

Dreamweaver MX – Level 2 for Windows

This course will introduce you to advanced concepts of Dreamweaver MX. Students will work with advanced Web site creation features including libraries and behaviors, as well as many of the new features available within the HTML 4 standard including style sheets and layers. By the end of the course, students will be able to create Web sites that include simple rollovers, complex navigation bars, and page elements that provide visual feedback.

Group rates available – Inquire for more details

Duration: 30 hours

Upon completion of this course, students will be able to:

- 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.
- Create external style sheets to allow formatting within a page.
- 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 viewers.
- 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.

Prerequisites:

- Students should have taken Dreamweaver MX: Level 1.

Course Outline

Chapter 1: Rollovers and Navigation Bars

- Rollovers
- Adding Image States to a Navigation Bar using Behaviors
- Using the Insert Navigation Bar Tool
- Flash Buttons and Text

Chapter 2: Libraries

- Creating a Library
- Modifying Library Items within the Library Panel

Chapter 3: Defining Head Elements and Managing Keyboard Shortcuts

- Defining Head Elements
- Editing Meta Tags
- Customizing Keyboard Shortcuts

Chapter 4: Style Sheets

- Defining Style Sheets
- Applying Style Sheets to Multiple Pages

Chapter 5: Layers

- Creating Layers
- Using the Layers Panel
- Layer Styles
- Layers and Behaviors
- Inserting Rich Media Objects

Chapter 6: The History Panel

- The History panel
- Recording Steps
- Saving Steps to the Commands Menu

Chapter 7: Browser Targeting and Code Tools

- Browser Compatibility
- Converting Pages to Earlier Versions
- Browser Checking
- Coding Tools

Chapter 8: Creating Forms

- Setting Up Forms
- Adding Form Elements
- Validating and Testing Forms