Dreamweaver

An Introduction to editing webpages

Edited: 2/7/18 Salter, Sharina D

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Session Description

Overview

Want to learn how to create your own Web pages or brush up on your Web editing skills? Creating Web pages and managing your Web site with Dreamweaver is easier than you might think. This workshop introduces you to the Dreamweaver environment and its basic Web editing tools. Topics include creating a new Web document, defining a site, adding new content and importing existing text from Microsoft® Word, formatting text and inserting images.

Prerequisites Individuals taking this workshop should also have basic computer skills, knowledge of the Web, basic Web browser skills, and the ability to effectively work in the Windows or Macintosh OS environment.

Objectives for participants attending this TLC session:

Attain a beginning understanding of the Dreamweaver environment.

Use Dreamweaver to:

- Create a new Web document.
- Define a Site.
- Add new content from a Microsoft Word document.
- Format and style text.
- Insert images.

Introduction to Dreamweaver

Adobe Dreamweaver CC17 is a full-featured Web design suite that allows you to create and edit HTML and XHTML documents (Web pages). With Dreamweaver, as with other HTML and XHTML editors, knowledge of the XHTML mark-up language is not required to create professional-grade websites.

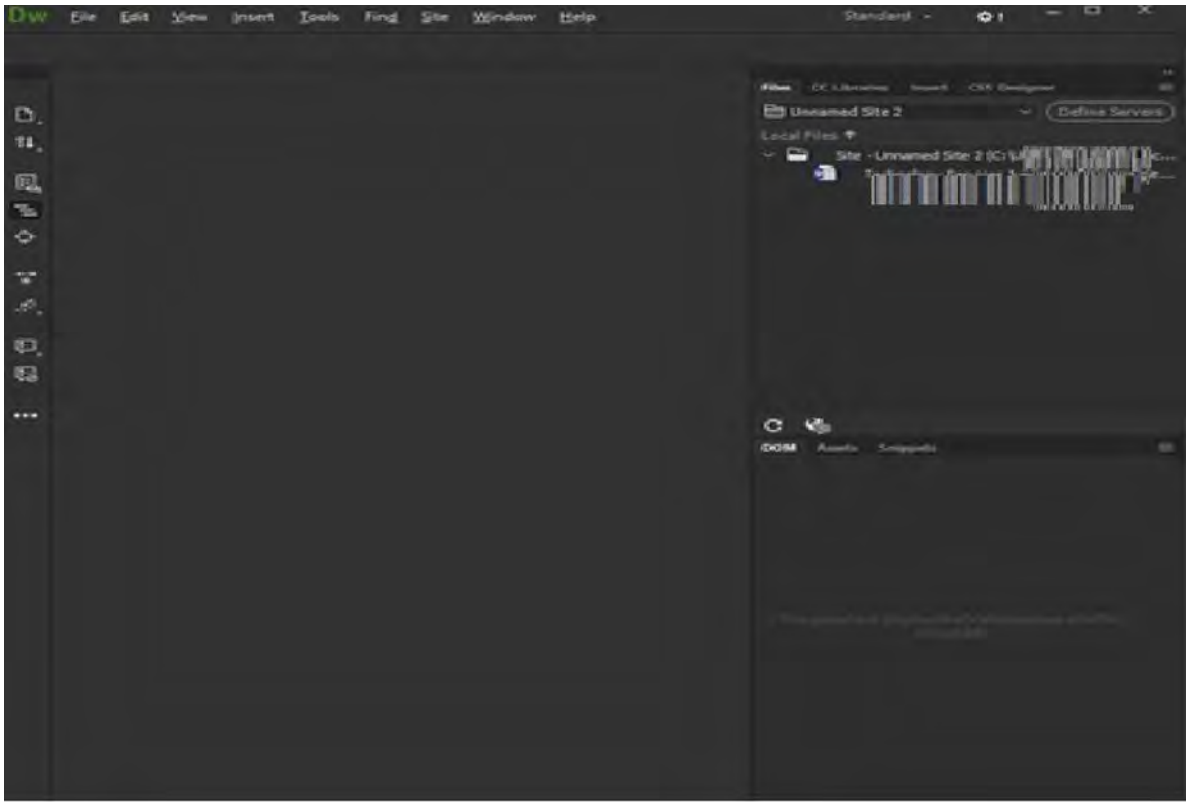
Unlike many Web editors, Dreamweaver is a palette environment. This means that the user interface is a series of windows or palettes, called panels, which can be moved around the screen by the user.

The remainder of this document will use screen samples from the Windows-based version of Dreamweaver CC.

Document Window

The Document window contains the toolbar, document title, file name, Code View window to view the HTML and XHTML code, the WYSIWYG window to view your Web page graphically (Design View), and Split Code.

This window will allow you to create a new website or edit an existing website. The screen has three sections. 1. Site definition folder, 2.DOM (Directory Object Model) Panel, and 3. Page/Site Preview Panel



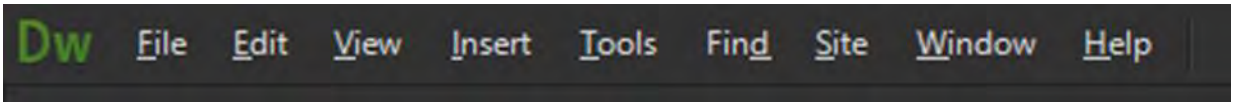
The Standard view displays the files menu a realistic representation of what your document will look like in a browser, and lets you interact with the document exactly as you would in a browser. You can edit HTML elements directly in Live View and instantly preview your changes in the same view as well. For more information on editing in Live View, see Edit HTML elements in Live View.

Developer view is a design environment for visual page layout, visual editing, and rapid application development. In this view, Dreamweaver displays a fully editable, visual representation of the document, similar to what you would see when viewing the page in a browser.

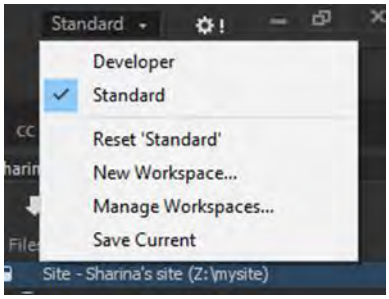
Code view is a hand-coding environment for writing and editing HTML, JavaScript, and any other kind of code.

Toolbar

The toolbar is part of the Document window and allows you to toggle between the Code view and design view windows, set your title page, adjust your view and access the other Dreamweaver tools. Notice the menu options at the top of the screen, File, Edit, View, Insert, Tools, Find, Site, Window and Help



Additionally, you can adjust your screen layout by selecting the Standard Menu Drop down menu



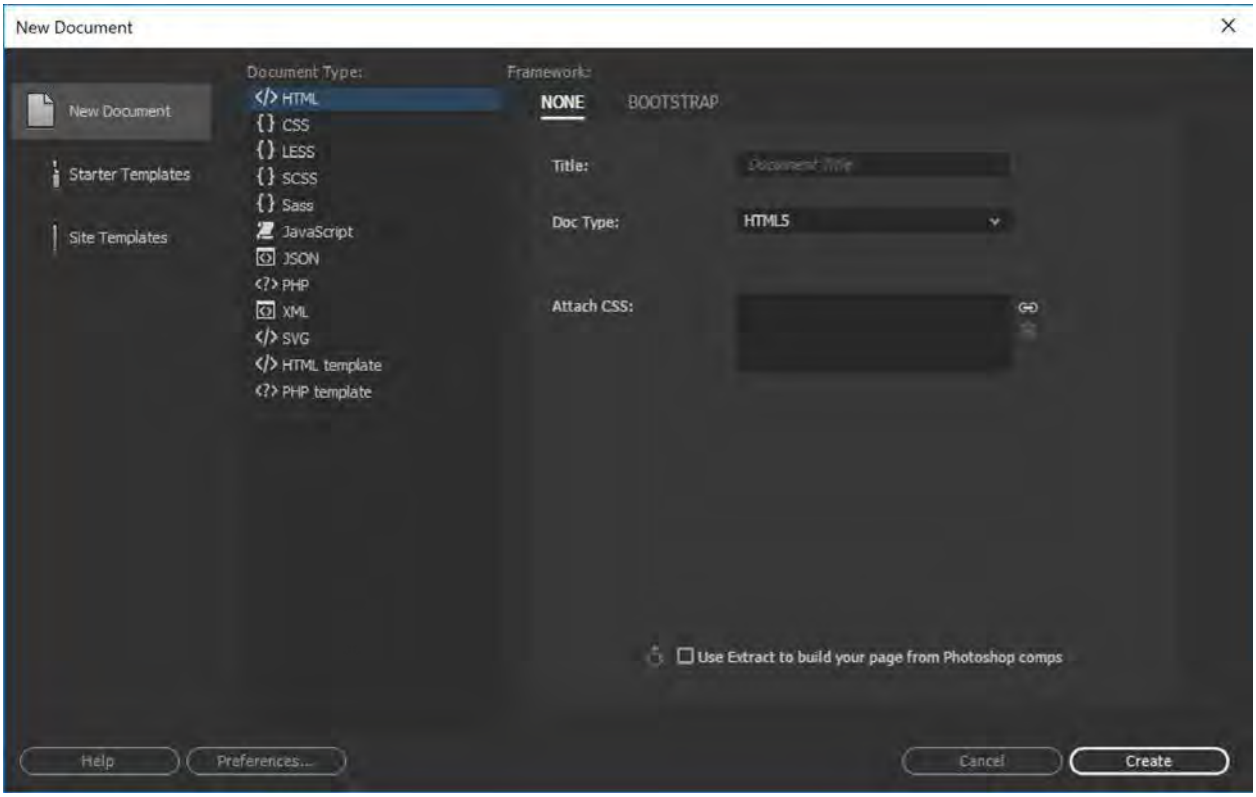
Notes:

Getting Started

Create a New File

Most Web pages you create will be simple HTML pages. The steps below show you how to create a new HTML document.

Step 1. Click the File Menu and select new. The New document window appears

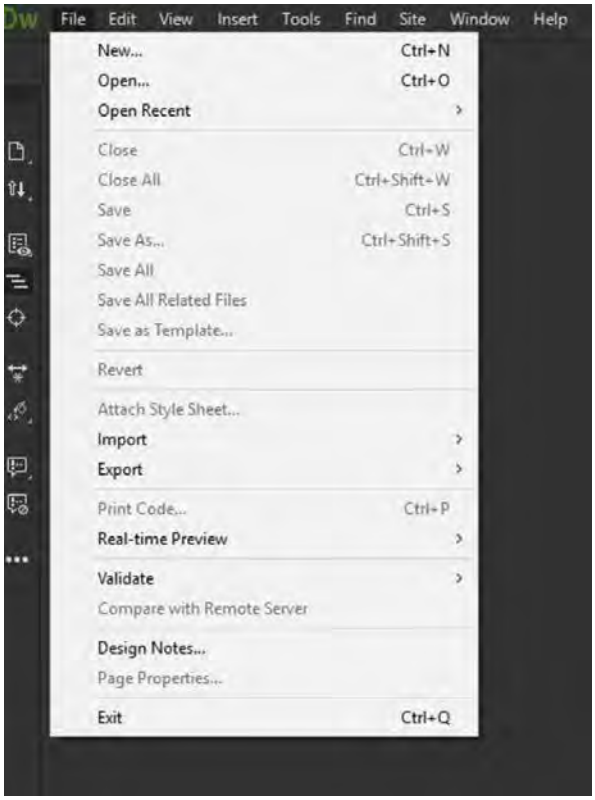


Step 2. From the New Document window, select document type HTML

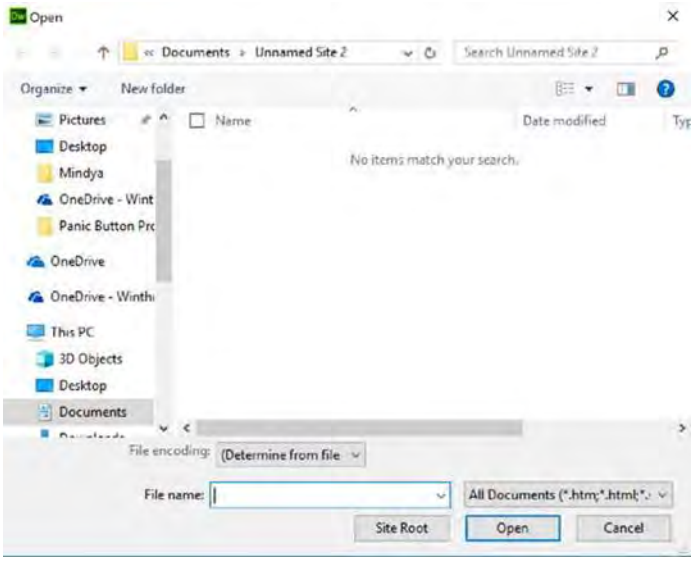
Step 3. Optionally, you may select a specific layout for your new web page other than a blank one by selecting a starter template

Open an Existing File

Step 1. Click the File menu and select Open



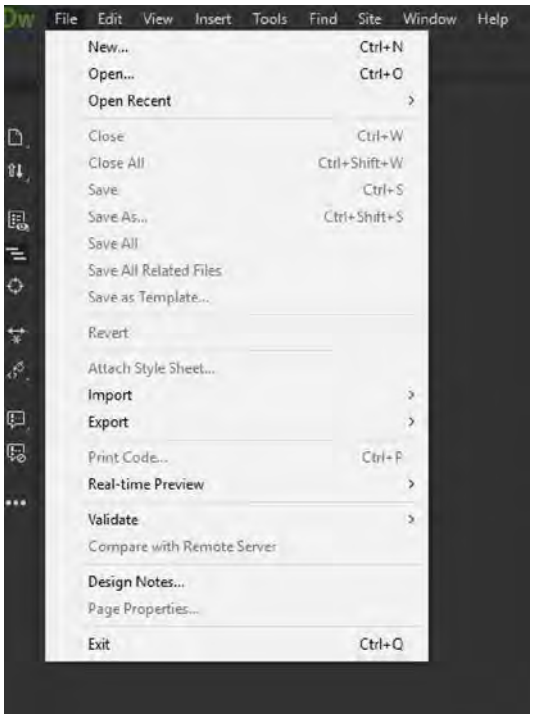
Step 2. From the open window, select the file you want to open (click the file name) and click the open button. Dreamweaver will now open your document in the Document window.



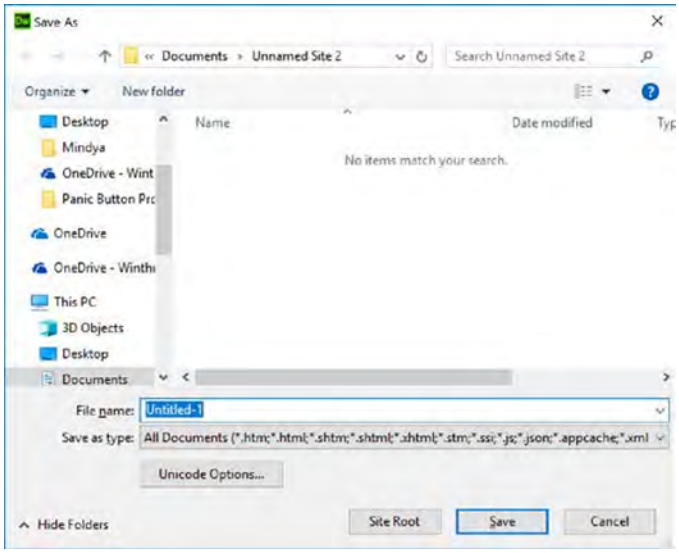
Create a New file from an Existing File

Step 1. Open your existing file using the previous steps

Step 2. Click the File menu and choose Save As.



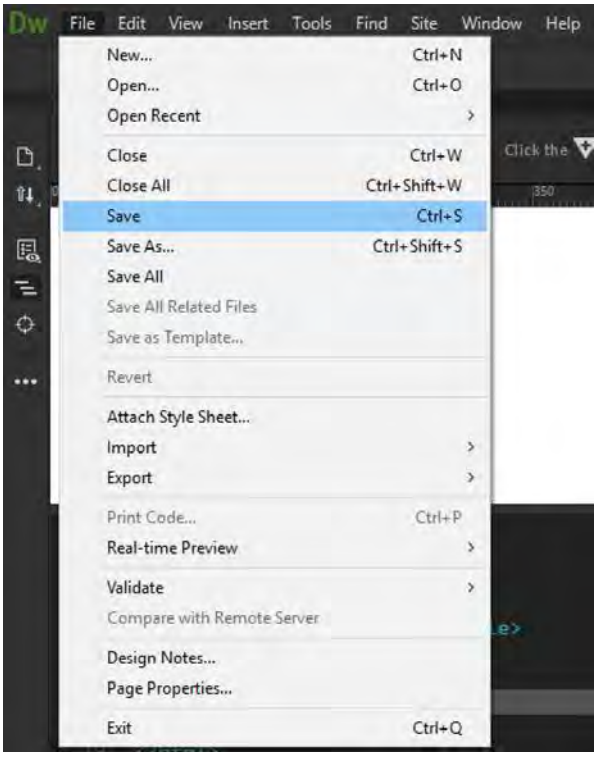
Step 3. Dreamweaver will now open your “Save As” document window in the Document window. Give your file a new name. Be sure the file ends with either “htm” or “html”. (Do not include the quotation marks).



Saving Your Document

To save your document, choose the Save or Save As option under the file menu. After you save your document will appear in the Files panel as a file

If your Files Panel is not visible, you can activate it from Windows Files, or be pressing the “F8” key.

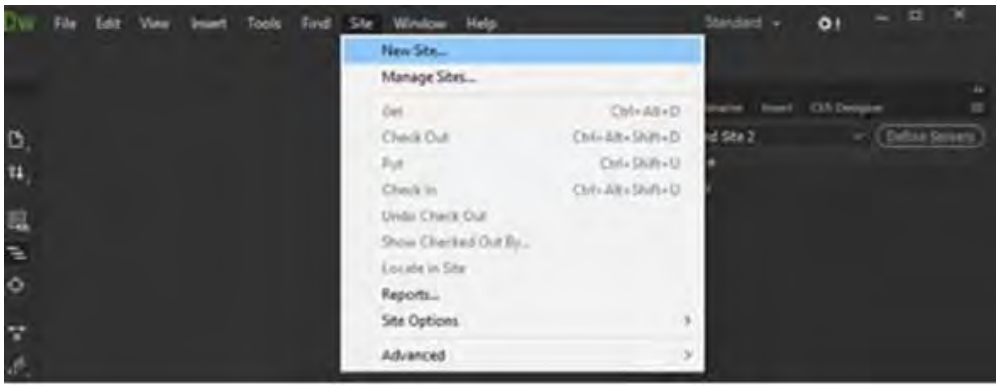


Notes:

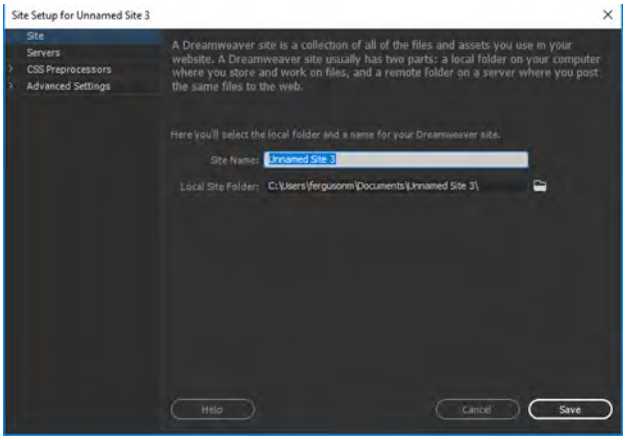
Creating a site

New Site

To create a new site Select the Site Option from the dropdown menu, then select the New Site option

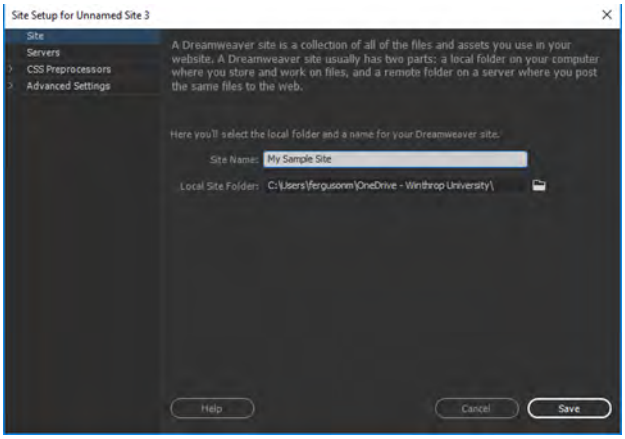


The following dialogue box will display

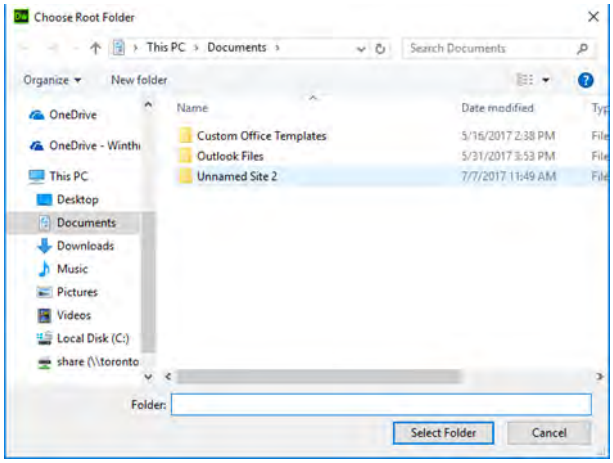


Enter the site name in the field labeled site name, please note that this name is a reference for yourself.

Next, using the mouse click on the folder image next to the Local Site Folder field. This will allow you to place the files and images for your website on your local machine for transfer to the Birdnest webserver (http://www.birdnest.org/username).

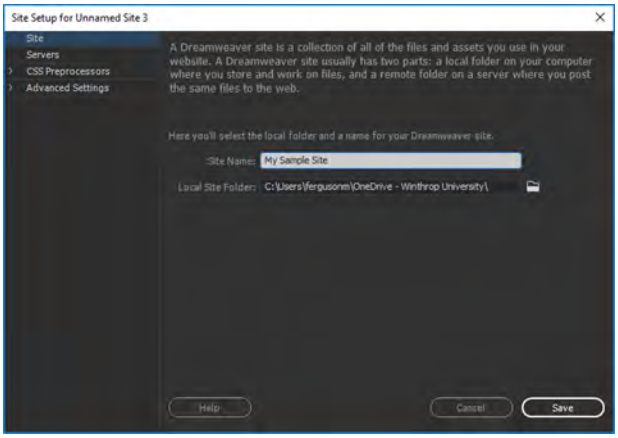


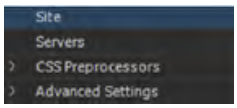
Next, the Choose Root Folder menu will display

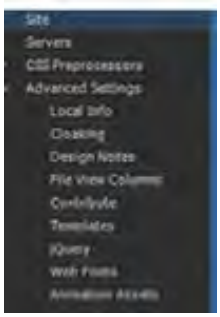


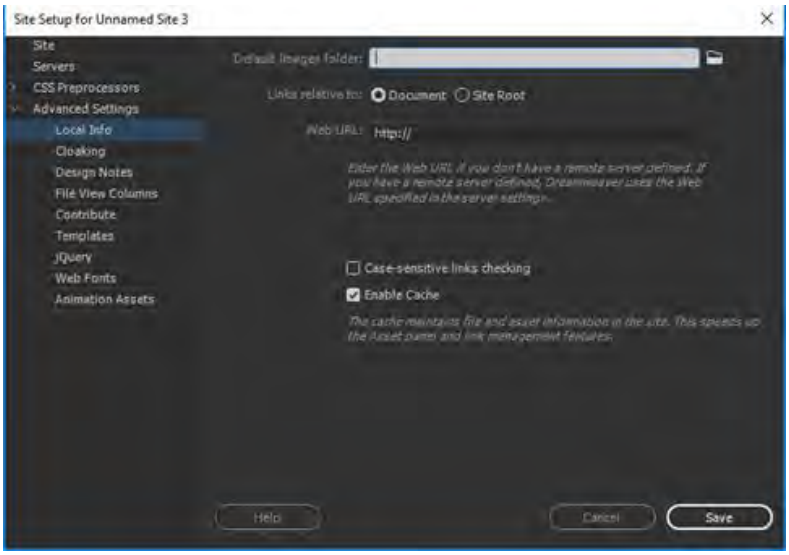
Select the location to store the website files from the left panel of the "Choose Root Folder" menu. Next, click the Select Folder button.

Now set the location of the images for the website.



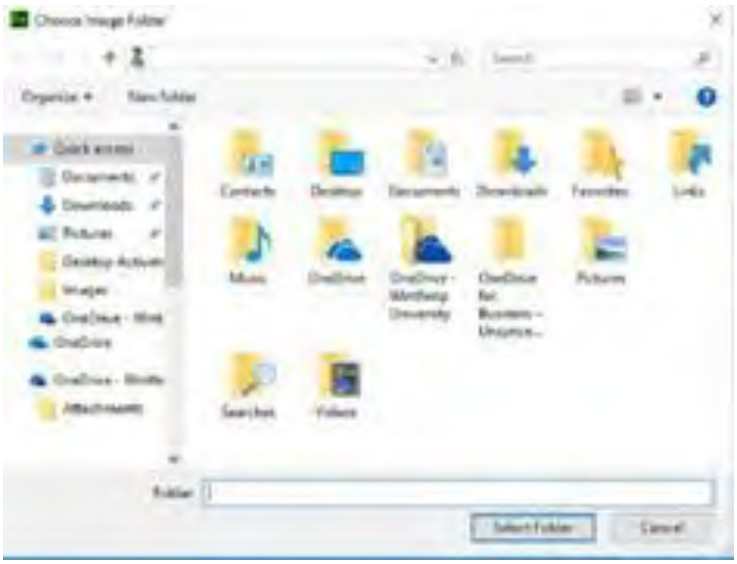
By selecting Advanced Settings from the left panel 

Then the Local Info option 



You can select the default location for the images by clicking on the folder next to the Default Images Folder field.

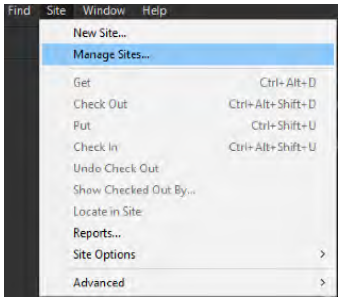
Now select the folder in which you want to save images for the website. Click the select folder button and you are now ready to design your new website.



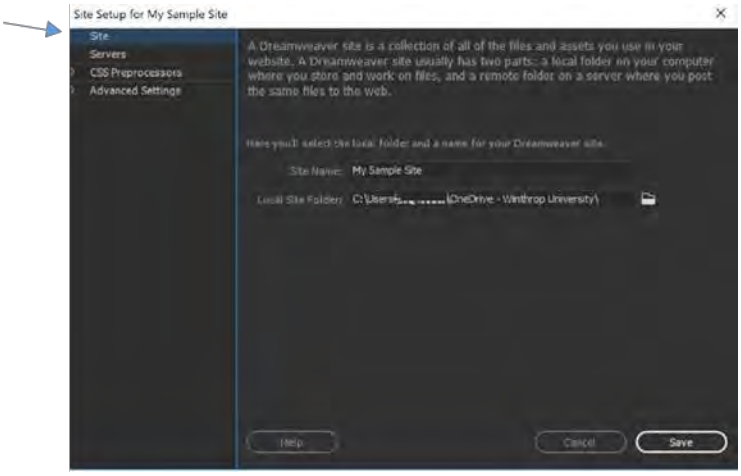
Managing Sites

The next section will walk through how to setup your connection to your Birdnest and/ or Faculty websites.

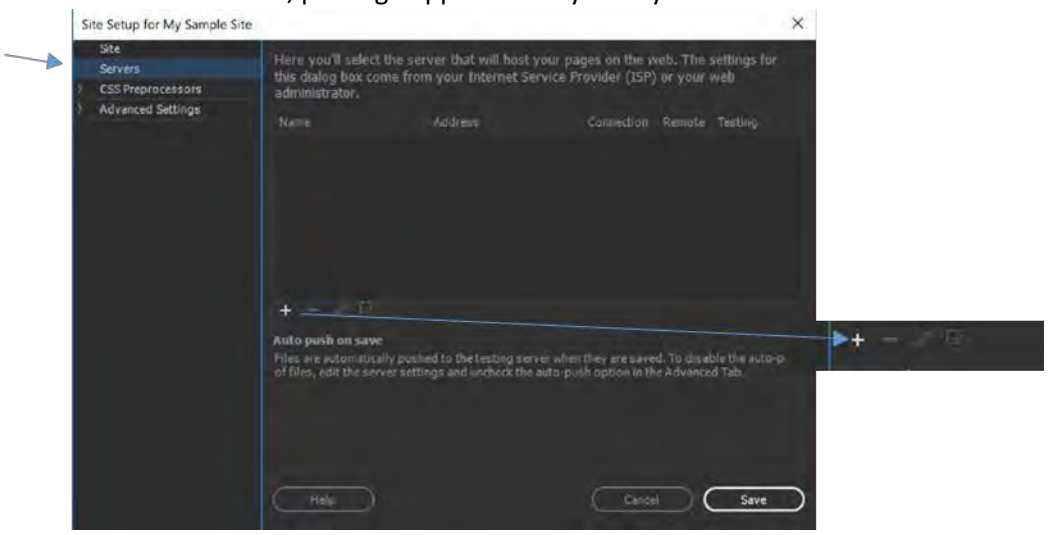
Manage your existing site using Dreamweaver, go to Site > Manage. Click New to set up a new site, or select an existing Dreamweaver site and click the edit icon.



To manage a website on your local computer, select Site in the left panel



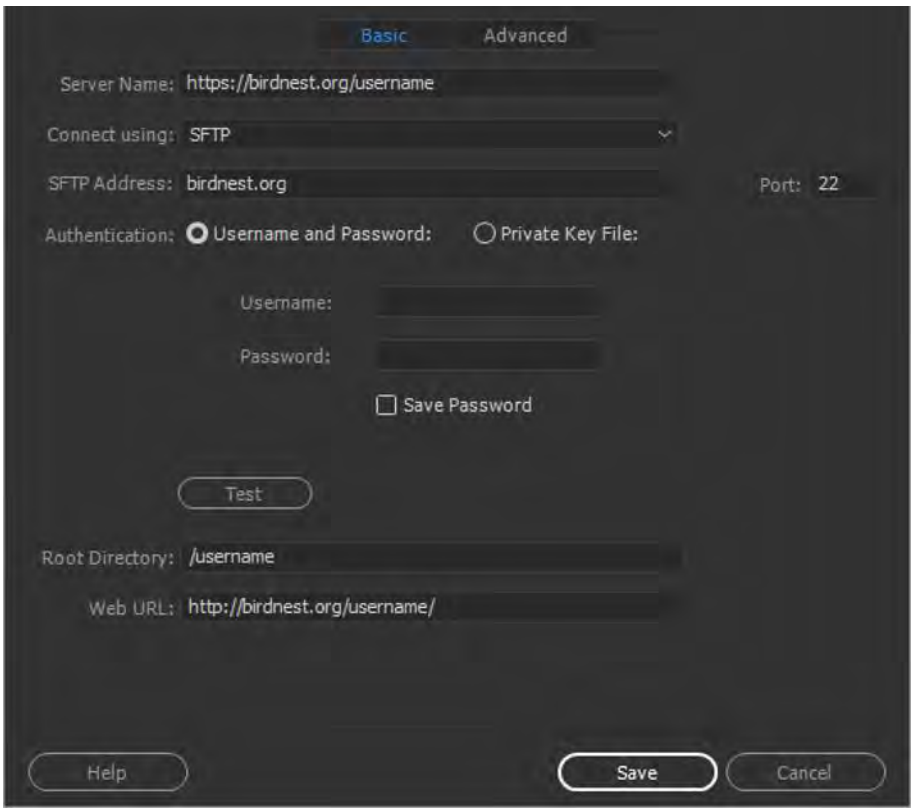
Next, locate and click on the “+”, plus sign approximately ½ way down the screen.



This is the “add” server button. You can add a new server or select an existing server and click the Edit Existing Server button.

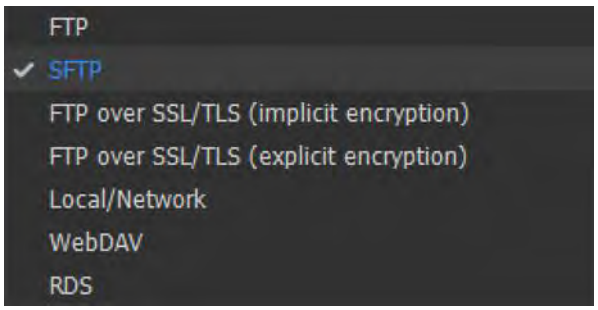
Birdnest Settings

Below is an example utilizing the Birdnest server (http://www.birdnest.org/username) basic setup options tab.



In the Server Name text box, enter http://www.birdnest.org

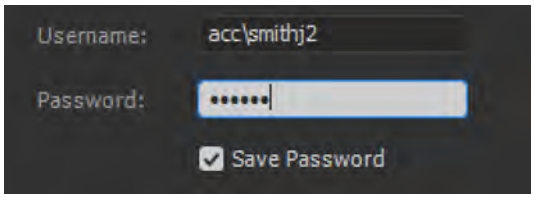
Select SFTP from the Connect Using pop-up menu.



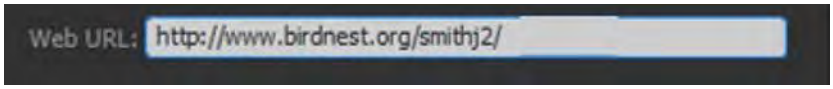
In the SFTP Address text box, enter the address birdnest.org

Note: Port 21 is the default port for receiving FTP connections. This needs to be changed to port 22 in order to place a secure connection to the Birdnest server (http://www.birdnest.org).

In the Username and Password text boxes, enter the username and password that you use to connect to the SFTP server. For example, if your username is smithj2, then you would enter acc/smithj2 and your password.

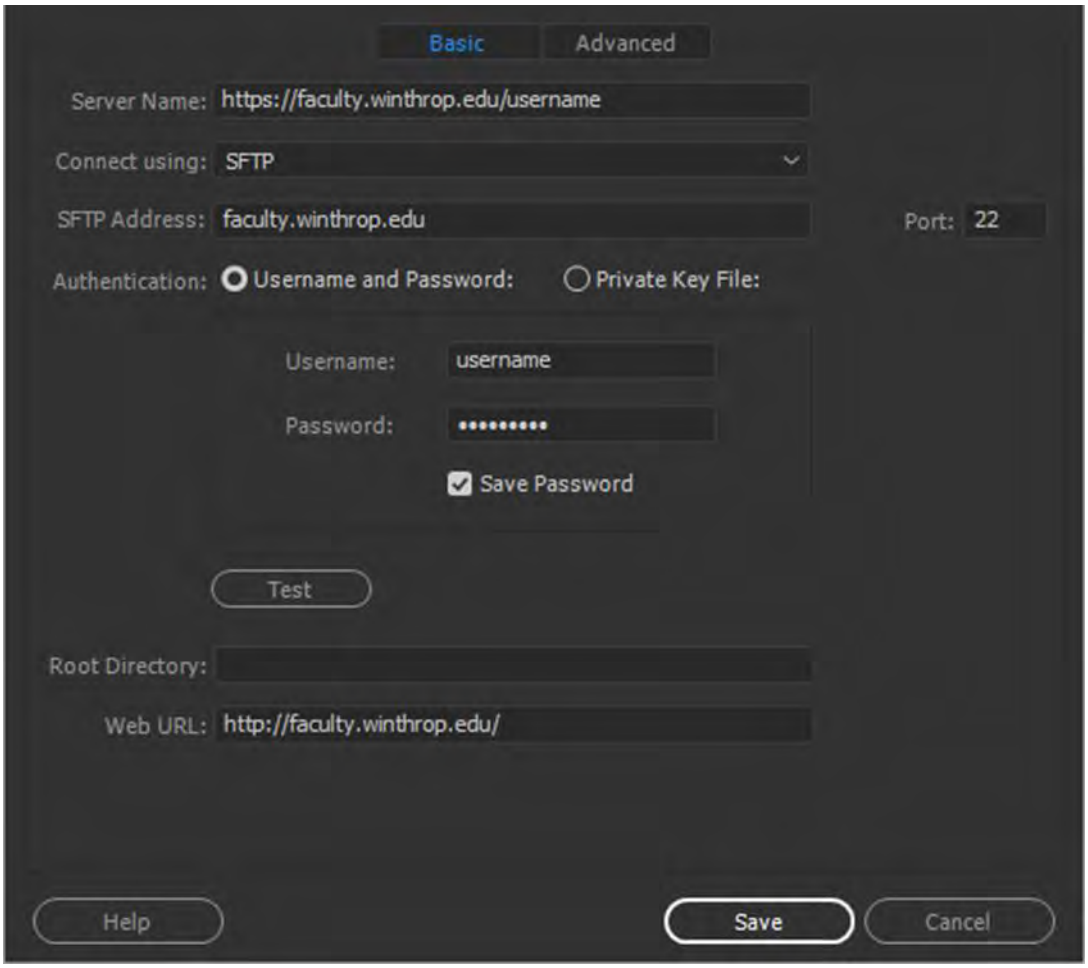


In the Web URL text box enter the URL of your website (for example, http://www.birdnest.org/smithj2). Dreamweaver uses the Web URL to create site root-relative links, and to verify links when you use the link checker.

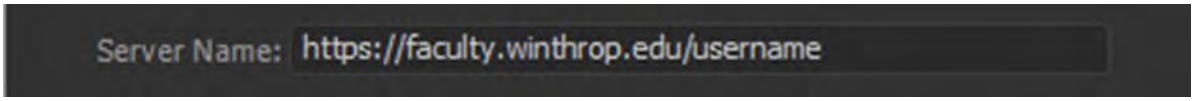


Faculty Website Settings

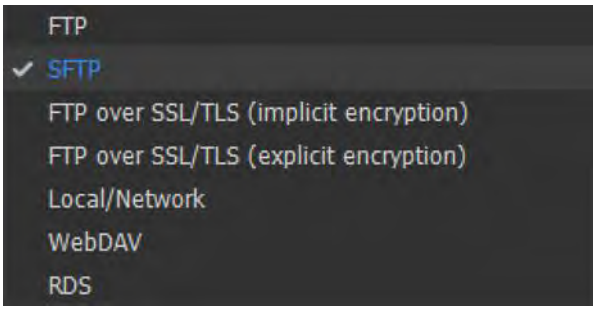
Below is an example utilizing the Faculty web server (https://faculty.winthrop.edu/username) basic setup options tab.



In the Server Name text box, enter https://faculty.winthrop.edu/



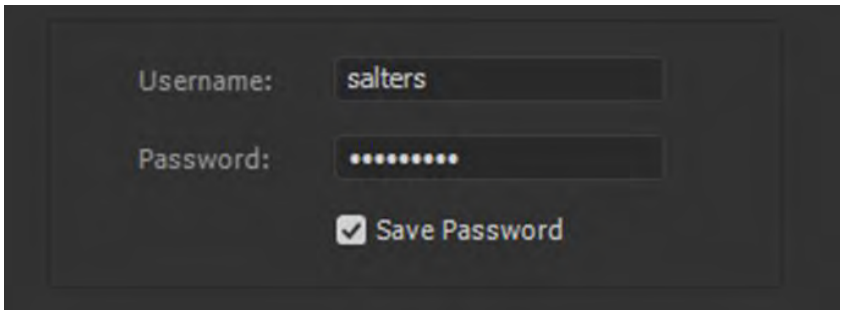
Select SFTP from the Connect Using pop-up menu.



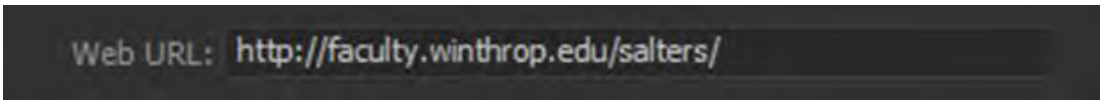
In the SFTP Address text box, enter the address birdnest.org

Note: Port 21 is the default port for receiving FTP connections. This needs to be changed to port 22 in order to place a secure connection to the Faculty web server (faculty.winthrop.edu).

In the Username and Password text boxes, enter the username and password that you use to connect to the SFTP server. For example, if your username is smithj2, then you would enter acc/smithj2 and your password.



In the Web URL text box enter the URL of your website (for example, http://faculty.winthrop.edu/salters). Dreamweaver uses the Web URL to create site root-relative links, and to verify links when you use the link checker.



Testing the connection

Dreamweaver saves your password by default. Deselect the Save option if you prefer that Dreamweaver prompt you for a password each time you connect to the remote server.

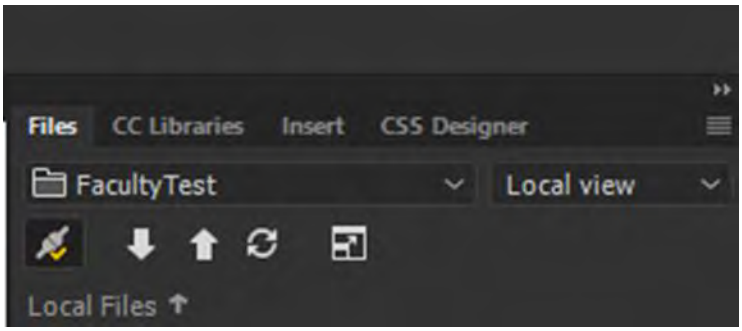
Click Test to test your SFTP address, username, and password.

In the Root Directory text box, enter the directory (folder) on the remote server where you store documents that are visible to the public.

Next click, the save button

and then the done button

Now click both the connect and sync buttons, to be fully connected to your server.

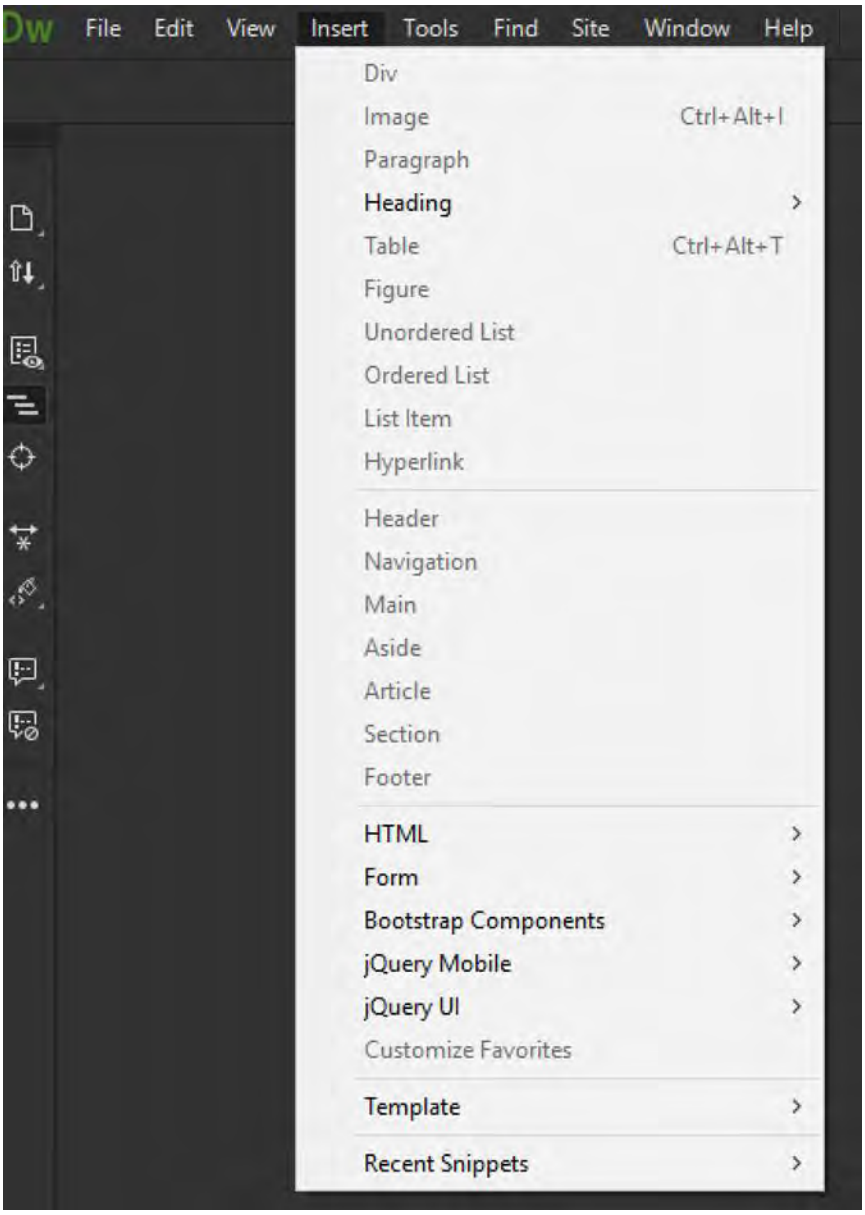


Notes:

Editing Webpages

Insert Menu

The Insert panel contains various icons that allow you to easily insert different type of elements into your Web documents, for example, insert a table, picture, image, hyperlink or header.



Editing Text Properties

Indenting or Outdenting a Paragraph – creating visual separation

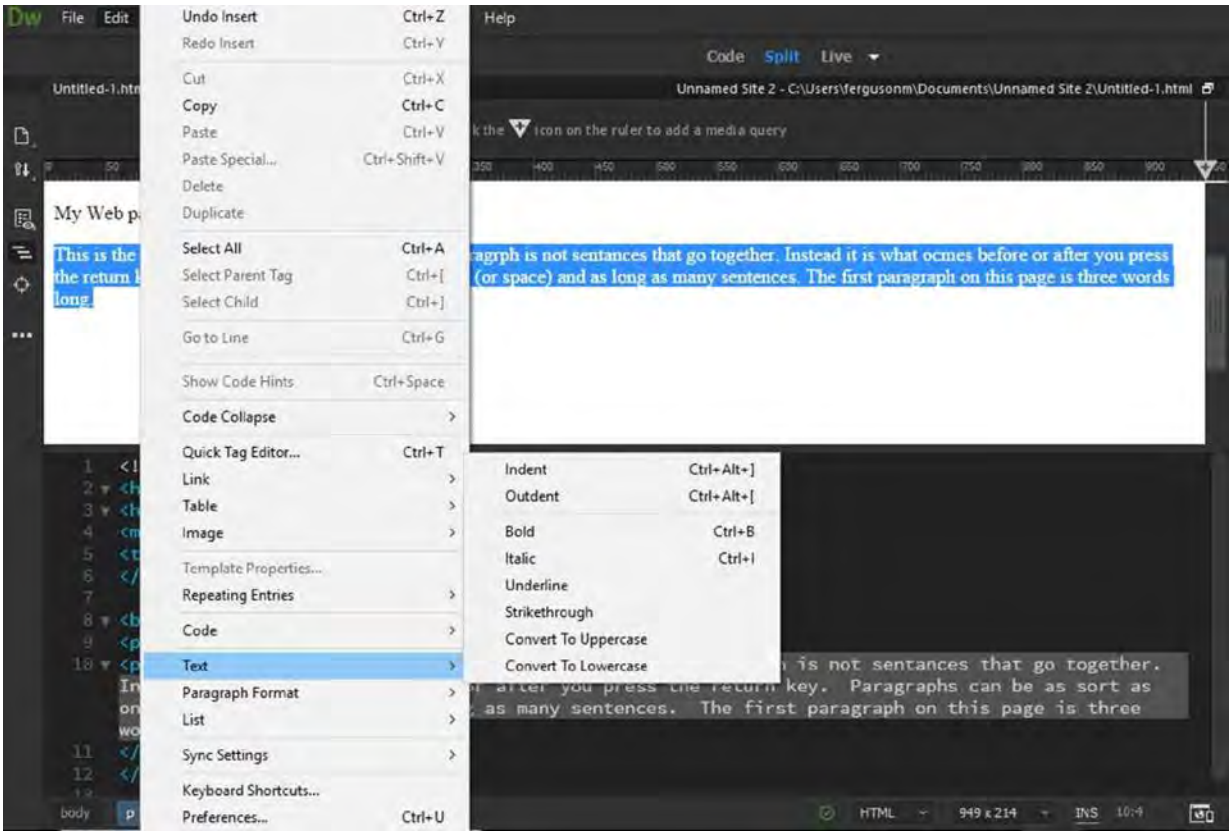
You can increase / decrease indent text functions from the edit drop down menu. This function will increase or decrease the paragraph or text selected on the page.

Step 1. Place your cursor on the page where you with to outdent or indent the paragraph

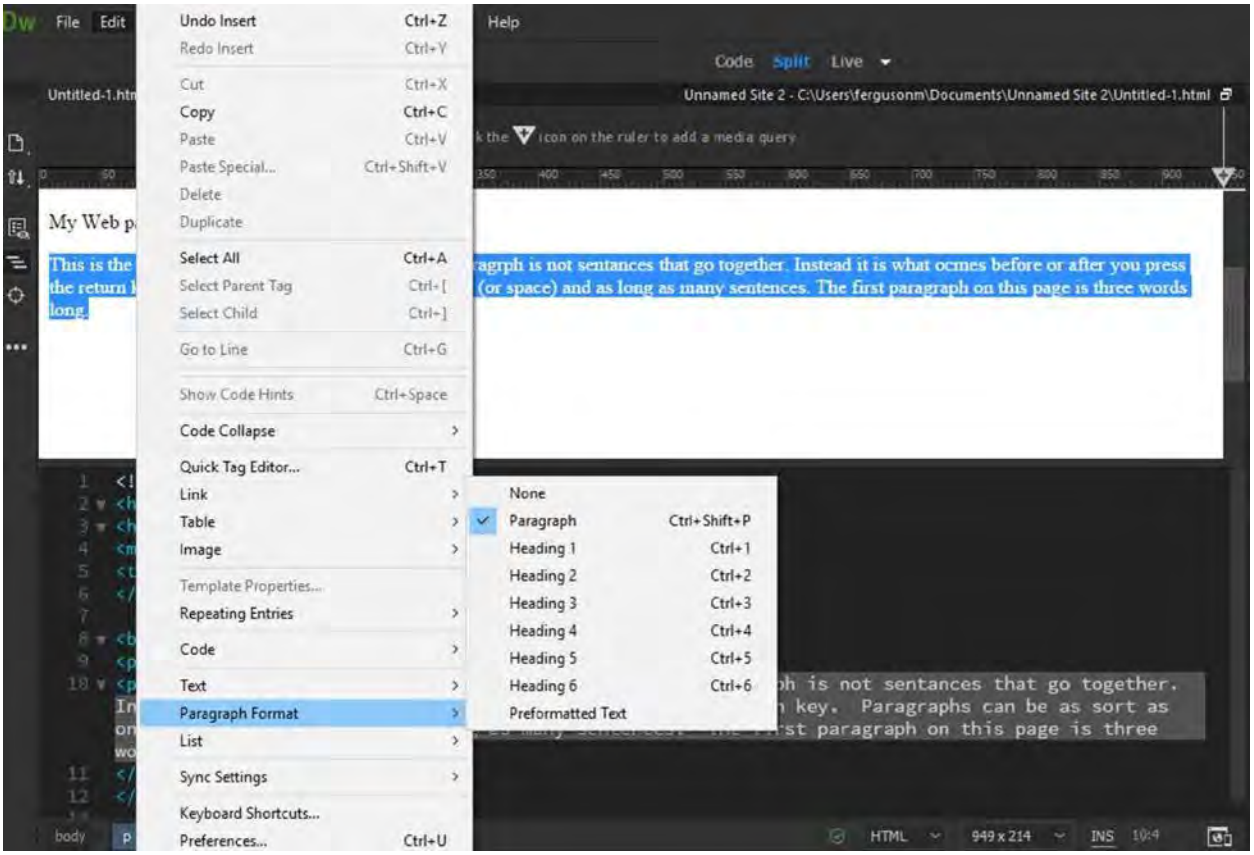
Step 2. Select Edit

Step 3. Select Text

Step 4. Select Indent or Outdent



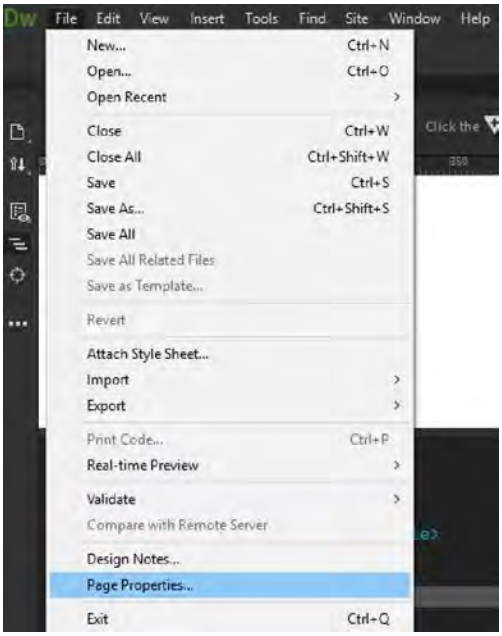
Format Paragraph



Page Properties

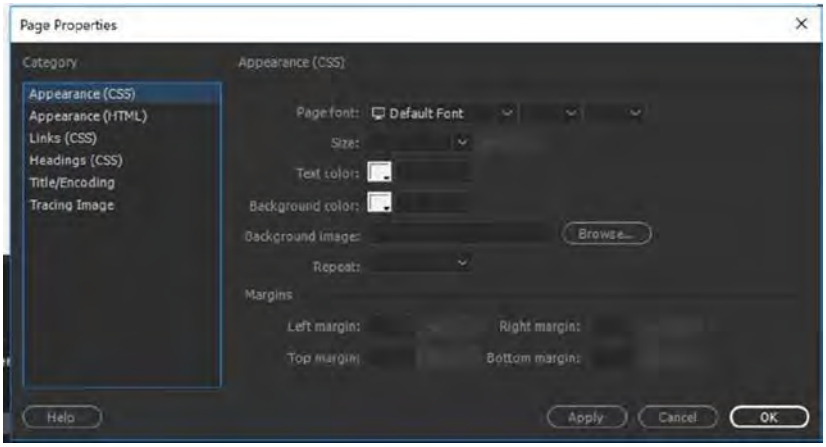
You can access the Page Properties dialog box from the Modify menu or from the properties panel (as long as you have not selected an image).

Step 1. Click File and then select Page Properties from the drop down menu.



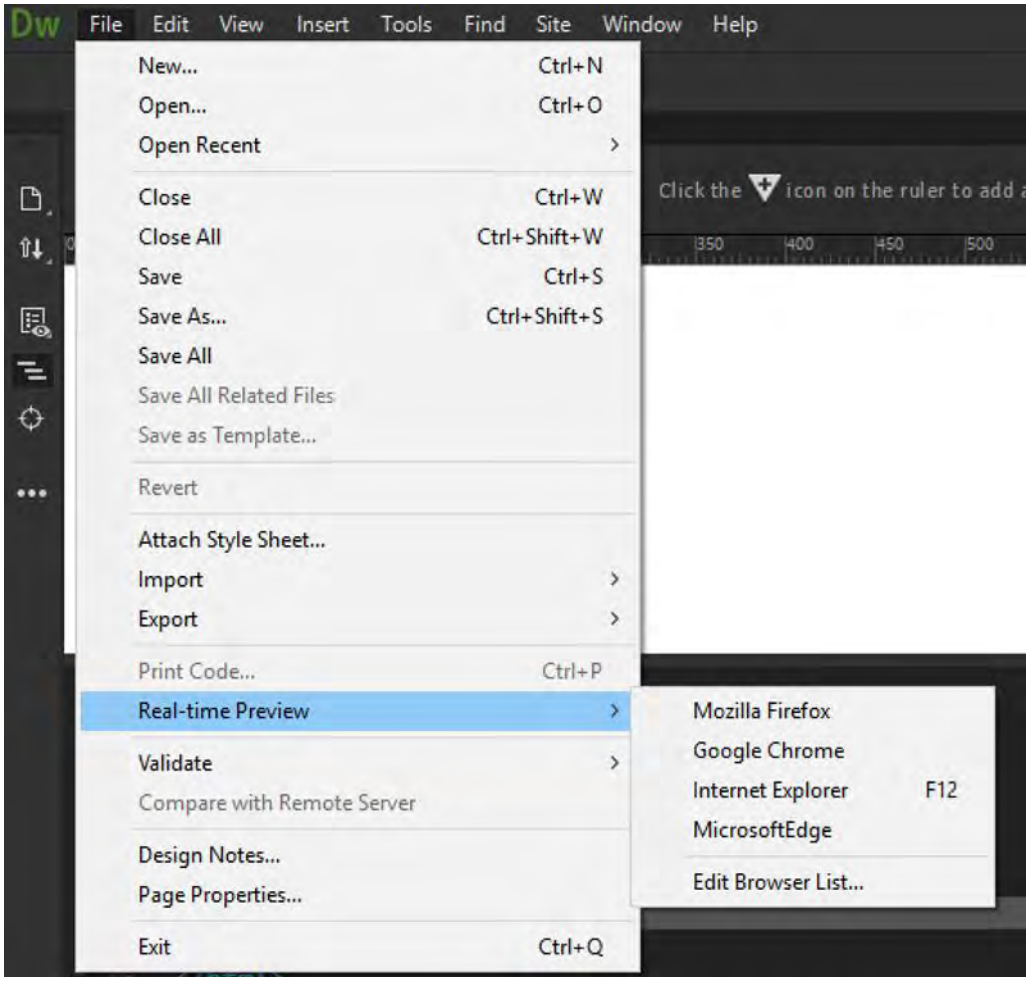
Step 2. The page properties dialogue box allow you to define the background, text, and link colors as well as a page title, among other items.

The list of page properties window depends on whether or no you are using Cascading Style Sheets (CSS). Below is the main properties window show the appearance (CSS) tab.



Previewing in a Browser

You can preview your web pages in a Web browser by selecting File Real time View and then select the browser you wish to use (Mozilla Firefox, Google Chrome, Internet Explorer, Microsoft Edge) or by pressing the “F12” key to launch the default browser.



Exercise 1. Modifying Page Properties

1. From the Dreamweaver document window, create a blank HTML page.
2. Save the file as DW_Exercises.html
3. Add a page tile and change the background color of your document
4. Insert a paragraph to your webpage and save it
5. Preview your document in Google Chrome or Firefox

More webpage editing

Adding Content from a Microsoft Word document

You can easily copy and paste content from a word processing software (Microsoft Word for example) directly into your Dreamweaver document.

This can save you valuable time, especially if you have a lengthy document. Unfortunately, you may lose some of your formatting during this process.

How to copy and paste from a word processing software:

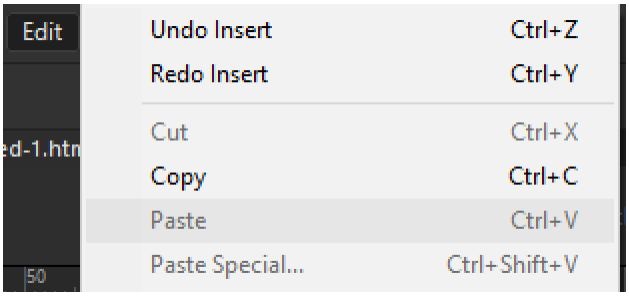
Step 1. Open your document with a word processing software such as Microsoft Word.

Step 2. Select your text using the cursor and/or mouse.

Step 3. Copy your text: In Windows press CRTL + C or Command+C on the Macintosh

Step 4. Open your HTML or XHTML document in Dreamweaver, then place the cursor in the document where you want to past your content.

Step 5. Paste your content into your Dreamweaver document using either Edit > paste or Edit > Special Paste (CTRL + V, CRTL+SHIFT+V or Command+V on the Macintosh)



Notes:

Indenting Headers and Creating Lists

The header element represents a container for introductory content or a set of navigational links.

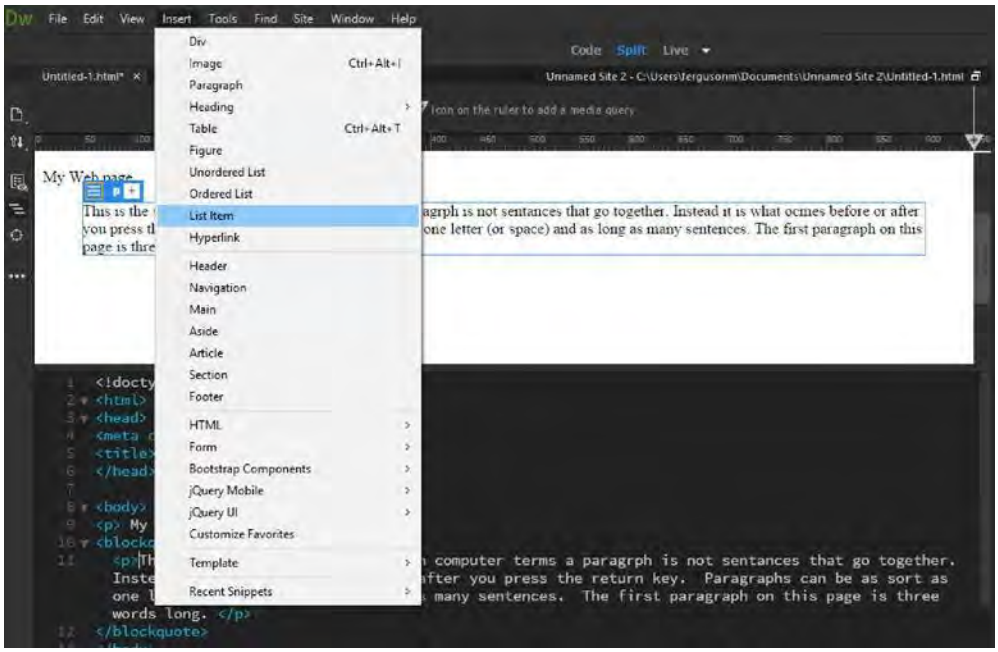
A header element typically contains:

- one or more heading elements (<h1> - <h6>)
  - Normally, the higher the number, the smaller the text of the header
  - The heading elements are H1, H2, H3, H4, H5, and H6 with H1 being the highest (or most important) level and H6 the least.
- logo or icon authorship information

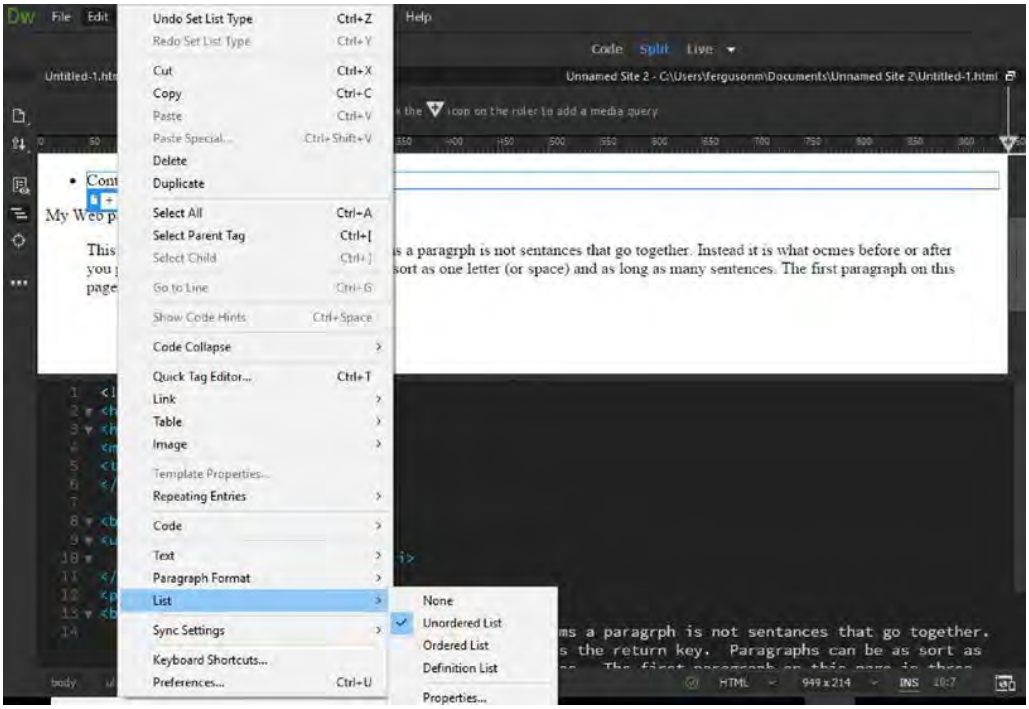
You can have several header elements in one document.

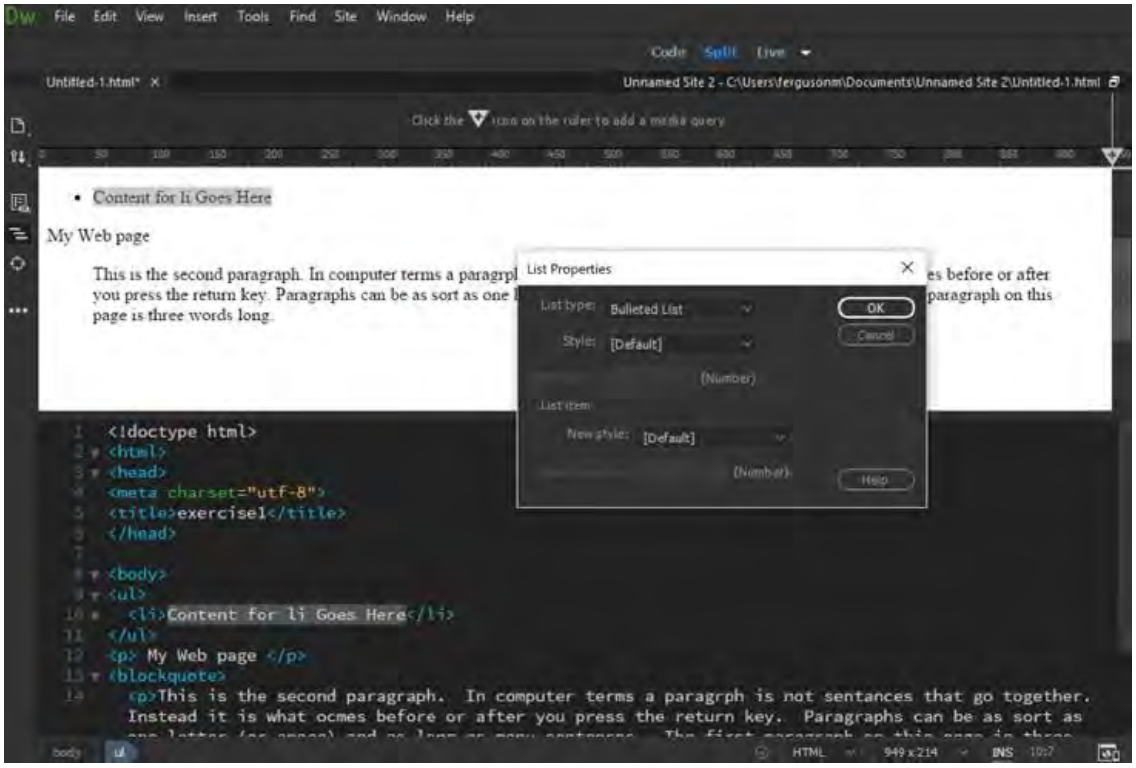
Creating Lists

You can add new list by choosing Insert and then selecting the desired option, unordered list, ordered list or list item.



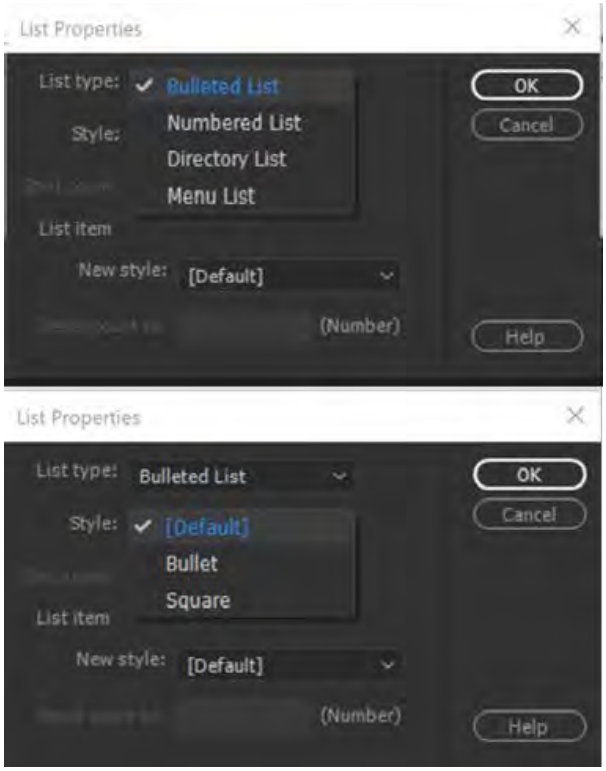
You can change / modify an existing list item by clicking in the list, and then select the edit option from the drop down menu




File Edit View Insert Tools Find Site Window Help
Code Split Live
Untitled-1.html*
Unnamed Site 2 - C:\Users\fergusonm\Documents\Unnamed Site 2\Untitled-1.html
Click the icon on the ruler to add a media query
Content for li Goes Here
My Web page
This is the second paragraph. In computer terms a paragrp
es before or after
you press the return key. Paragraphs can be as sort as one
paragraph on this
page is three words long.
List Properties
List type: Bulleted List
OK
Style: [Default]
Cancel
(Number)
List item
New style: [Default]
(Number)
Help
<!doctype html>
<html>
<head>
<meta charset="utf-8">
<title>exercise1</title>
</head>
<body>

Content for li Goes Here

 My Web page
<blockquote>
This is the second paragraph. In computer terms a paragrph is not sentances that go together.
Instead it is what ocmes before or after you press the return key. Paragraphs can be as sort as
HTML
949 x 214
INS


List Properties
List type: Bulleted List
Numbered List
Directory List
Menu List
OK
Cancel
Style:
List item
New style: [Default]
(Number)
Help
List Properties
List type: Bulleted List
OK
Style: [Default]
Bullet
Square
Cancel
List item
New style: [Default]
(Number)
Help

Exercise 3. Inserting and formatting Lists

1. Open Microsoft Word and create a new document. Type a few sentences and save the file as DW_Exercises. Do not close Microsoft Word after saving
2. Open your saved file from the previous exercise, DW_Exercises.html
3. Insert a header to your page. For the header, type in your name.
4. Insert a new paragraph and copy and paste the text from the work document into the newly inserted paragraph
5. Below your new paragraph, create a bulleted list and a numbered list
    a. In the bulleted list, create 5 bullets listing your favorite things to do
    b. In the numbered list, list your five of your favorite music artist, movies, or books starting in descending order.

Images, Hyperlinks, and more

Working with Images

It is important that you prepare your images before inserting them into your Web pages. Use a graphics editor, like Adobe Photoshop elements to optimize and resize your images for use on the Web. Save your files as either GIF or JPG files in the images folder within the site folder.

Image sizes onscreen and in print

The size of an image when you view it onscreen is different from its size when you print it. If you understand these differences, you can develop a better understanding of which settings to change when you resize an image.

Screen size

The screen resolution of your monitor is the number of pixels it can display. For example, a monitor with a screen resolution of 640 x 480 pixels displays 640 pixels for the width and 480 pixels for the height. There are several different screen resolutions you can use, and the physical size of the monitor screen usually determines the resolutions available. For example, large monitors typically display higher resolutions than small monitors because they have more pixels.

To find out what your screen resolution is, choose Start > Control Panel > Display > Settings and look at the screen resolution (Windows), or choose System Preferences > Displays and look in the Resolution list (Mac OS).

Image size onscreen

Images are of a fixed pixel size when they appear on your monitor. Your screen resolution determines how large the image appears onscreen. A monitor set to 640 x 480 pixels displays fewer pixels than a monitor displaying 1024 x 768 pixels. Therefore, each of the pixel on the 640 x 480 pixel monitor is larger than each pixel displayed on the 1024 x 768 pixel monitor.

A 100 x 100-pixel image uses about one-sixth of the screen at 640 x 480, but it takes up only about one-tenth of the screen at 1024 x 768. Therefore, the image looks smaller at 1024 x 768 pixels than at 640 x 480 pixels.

Image size in print

The other values used in resizing images—the physical size of the image when printed, and the resolution—aren't used until the image is printed. Then, the physical size of the image, the resolution, and the pixel dimensions determine the amount of data in the image and its print quality. In general, higher resolution images print at a higher quality. See the sections that follow for more information on resolution and physical size.

Image Size dialog box

When you use the Image Size dialog box to resize your images (choose Image > Image Size), four aspects of your image can change:

- Pixel dimensions: The width and height of the image.
- Image size when it's open in Photoshop: This value appears at the top of the dialog box.
- Document size: Physical size of the image when printed, including a width and height.
- Image resolution when printed: This value appears in pixels per inch or pixels per centimeter.

Photoshop calculates the physical size, resolution, and pixel dimensions of an image as follows:

- Physical size = resolution x pixel dimensions
- Resolution = physical size / pixel dimensions
- Pixel dimensions = physical size / resolution

The Image Size dialog box allows you to resize your images in two ways. You can increase or decrease the amount of data in the image (resampling). Or, you can maintain the same amount of data in the image (resizing without resampling). When you resample, the image quality can degrade to some extent. You may have to do some extra work, such as using the Unsharp Mask filter to sharpen your image, to compensate for the resampling.

Tip: To reset the Image Size dialog box to its original state, press Alt (Windows) or Option (Mac OS). Pressing these keys changes the Cancel button to a Reset button.

Resizing and resampling images

When you resize and resample an image, you change the amount of data in that file. To resample your image, ensure that Resample is selected at the bottom of the Image Size dialog box. Resample is on by default.

Resampling changes the total number of pixels in the image, which are displayed as Width and Height in pixels in the Image Size dialog box. When you increase the number of pixels in this part of the dialog box (upsampling), the application adds data to the image. When you decrease the number of pixels (downsampling), the application removes data. Whenever data is removed from or added to the image, the image quality degrades to some extent. Removal of data from an image is typically preferable to the addition of data. That's because upsampling requires that Photoshop guess which pixels to add. This procedure is more complex than guessing which pixels to remove when you downsample. You get the best results working with images you bring into Photoshop in the proper resolution for the output you want. You could get the results you need by resizing your image without resampling. However, if you resample your images, do so only once.

When you turn on Resample, you can change any of the values in the Image Size dialog box: pixel dimensions, physical size, or resolution. If you change one value, you affect the others. The pixel dimensions are always affected.

- Changing the pixel dimensions affects the physical size but not the resolution.
- Changing the resolution affects the pixel dimensions but not the physical size.
- Changing the physical size affects the pixel dimensions but not the resolution.

You cannot set the file size; it changes when you change the total amount of data in the image (the pixel dimensions). Note the file size value before you change the other values in the dialog box. Then, you can use the file size information to understand how much data is removed or added to your image when you resample it. For example, if the file size changes from 250 KB to 500 KB, you add twice as much data to the image, which can degrade it. Degraded images can look blurry, jagged, or blocky.

Resizing images without resampling

When you resize an image and do not resample it, you change the image's size without changing the amount of data in that image. Resizing without resampling changes the image's physical size without changing the pixel dimensions in the image. No data is added to or removed from the image. When you deselect, or turn off, Resample, the pixel dimension fields are not available. The only two values you can change are the physical size (Width and Height in Document Size) or the resolution (pixels/inch). When you resize without resampling, you can set either the physical size or the resolution of the image. To keep the total amount of pixels in the image the same, Photoshop compensates for the value you set by increasing or decreasing the other value. For example, if you set the physical size, Photoshop changes the resolution.

When the pixel dimensions are constant and you decrease the physical size of an image, the resolution increases correspondingly. If you decrease the physical size of an image by half, the resolution doubles. Twice as many pixels can fit into the same space. If you double the size of an image, the resolution decreases by half, because the pixels are twice as far apart to fit the physical size.

For example, a 400 x 400-pixel image, has a physical size of 4 x 4 inches and has a resolution of 100 pixels per inch (ppi). To reduce the image's physical size by half without resampling, you set the physical size to 2 x 2 inches. Photoshop increases the resolution to 200 ppi. Resizing the image this way keeps the total number of pixels constant (200 ppi x 2 x 2 inches = 400 x 400 pixels). If you double the physical size (to 8 x 8 inches), the resolution decreases to 50 ppi. Adding more inches to the image size means that there can only be half as many pixels per inch. If you change the image resolution, the physical size changes as well.

Important: The pixel dimensions control the amount of data, and the resolution and the physical size are used only for printing.

Note: Pixels per inch (ppi) is the number of pixels in each inch of the image. Dots per inch (dpi) relates only to printers, and varies from printer to printer. Generally, there are 2.5 to 3 dots of ink per pixel. For example, a 600-dpi printer only requires a 150- to 300-ppi image for best quality printing.

Using the Crop tool

When you use the Crop tool to resize an image, the pixel dimensions and the file size change but the image isn't resampled. When you use the Crop tool, the pixel dimensions and resolution incorporate more pixels per inch based on the size of the crop region. However, Photoshop isn't specifically adding or removing data from the image.

When you crop an image, you remove data from or add data to the original image size to create a different image. Because you are removing or adding data relative to the original image, the concept of resampling loses much of its meaning. That's because the number of pixels per inch can vary based on the number of pixels in the crop selection area. When the number of pixels in the crop area allows,

Photoshop tries to keep the same resolution of the original image. This method is considered cropping without resampling. However, when you are not exact about the number of pixels you select, the pixel dimensions and file size changes in the new image.

Crop tool options

The options in the Crop tool options bar change after you draw the selection area. When you first select the Crop tool, you can specify a width, height, and resolution. You can measure the width and height in inches, centimeters, millimeters, points, and picas. Type the unit or the unit abbreviation after the number in the value field. For example, 100 px, 1 in, 1 inch, 10 cm, 200 mm, 100 pt, or 100 pica. If you do not specify a unit of measure in the Width and Height fields in the Crop options bar, the default unit is inches.

You can also set a value for the resolution of the cropped image in the Resolution field. Choose pixels/inch or pixels/cm from the pop-up menu.

Notes:

Hyperlinks

A hyperlink is a word, phrase, or image that you can click on to jump to a new document or a new section within the current document. Hyperlinks are found in nearly all Web pages, allowing users to click their way from page to page. Text hyperlinks are often blue and underlined, but don't have to be. When you move the cursor over a hyperlink, whether it is text or an image, the arrow should change to a small hand pointing at the link. When you click it, a new page or place in the current page will open.

Link to documents using the Property inspector

You can use the Property inspector's folder icon or Link box to create links from an image, an object, or text to another document or file.

1. Select text or an image in the Document window's Design view.
2. Open the Property inspector (Window > Properties) and do one of the following:
    a. Click the folder icon to the right of the Link box to browse to and select a file.
    b. The path to the linked document appears in the URL box. Use the Relative To pop-up menu in the Select File dialog box to make the path document-relative or root-relative, and then click OK. The type of path you select applies only to the current link. (You can change the default setting of the Relative To box for the site.)
    c. Type the path and filename of the document in the Link box.
    d. To link to a document in your site, enter a document-relative or site root–relative path. To link to a document outside your site, enter an absolute path including the protocol (such as http://). You can use this approach to enter a link for a file that hasn't been created yet.
3. From the Target drop-down list, select a location in which to open the document:
    a. _blank loads the linked document in a new, unnamed browser window.
    b. _parent loads the linked document in the parent frame or parent window of the frame that contains the link. If the frame containing the link is not nested, then the linked document loads in the full browser window.
    c. _self loads the linked document in the same frame or window as the link. This target is the default, so you usually don't have to specify it.
    d. _top loads the linked document in the full browser window, thereby removing all frames.
    e. _new loads the linked document in a new window.

Link to documents using the Point-To-File icon

1. Select text or an image in the Document window's Design view.
2. Create a link in one of two ways:
    a. Drag the Point-To-File icon (target icon) at the right of the Link box in the Property inspector and point to a visible anchor in the current document, a visible anchor in another open document, an element that has a unique ID assigned to it, or a document in the Files panel.
    b. Shift-drag from the selection and point to a visible anchor in the current document, a visible anchor in another open document, an element that has a unique ID assigned to it, or a document in the Files panel.

Add a link using the Hyperlink command

The Hyperlink command lets you create a text link to an image, an object, or to another document or file.

1. Place the insertion point in the document where you want the link to appear.
2. Do one of the following to display the Hyperlink dialog box:
    a. Select Insert > Hyperlink.
    b. In the Common category of the Insert panel, click the Hyperlink button.
3. In the Text field, enter the text of the link.
   From the Link drop-down menu, select the name of the file to link to. You can also click the folder icon to browse to the file you want to link to.
4. 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've named in the current document appear in the pop-up list. If you specify a frame that doesn't exist, the linked page opens in a new window that has the name you specified. You can also select from the following reserved target names:
    a. _blank loads the linked file into a new, unnamed browser window.
    b. _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.
    c. _self loads the linked file into the same frame or window as the link. This target is the default, so you usually don't need to specify it.
    d. _top loads the linked file into the full browser window, thereby removing all frames.
    e. _new loads the linked document in a new window.
5. In the Tab Index box, enter a number for the tab order.
6. In the Title box, enter a title for the link.
7. In the Access Key box, enter a keyboard equivalent (one letter) to select the link in the browser.
8. Click OK.

Notes:

Create link to a Word or Excel document

You can insert a link to a Microsoft Word or Excel document in an existing page.

1. In Design view, open the page where you want the link to appear.
2. Drag the file from its current location to your Dreamweaver page, positioning the link wherever you want.
   The Insert document dialog box appears.

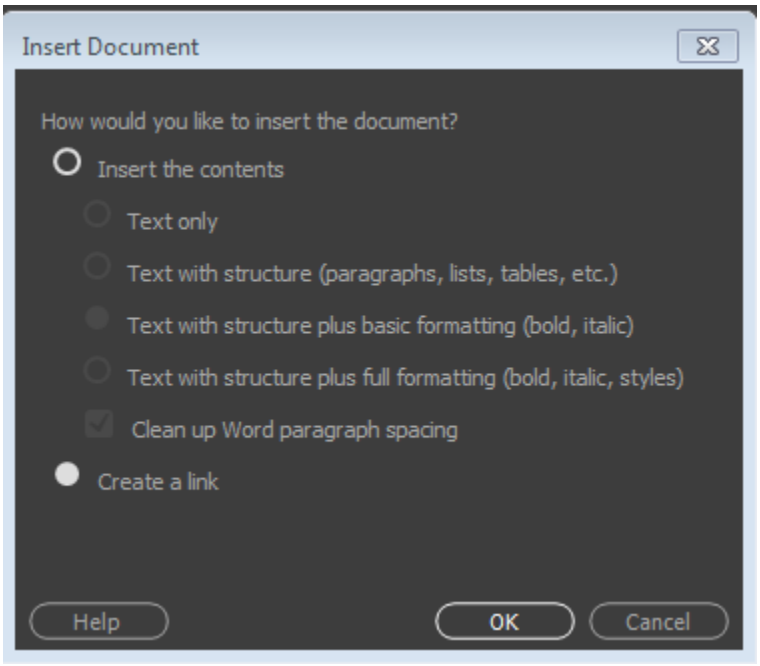


Figure 1 - Linking to a Word or Excel document

3. Select Create A Link, and then click OK.
   If the document you are linking to is located outside of your site's root folder, Dreamweaver prompts you to copy the document to the site root.
   By copying the document to the site's root folder, you ensure that the document will be available when you publish the website.

4. When you upload your page to your web server, make sure to upload the Word or Excel file, too. Your page now contains a link to the Word or Excel document. The link text is the name of the linked file; you can change the link text in the Document window if you wish.

Create an e-mail link

An e-mail link opens a new blank message window (using the mail program associated with the user's browser) when clicked. In the e-mail message window, the To box is automatically updated with the address specified in the e-mail link.

Create an e-mail link using the Insert Email Link command

1. In the Document window's Design view, position the insertion point where you want the e-mail link to appear, or select the text or image you want to appear as the e-mail link.
2. Do one of the following to insert the link:
    a. Select Insert > Email Link.
    b. In the Common category of the Insert panel, click the Email Link button.
3. In the Text box, type or edit the body of the e-mail.
4. In the Email box, type the e-mail address, then click OK.

Test links in Dreamweaver

Links are not active within Dreamweaver; that is, you cannot open a linked document by clicking the link in the Document window.

1. Do one of the following:
    a. Right-click on the link and select Open Linked Page.
    b. Press Control (Windows) or Command (Macintosh) and double-click the link.

Layout and Design

Cascading Style Sheets

Cascading Style Sheets (CSS) is a collection of formatting rules that control the appearance of content in a web page. Using CSS styles to format a page separates content from presentation. The content of your page—the HTML code—resides in the HTML file, and the CSS rules defining the presentation of the code reside in another file (an external style sheet) or in another part of the HTML document (usually the head section). Separating content from presentation makes it much easier to maintain the appearance of your site from a central location because you don't need to update every property on every page whenever you want to make a change. Separating content from presentation also results in simpler and cleaner HTML code, which provides shorter browser loading times, and simplifies navigation for people with accessibility issues (for example, those using screen readers).

CSS gives you great flexibility and control over the exact appearance of your page. With CSS you can control many text properties including specific fonts and font sizes; bold, italics, underlining, and text shadows; text color and background color; link color and link underlining; and much more. By using CSS to control your fonts, you can also ensure a more consistent treatment of your page layout and appearance in multiple browsers.

In addition to text formatting, you can use CSS to control the format and positioning of block-level elements in a web page. A block-level element is a standalone piece of content, usually separated by a new line in the HTML, and visually formatted as a block. For example, h1 tags, p tags, and div tags all produce block-level elements on a web page. You can set margins and borders for block-level elements, position them in a specific location, add background color to them, float text around them, and so on. Manipulating block-level elements is in essence the way you lay out pages with CSS.

About text formatting and CSS

By default, Dreamweaver uses Cascading Style Sheets (CSS) to format text. The styles that you apply to text using the Property inspector or menu commands create CSS rules that are embedded in the head of the current document.

You can also use the CSS Designer to create and edit CSS rules and properties. The CSS Designer is a much more robust editor than the Property inspector, and displays all CSS rules defined for the current document, whether those rules are embedded in the head of the document or in an external style sheet. Adobe recommends that you use the CSS Designer (rather than the Property inspector) as the primary tool for creating and editing your CSS. As a result, your code will be cleaner and easier to maintain.

For more information on CSS Designer, see Laying out pages using CSS Designer.

In addition to styles and style sheets you create, you can use style sheets that come with Dreamweaver to apply styles to your documents.

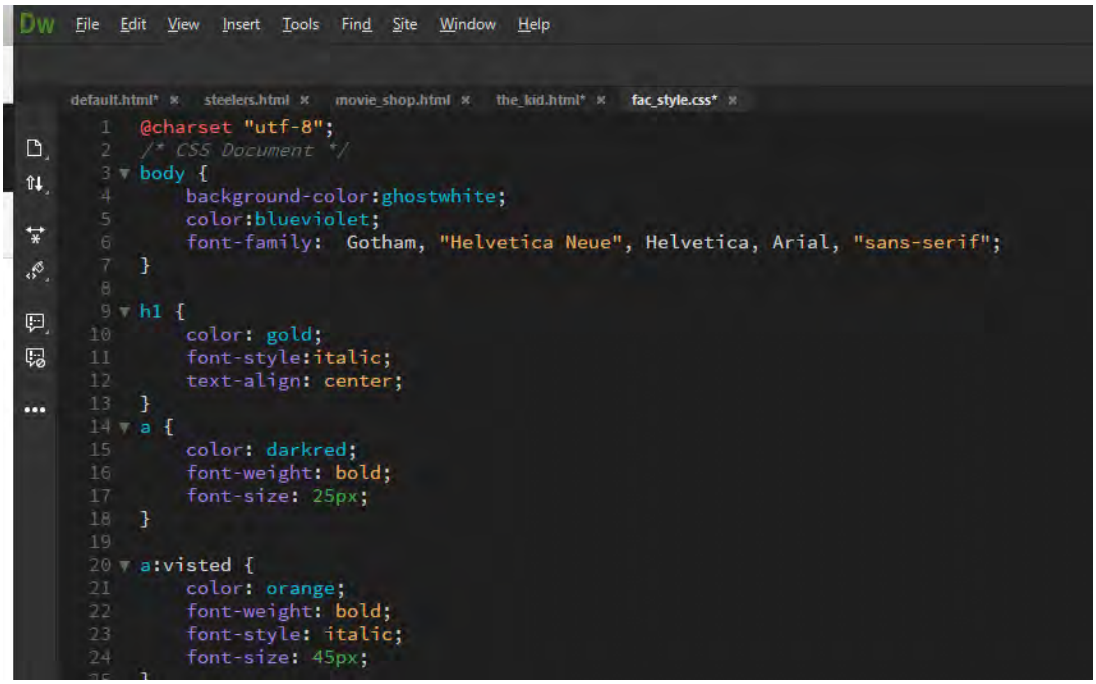
The CSS specification allows for the creation of styles using an abbreviated syntax known as shorthand CSS. Shorthand CSS lets you specify the values of several properties using a single declaration. For example, the font property lets you set font-style, font-variant, font-weight, font-size, line-height, and font-family properties on a single line.

A key issue to note when using shorthand CSS, is that values omitted from a shorthand CSS property are assigned their default value. This may cause pages to be incorrectly displayed when two or more CSS rules are assigned to the same tag.

When written using shorthand notation, omitted values are automatically assigned their default values. Thus, the previous shorthand example omits the font-variant, font-style, font-stretch, and font-size-adjust tags.

If you have styles defined in more than one location (for example, both embedded in an HTML page and imported from an external style sheet) using both the short and long forms of CSS syntax, be aware that omitted properties in a shorthand rule may override (or cascade) properties that are explicitly set in another rule.

For this reason, Dreamweaver uses the long form of CSS notation by default. This prevents possible problems caused by a shorthand rule overriding a longhand rule. If you open a web page that was coded with shorthand CSS notation in Dreamweaver, be aware that Dreamweaver will create any new CSS rules using the longhand form. You can specify how Dreamweaver creates and edits CSS rules by changing the CSS editing preferences in the CSS Styles category of the Preferences dialog box (Edit > Preferences in Windows; Dreamweaver > Preferences on the Macintosh).

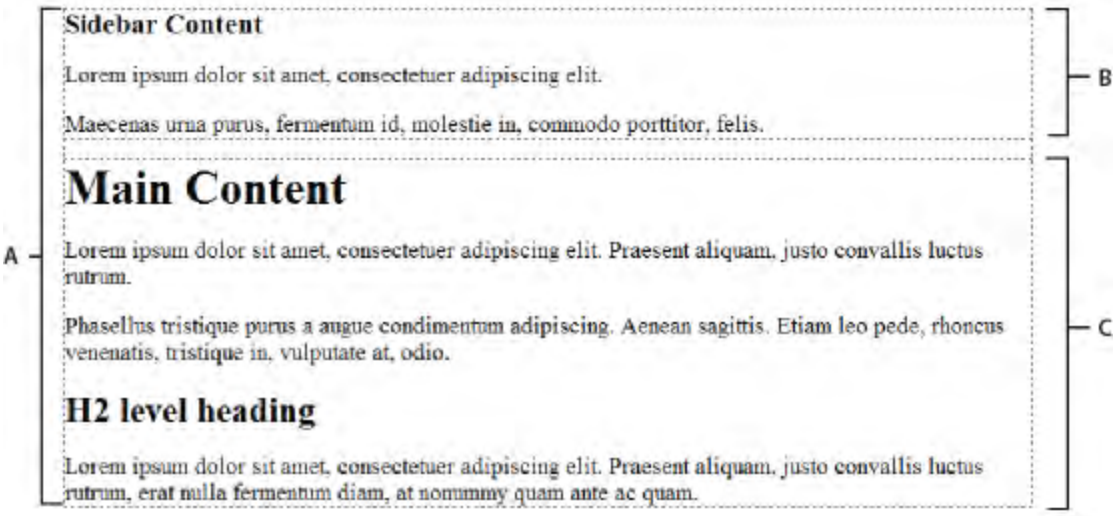


About CSS page layout structure

Before proceeding with this section, you should be familiar with basic CSS concepts.

The basic building block of the CSS layout is the div tag—an HTML tag that in most cases acts as a container for text, images, and other page elements. The following example shows an HTML page that contains three separate div tags: one large "container" tag, and two other tags—a sidebar tag, and a main content tag—within the container tag.

A. Container div B. Sidebar div C. Main Content div

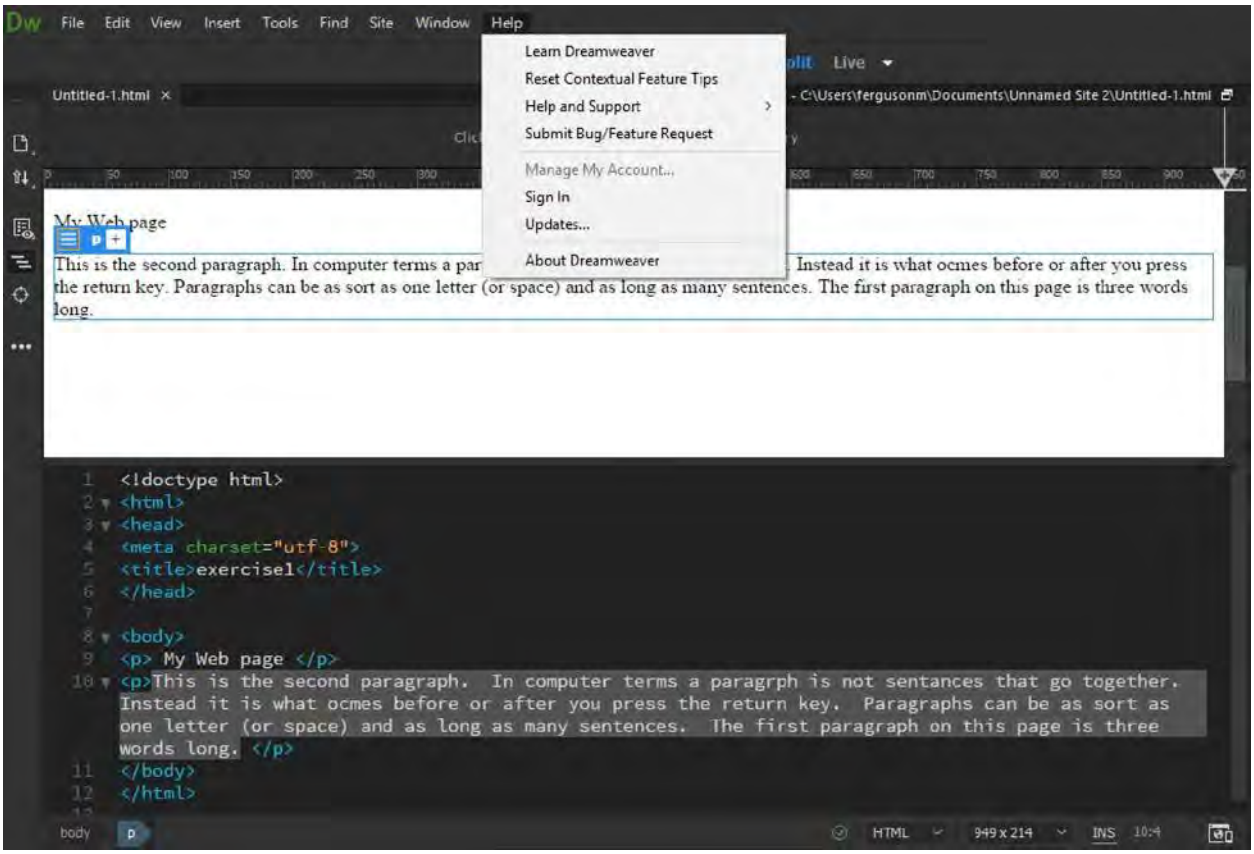


Where to find Help in Dreamweaver

There are varieties of ways to find help in Dreamweaver

Click the Help Drop down menu from the Dreamweaver menu bar

Press the “F1” key and this opens a browser to the Adobe Dreamweaver Help and Support site



Resources

Books on Dreamweaver and HTML

Adobe Dreamweaver CS6 Bible, The comprehensive, tutorial resource. By Joseph Lowery

Useful YouTube Video link(s)

https://www.youtube.com/watch?v=D-5xpY4zH2c

https://www.youtube.com/watch?v=dCzjFrgyMS0

https://www.youtube.com/watch?v=8AqTyjm7brA

https://www.youtube.com/watch?v=ORV1HOSgv2Q