

Hands-on course , 4
day(s)
Ref : HTX

Participants

This hands-on course is aimed at all IT staff who wish to master the techniques enabling them to develop a Web site.

Pre-requisites

A base Knowledge about Web architecture.

Next sessions

Developing with Dreamweaver

OBJECTIVES

DreamWeaver is one of the most used studio for Web page design. This course will show you how to use efficiently its main functionalities. You will also learn to implement HTML, CSS, JavaScript, the access to databases, as well as to integrate server side technologies. At the end of this course, you will be able to create your own web sites.

1) Web review

2) The DreamWeaver Web design studio

3) Page composition using Web design studios

4) Design and accessibility

5) Client technologies

6) Overview of server technologies

1) Web review

- Web site protocols: HTTP, FTP, NNTP, SMTP, POP3.
- How a Web site operates.
- Intranet, Internet, Extranet, B2B and B2C sites. Impact on the technologies.
- Hosting platform, browsers, Firewall.
- HTML language, role and structure of URLs.
- Parameter-setting the server and client workstation.

Workshop

Parameter-setting the browser and the Web server, creating an alias.

2) The DreamWeaver Web design studio

- Overview of the Macromedia range, interaction with Fireworks.
- The test environment.
- Getting to grips with DreamWeaver. Parameter setting for the workspace, the application interface.
- Creating a Web site: compatibility, technical choices.
- HTML graphic design: images and sensitive areas, links, anchors, metatags, formatting graphics, tables, paragraphs, external imports, Word converters.
- A description of the HTML language and the latest version, XHTML.
- Versions XHTML 1.0, XHTML mobile.
- Publishing the site and maintaining the code (code cleaning).
- Working in a team and the "Design Notes".

Workshop

Creating a space for a Web site project. Learning about the graphics editor and the graphics construction of pages. Developing XHTML pages.

3) Page composition using Web design studios

- Page models. The external import of pages.
- CSS-1 and CSS-2 style sheets. Importing, sharing, building, using.
- Creating forms (text areas, checkbox, combobox, radio, upload), the methods GET and POST and related actions.
- The page's metatags and referencing.
- Building frames, properties, modifications, interactions between frames.

Workshop

Creating CSSs, tables, and frames. Importing pages. Creating forms and server calls.

4) Design and accessibility

- Constructing the graphics chart. Importing a graphics chart in the project.
- "Usability" rules: composition rules to be respected.
- Creating a page model with Fireworks.
- Accessibility and taking WAC/W3C priority 2 into account.

Workshop

XHTML compatibility and accessibility test. Creating a model using Fireworks. Technically reproducing a supplied graphics chart.

5) Client technologies

- The JavaScript language: implementing behaviours (events). Actions (menu, click, layer displacement, re-routing, contextual messages, verifying plug-ins).
- Graphic animation: implementing scenarios, rollover.
- Integrating graphics components: Flash, Applet, ActiveX, Plug-ins.
- Using the tag inspector.

Workshop

Creating checks in JavaScript, integrating multiple multi-media components.

6) Overview of server technologies

- CGI and the languages supported by DreamWeaver.
- Graphics programming studio.
- Pre-recorded functions. Enriching the studio with components from the Macromedia Exchange area.
- Interfacing a database with the product. The databases supported.
- Consulting data. Creating a dynamic SQL request. Displaying results in a table. Creating pages.

Workshop

Configuring the server for CGI. Creating a dynamic page and interrogating a database.