dynamic pages containing XSLT fragments, the application server always performs the transformation. At other times, either Dreamweaver or the browser might be performing the transformation. Table 6.1 lists the situations when using Preview in Browser, and the engines that perform the respective transformations.

Type of Page	Data Transformation Performed By
Dynamic page containing XSLT fragment	Application server
XSLT fragment or entire XSLT page	Dreamweaver
XML file with link to entire XSLT page	Browser

Table 6.1: Engines and Transformations

6.6.6 Missing Character Entities

Some characters if used at certain places give an error message. For example, if you use the less than sign (<) and the ampersand (&) in the text between tags or in an attribute value, the XSLT transformation engine will give an error. Character entities, which are strings of characters representing other characters, can be used as special characters to resolve this issue. Character entities are either named or numbered. A named entity begins with an ampersand (&) followed by the name or characters, and ends with a semicolon (;). For example, instead of using the less than sign (<), you can use < to represent left angled bracket. Similarly, you can use numbered entities, which also start and end the same way. In a numbered entity, a hash sign (#) and a number specify the character. Table 6.2 lists the five predefined entities in XSLT.

Character	Entity Code
< (less-than)	<
& (ampersand)	&
> (greater-than)	>
“ (quote)	"
‘ (apostrophe)	'

Table 6.2: Predefined Entities

6.7 Password Protection for Web Pages

The first step in building a password protected Web page is to build a registration page. A registration page is generally used in Websites so that only authenticated visitors are able to access the pages that are password protected.

6.7.1 Building a Registration Page

Here you have to build a registration page for the visitors to register. After they have registered, the visitors can use the user name and password that they have selected to access the restricted zone of the Website.

A registration page consists of the following elements:

- A Database table that stores the user information.
- A Registration form that lets the user enter information and select a user name and password.
- An **Insert Record** server behavior that updates site users' data.
- A **Check New Username** server behavior to make sure that the user name that a visitor has selected is not already taken by any other user.

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6.7.2 Storing Login Information about Users

A registration page requires a database table to store user name, password and other useful information about the visitor. Your database table will contain two fields, namely user name and password, and other fields, if necessary.

6.7.3 Adding HTML Form and Letting Users Select Name and Password

On the **Registration** page, you create a form for the visitors to select the user name and password.

On the **File** menu, you click **New**, and then, click **Blank Page**. A blank document will be inserted in the **Document** window. Here you will lay out the registration form. Next, select **Form** command from the **Insert** menu to add a blank HTML form. You can name this HTML form by selecting the **<form>** tag, placed at the bottom of the **Document** window, and type the name in the **Form Name** field of the **Property Inspector**. You do not need to specify the **Action** and **Method** attribute of the form in the **Property Inspector** i.e. where and how to send the data after the submit button is clicked. The **Insert Record** server behavior sets these attributes.

Then, insert a table as required. Choose a **Username** and Choose a **Password**. You can insert respective text fields from the **Insert** menu, click the **Form** sub menu to select the **Text Field** option. Next, on the **Insert** menu, you click **Form** and select the **Button** option to insert a submit button in the form.

You can change the name of the submit button by selecting the button and entering the new value in the **Label** field of the **Property Inspector**.

Next, you will add an **Insert Record** server behavior to update the visitor's data in the database table.

6.7.4 Updating the Table of Visitors in the Database

On the **Window** menu, you click the **Server Behaviors** command. Then, in the **Server Behaviors** panel as shown in figure 6.12, click the '+' icon and select **Insert Record** option.

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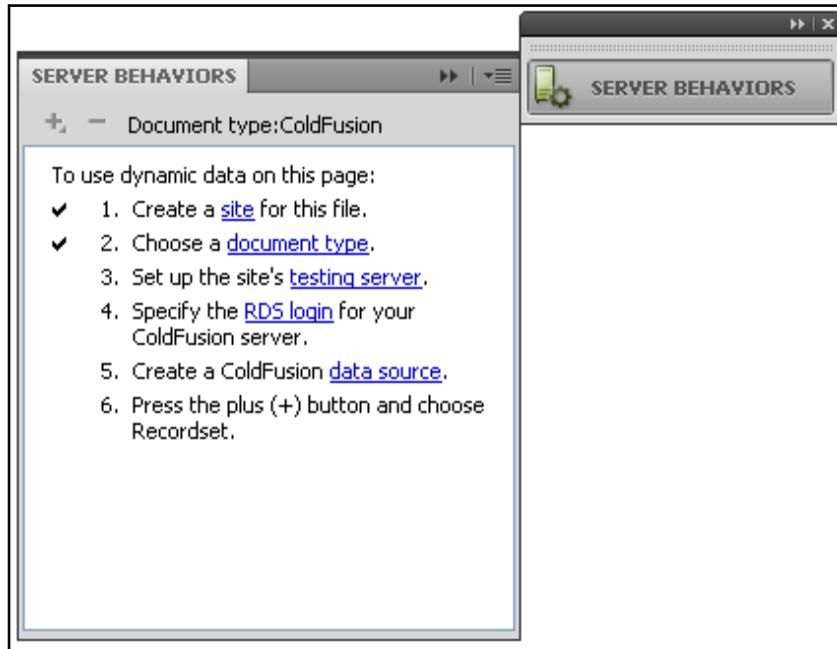


Figure 6.12: Server Behaviors Panel

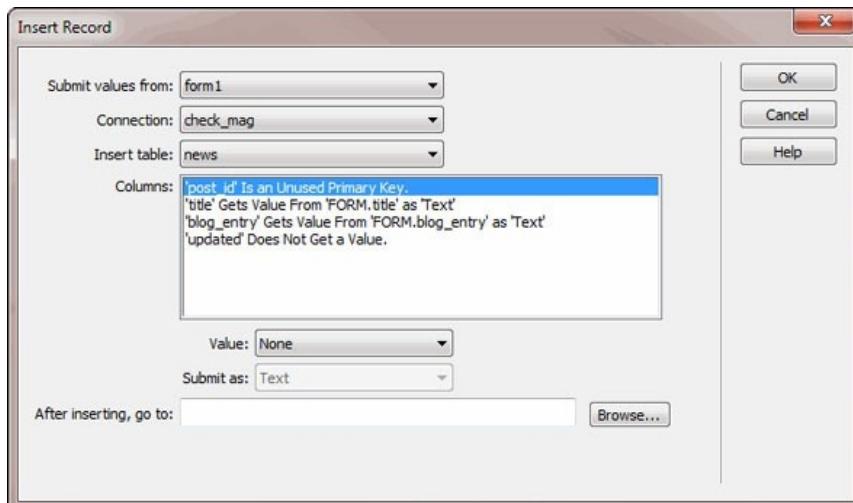


Figure 6.13: Insert Record Dialog Box

In the **Insert Record** dialog box as shown in figure 6.13, you select the connection from the **Connection** drop-down list. Then, from the **Insert table** drop-down list, select the database table in which the visitor records should be inserted. Next, in **After inserting, go to** option, click the **Browse** button and select the file that will be displayed after the record is inserted in the table.

Further, in the **Get values** from drop-down list, select the form that you will use to accept data.

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Here, you need to specify what each form object in the page will update in the database table. For this, select the form object from the **Form elements** list, and select the corresponding table column from the **Columns** drop-down list. Similarly, select the data type from **Submit** as drop-down list. Repeat the step for other form elements and click **OK**. The **Insert Record** server behavior will be added in the **Server Behaviors** panel and attached to the page. Refer to figure 6.13.

6.7.5 Ensuring that the Chosen Username is Unique

When the user clicks the submit button on the registration page, the server behavior compares the user name entered by the user against the user names already stored in the database table of registered users. If the user name does not match to those stored in the database, the server behavior carries out the insert record operation normally. If a user name already exists, the server behavior cancels the insert record operation and opens a new page (usually a page telling the user that the user name is already taken and asking the user to choose a new name).

Following are the steps to ensure that the user name is unique:

- On the **Window** menu, you click the **Server Behaviors** command. The **Server Behaviors** panel will appear in the **Application** panel group.
- You click the plus '+' icon and from the **User Authentication** menu, you select **Check New Username** from the pop-up menu. The **Check New Username** dialog box will appear. Refer to figure 6.14.

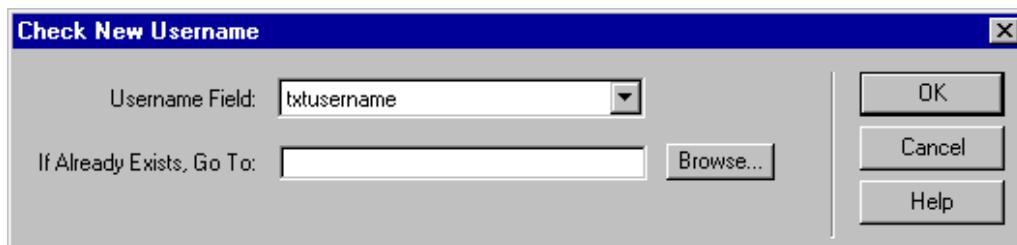


Figure 6.14: Check New Username Dialog Box

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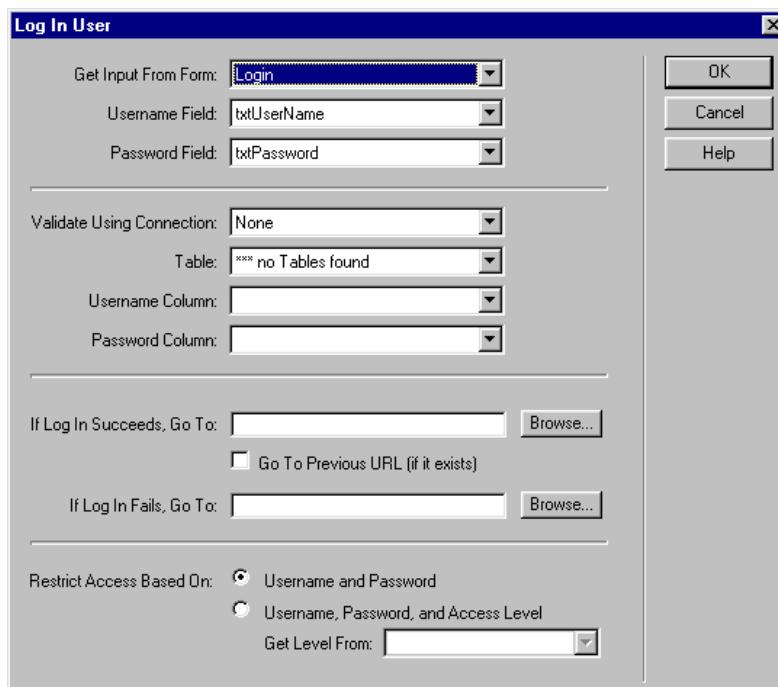


Figure 6.15: Log in User Dialog Box

- Now, in the **Username Field** drop-down list, you select the form field, which accepts the user name from the visitors.
- Then, in the **If Already Exists, Go To** field, click the browse button and select the file which will display a message for the visitors to tell them that the user name already exists and asking them to register again with a different user name.
- Lastly, click **OK**. The **Check New Username** server behavior will be added to the **Server Behaviors** panel and attached to the page.

The Registration Page is now ready to accept the user name and password.

6.7.6 Creating the Login Page

After creating a registration page, you need to create a login page where the visitors can enter the login information (user name and password), which they had selected in the registration page in order to access the password protected Web pages. You need to first create a login page for the users to enter the information. To do so, the steps are as follows:

1. Add a Web form to a dynamic page as explained in the previous topic. Then, enter the following fields:
 - User name

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- Password
 - Submit button
2. On the **Window** menu, click **Server Behaviors**. The **Server Behavior** panel will be displayed in the **Application** panel group.
 3. Click the plus '+' icon and then, click the **User Authentication** menu to select the **Log In User** command. On doing so, the **Log In User** dialog box will be displayed. Refer to figure 6.15.
 4. Then, in the dialog box, first, specify the form and form objects that will be used by visitors for entering the login information. Then, specify the database and the columns that contain the user name and password of all the registered users. The server behavior will check the user name and password entered in the login page to the one in the database.
 5. Next, in the **If Log In Succeeds, Go To** option, specify a page that will be displayed if login succeeds. This will be the main page of the password-protected page. Further, in **If Log In Fails, Go To** option, you specify a page that will be displayed if login fails. This page will convey a message to the user to let him/her know that he/she may not be registered or the details entered are not correct.
 6. You can also specify whether to grant access to the visitor based on the **Username and Password** option or the **Username, Password**, and **Access Level** option.
 7. Now, click **OK**. The **Log In User** server behavior will be added to the **Server Behaviors** panel and will be attached to the page. The login page is ready to accept user names and passwords and restrict users based on the details they enter.

6.7.7 Restricting Page Access to Unauthorized Users

Restricting page access to unauthorized users is essential to prevent visitors from typing the page URL and accessing the page without proper authentication. This access can be given only to HTML pages but not to images or audio files. In order to redirect unauthorized users to another page, open a file that you want to protect. Then, on the **Window** menu, you click the **Behaviors** command to open the **Behaviors** panel. Now, click the plus '+' icon and click the **User Authentication** menu to select the **Restrict Access To Page** command. The **Restrict Access To Page** dialog box will be displayed. Refer to figure 6.16.

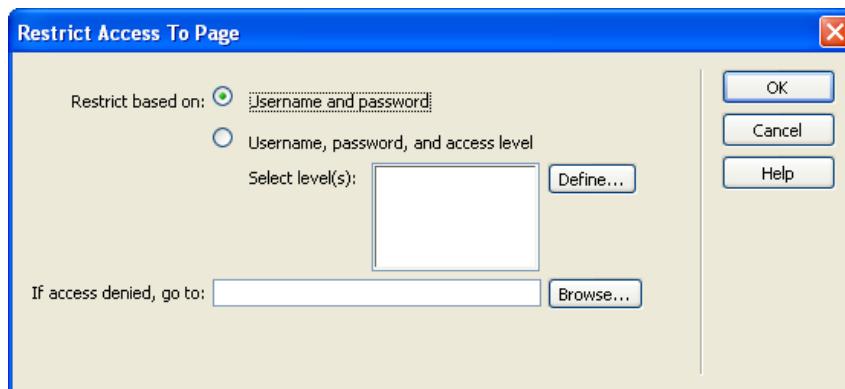


Figure 6.16: Restrict Access to Page Dialog Box

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Next, select **Username and Password** from the **Restrict based** on category. Apart from the user name and password, you may also want the pages to be displayed on the basis of access level. To do so, select **Username, password, and access level** option and define the levels.

Further, in the **If access denied, go to** option, click the **Browse** button and select the file that you want to display if an unauthorized user accesses a protected page. Lastly, click **OK**. The **Restrict Access To Page** server behavior will be added to the **Server Behaviors** panel and will be attached to the page.

6.8 Adobe Device Central

Adobe Device Central enables Web designers and developers to preview how Dreamweaver files will look on a wide variety of mobile devices. Device Central uses Opera's Small Screen Rendering to give designers and developers an impression of how their Web page looks on a small screen. Designers and developers can also test if their CSS behaves correctly.

6.8.1 Previewing with Adobe Device Central and Dreamweaver

To preview pages created in Dreamweaver on various mobile devices, you use Device Central with its built-in Opera Small-Screen Rendering feature. Preview of the Web page may differ on different browsers. Hence, it is always a better idea to check the preview on different devices; as different devices have different browsers installed. First, start Dreamweaver. Then, open a file and do one of the following:

- On the **File** menu, click **Preview** in Browser, and then, click **Device Central**.
- On the **Document window** toolbar, click and hold the **Preview/Debug In browser** button and click **Preview In Device Central**.

The file is displayed in the **Device Central Emulator** tab. To check the preview on a different device, double-click the name of the device in the **Device Sets** or **Available Devices** lists.

6.9 Adobe Bridge CS5

Adobe Bridge enables you to view your files before placing them or dragging them in your page layout. You can open Bridge in two ways as follows:

- On the **File** menu, click the **Browse In Bridge** command.
- Click the **Browse In Bridge** button on the **Standard** toolbar.
- Press **Ctrl+Alt+O** (Windows) or **Command+Option+O** (Macintosh).

After selecting from one of the two options, Bridge opens in **File Browser** mode, showing the contents of the last opened folder in Dreamweaver. If Bridge was already open, it becomes the active window.

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Note: To use these features, you must install Adobe Bridge on your computer; otherwise, Dreamweaver displays an error message.

6.9.1 Placing an Adobe Bridge File in a Page

In Dreamweaver **Design** view, you place the insertion point on your page where you want the file inserted. Then, in Adobe Bridge, you select the file and on the **File** menu, you click **Place In Dreamweaver**. In case the file is present at a location other than your site's root folder, you will be prompted to copy it in the root folder. If you have set **Preferences to Accessibility** to show attributes when inserting images, the **Image Tag Accessibility Attributes** dialog box is displayed when you insert Web-ready images, such as JPEG and GIF.

Note: You cannot place the file in Code view. You can only place files in Design view.

6.10 Designing Multiscreen with HTML5

The **Multiscreen Preview** panel shows what your page looks like in devices with three different screen resolutions, such as a desktop, tablet device, and mobile phone.

You can attach different style sheets in the **Multiscreen Preview** panel. Thus, you can target each device using CSS3 media queries. Due to this, the same page will be rendered in the most appropriate way for each audience.

To use the features incorporated due to HTML5 support, you need to install the 11.0.3 update of Dreamweaver CS5.

In the **Document** toolbar, you will find the **Multiscreen** button as shown in figure 6.17.

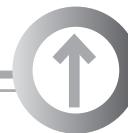


Figure 6.17: Multiscreen Button



Summary

- Dreamweaver has built-in support for PHP and MySQL.
- ColdFusion is a tool, which helps programmers to create a Web application that accesses databases. It is a set of 'extended' HTML tags known as CFML-Cold Fusion Markup Language.
- A database is an organized collection of facts about a particular subject. It is a way to organize large amounts of data so that it can be easily accessed, analyzed, and updated. This can be done manually too.
- After creating a DSN, you need to connect Dreamweaver to the database. For this you can open any document or a blank document, since the connection is stored with a site and not with any particular page.
- Web server, when installed in your local computer, can be viewed using `http://localhost/rootfoldername/dynamicpagename`, where rootfolder name is the name of the root folder that you created in `C:>inetpub>wwwroot`, and dynamicpage name is the name of the dynamic page in which you added the dynamic content.
- The main advantage of using XML data on Web pages is that it allows you to separate content from the final presentation. It allows the user to work in the XML file without having to alter the final presentation page, and vice versa.
- When the user clicks the submit button on the registration page, the server behavior compares the user name entered by the user against the user names already stored in the database table of registered users.



Check Your Progress

1. _____ variables provide information about the server running ColdFusion, the browser requesting a page, and other information about the processing environment.
 - a. Local
 - b. Server
 - c. CGI
 - d. Cookie

2. To run PHP pages, you need PHP _____.
 - a. client server
 - b. application server
 - c. router
 - d. switch

3. You need a _____ to establish a database connection.
 - a. DNS
 - b. IP address
 - c. DSN
 - d. FTP

4. _____ requires a server to perform XSL transformation for an XML document.
 - a. client-side XSL transformation
 - b. server-side XSL transformation
 - c. client-side XML transformation
 - d. server-side XML transformation



Check Your Progress

5. When you preview your XSL file in a browser, Dreamweaver checks the XSL file for undefined _____ and notifies you if an undefined entity is found.
 - a. entities
 - b. code
 - c. text
 - d. variables

6. _____ enables Web designers and developers to preview how Dreamweaver files will look on a wide variety of mobile devices.
 - a. Adobe Bridge
 - b. Adobe Device Central
 - c. Adobe Photoshop
 - d. ConnectNow

**“Action may not always bring
happiness, but there is
no happiness without action.”**