

Dream weaver[®]: Level 2



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Dream weaver Level 2 is a hands-on instruction book that will introduce you to advanced concepts of the Dream weaver Web development application. In this course, you will expand on the knowledge you gained in the Dream weaver Level 1 course. You will work with advanced Web site creation features available in Dream weaver, including libraries and behaviors. In addition, you will use many of the new features available within the HTML 4 standard including style sheets and layers.

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I. Course Specification

Duration 18 hours

Pricing: 490 L.E.

II. Target Student

This course is designed for Web designers or prospective Web designers with any level of experience who want to use Dream weaver's advanced features to create complex Web sites efficiently.

III. Prerequisites

To ensure your success, we recommend you first take the following course or have equivalent knowledge:

- Dream weaver MX: Level 1

IV. Delivery Method

Instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

V. Benefits

After completing this course, students will be able to create Web sites that include simple rollovers, complex navigation bars, and other page elements that provide visual feedback. Students will learn techniques for creating complex Web sites efficiently.

VI. What's Next

This is the last course in this series. Students who want to learn to prepare images for use on Web sites may want to take the Photoshop 7.0: Web Production course.

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VII. Hardware / Software Requirements

You will need:

- An Intel Pentium II processor or equivalent 300+ MHz.
- Windows 98, 2000, NT, ME or XP.
- Netscape Navigator or Internet Explorer 4.0 or greater.
- At least 96 MB of available RAM (128 MB Recommended).
- At least 275 MB available disk space for software installation, and an additional 10 MB for the course data files.
- A 256 color monitor capable of 800 x 600 resolution (1024 x 768, millions of colors recommended).
- A CD-ROM drive.
- Adobe Dream weaver

VIII. Performance-based Objectives

- Create dynamic user-interface elements, including simple rollovers and complex navigation bars.
- Use libraries to manage repeating site elements.
- Define keyword, description, and other meta tags in order to make your site visible to automatic search engine spiders.
- Create CSS styles to streamline text formatting within a page, and create external style sheets to allow formatting information to be used throughout a site.
- Create and manage layers, as well as combine layers with behaviors to provide additional visual feedback for a viewer navigating a site.
- Use the History panel to simplify repetitive tasks both within a single document and with other documents in a site.
- Target page content to specific browsers and versions.
- Add a form to your web page.

IX. Course Contents

Lesson 1: Rollovers and Navigation Bars

Topic 1A: Rollovers

Topic 1B: Adding Image States to a Navigation Bar Using Behaviors

Topic 1C: Using the Insert Navigation Bar Tool

Topic 1D: Flash Buttons and Text

Lesson 2: Libraries

Topic 2A: Creating a Library

Topic 2B: Modifying Library Items within the Library Panel

Lesson 3: Defining Head Elements and Managing Keyboard Shortcuts

Topic 3A: Defining Head Elements

Topic 3B: Editing Meta Tags

Topic 3C: Customizing Keyboard Shortcuts

Lesson 4: Style Sheets

Topic 4A: Defining Style Sheets

Topic 4B: Applying Style Sheets to Multiple Pages

Lesson 5: Layers

Topic 5A: Creating Layers

Topic 5B: Using the Layers Panel

Topic 5C: Layer Styles

Topic 5D: Layers and Behaviors

Topic 5E: Inserting Rich Media Objects

Lesson 6: The History panel

Topic 6A: The History panel

Topic 6B: Recording Steps

Topic 6C: Saving Steps to the Commands Menu

Lesson 7: Browser Targeting and Code Tools

Topic 7A: Browser Compatibility

Topic 7B: Converting Pages to Earlier Versions

Topic 7C: Browser Checking

Topic 7D: Coding Tools

Lesson 8: Creating Forms

Topic 8A: Setting Up Forms

Topic 8B: Adding Form Elements

Topic 8C: Validating and Testing Forms