

WEB EDITORS

Lesson 2

A Web editor is a software or program that helps you create Web pages. It automatically produces HTML, the computer code that turns ordinary documents into Web pages. The advantage of using Web editor is that you don't have to learn HTML to build your Web site.

WYSIWYG Web editors

The most popular type of Web editors are known as WYSIWYG Web editors. WYSIWYG stands for "What you see is what you get". As you build Web pages with a WYSIWYG editor, it shows you what they look like when viewed through a browser. You will see the words, pictures and animations that you have included on your page.

- Use a WYSIWYG Web editor

With a WYSIWYG Web editor, you start by typing some text into a blank Web page and you can insert files created in other programs, such as animations, pictures and sounds whenever you want to.

After you have created the basic page, you can reorganize the information on it by dragging the pieces of text or pictures into a new position. There are various buttons and menu items that you can use to improve your page's appearance.



- Acquire a Web Editor

Many known Web editors today are available on the Internet. Some of them are free and most are for sale which you can download with fee. Widely used for bloggers and professional web developers worldwide are WordPress, Joomla and Drupal which is free to use.

Microsoft have Expression Web while Adobe have DreamWeaver - powerful softwares tools to develop and design web sites.

LABORATORY MANUAL

Lesson 2 Web Editors

Part 1 Chapter 3

Lab. 2.1 In Order

Estimated Completion time: 15 - 20 Minutes

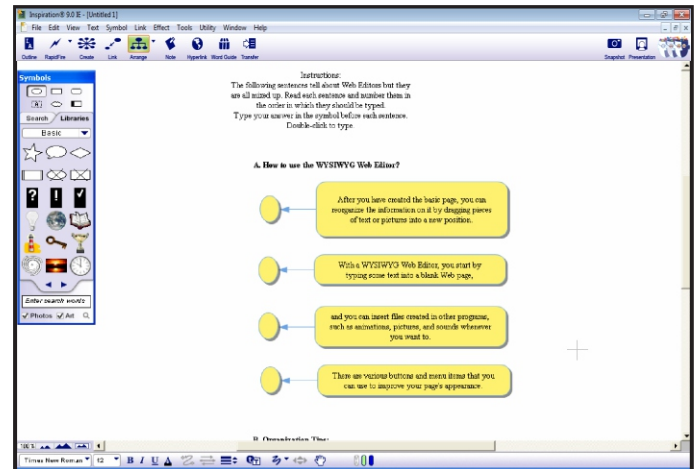
Directions:

1. Launch **Inspiration**.
2. Open and answer **In Order**.
3. Read the mixed up sentences that tell about web editors. Number them in the order that they should be typed.
4. Double click to type your answer in the symbols before the sentences.
5. Save the activity as **In Order**.

Score



Preview:



Lab. 2.2 Identify Spy

Estimated Completion time: 15 - 20 Minutes

Directions:

1. Launch **Inspiration**.
2. Open and perform **Identify Spy**.
3. Read each sentence carefully. Choose the correct answer from the given options.
4. Double-click to type your answer on the blank before each number.
5. Save the activity as **Identify Spy**.

Score



Preview:

