

# CHAPTER

# 1

## Getting Started with Dreamweaver



This chapter describes the World Wide Web, introduces the different types of information that you can put on a Web site, and shows you how to get started with Dreamweaver.

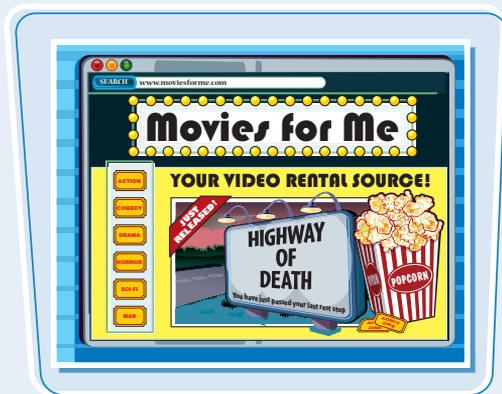
<b>Introducing the World Wide Web .....</b>	<b>4</b>
<b>Explore the Many Ways to Design a Web Page .....</b>	<b>6</b>
<b>Plan Your Web Site .....</b>	<b>8</b>
<b>Start Dreamweaver on a PC .....</b>	<b>10</b>
<b>Start Dreamweaver on a Macintosh .....</b>	<b>11</b>
<b>Tour the Dreamweaver Interface on a PC ....</b>	<b>12</b>
<b>Tour the Dreamweaver Interface on a Macintosh .....</b>	<b>13</b>
<b>Show or Hide a Window .....</b>	<b>14</b>
<b>Exit Dreamweaver .....</b>	<b>15</b>
<b>Get Help .....</b>	<b>16</b>

# Introducing the World Wide Web

You can use Dreamweaver to create and publish pages on the World Wide Web.

## The World Wide Web

The World Wide Web – or simply the *Web* – is a global collection of documents located on Internet-connected computers. You can access the Web by using a Web browser. Web pages are connected to one another by hyperlinks that you can click.



## A Web Site

A Web site is a collection of linked Web pages stored on a Web server. Most Web sites have a home page that describes the information located on the Web site and provides a place where people can start their exploration of the Web site. A good Web site includes links that make it easy to find the most important content on the site.

## Dreamweaver

Dreamweaver is a program that enables you to create Web pages with hyperlinks, text, images, and multimedia. You can create Web pages on your computer and then, when you are finished, use Dreamweaver to transfer the finished files to a Web server where others can view them on the Web.



## HTML

Hypertext markup language (HTML) is the formatting language that is used to create Web pages. You can use Dreamweaver to create Web pages without knowing HTML because Dreamweaver writes the HTML for you behind the scenes.



## A Web Server

A Web server is a computer that is connected to the Internet and has software that serves Web pages to visitors. Each Web page that you view in a Web browser on the World Wide Web resides on a Web server somewhere on the Internet. When you are ready to publish your pages on the Web, you can use Dreamweaver to transfer your files to a Web server.

## A Web Browser

A Web browser is a program that can download Web documents from the Internet, interpret HTML, and then display the Web page text and any associated images and multimedia. Popular Web browsers include Microsoft Internet Explorer, Firefox, and Safari.



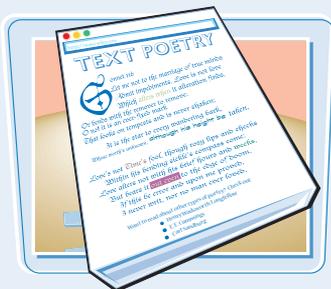
# Explore the Many Ways to Design a Web Page

In the early days of the Internet, Web design was easy but boring. Today, there are many more ways to design Web pages, but first you have to decide which approach is best for your site. Here are a few of the options that you can choose.



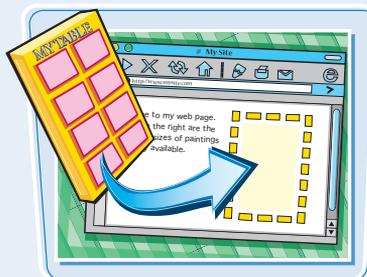
## Text and Images

Inserting text and images into a Web page is the simplest design option. Dreamweaver makes it easy to add images and text and to change the size, color, and font of the text on your Web page. It also makes it easy to organize text into paragraphs, headings, and lists and to change alignment. However, if you want to create a more complex design, you need to use one of the other options described in this section.



## Tables

Tables have long been a popular choice for creating page designs. By merging and splitting table cells, you can create complex layouts using tables. By turning off the border, you can make the actual table invisible. Today CSS layouts are recommended over table layouts except for tabular data, such as the kind of information you would find in a spreadsheet program. For example, tables are a great choice for formatting database content.



## Frames

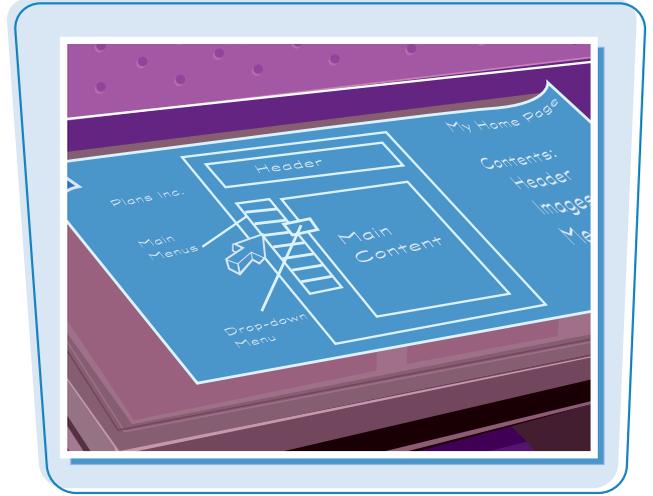
In a framed Web site, the Web browser window is divided into several rectangular frames, and a different Web page loads into each frame. Users can scroll through content in each frame, independent of the content in the other frames. Dreamweaver offers visual tools for building frame-based Web sites. Although frames still have a place on the Web, many designers do not like frames because only the first page of a frameset can be bookmarked, frames are harder to optimize for search engines, and navigating around frames can be confusing to visitors.





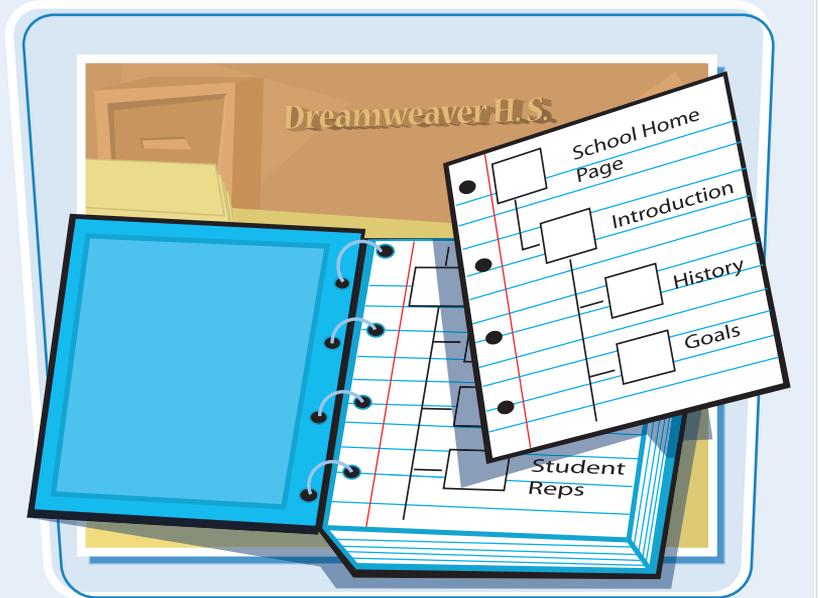
# Plan Your Web Site

Carefully planning your pages before you build them can help to ensure that your finished Web site looks great and is well organized. Before you start building your Web site, take a little time to organize your ideas and gather the materials that you will need.



## Organize Your Ideas

Build your Web site on paper before you start building it in Dreamweaver. Sketching out a Web site map, with rectangles representing Web pages and arrows representing links, can help you to visualize the size and scope of your project. Use sticky notes if you want to move pages around as you plan your Web site.



## Gather Your Content

Before you start building your Web site, gather all the elements that you want to use. This process may require writing text, taking photos, and designing graphics. It can also involve producing multimedia content, such as audio and video files. Gathering all your material together in the beginning makes it easier for you to organize your Web site when you start building it in Dreamweaver.



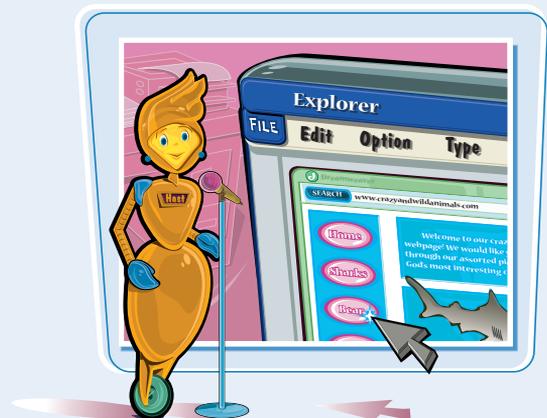
## Define Your Audience

Identifying your target audience can help you to decide what kind of content to offer on your Web site. For example, you may create a very different design for small children than for adults. It is important to know whether visitors are using the latest Web browser technology and how fast they can view advanced features, such as multimedia.



## Host Your Finished Web Site

To make your finished Web site accessible on the Web, you need to store, or host, it on a Web server. Most people have their Web sites hosted on a Web server at a commercial Internet service provider (ISP) or at their company or university.



# Start Dreamweaver on a PC

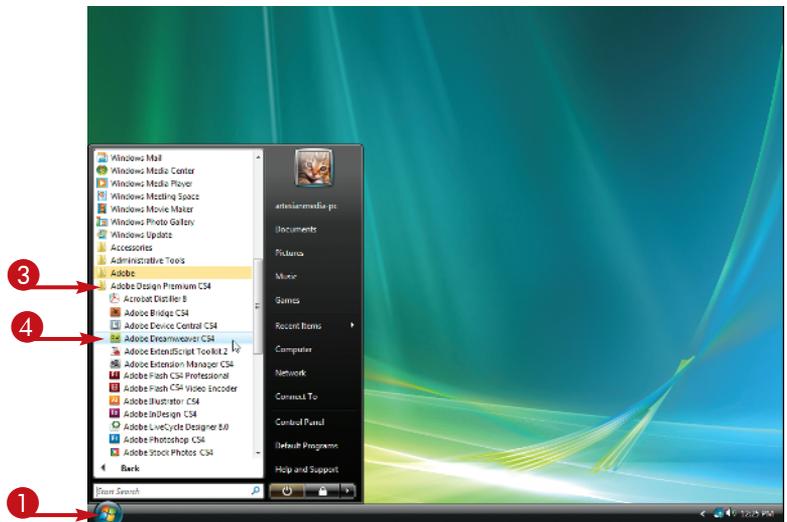
You can start Dreamweaver on a PC and begin building pages that you can publish on the Web. You first need to purchase and install Dreamweaver if you do not have it already. You can also download a free trial version at [www.adobe.com](http://www.adobe.com).



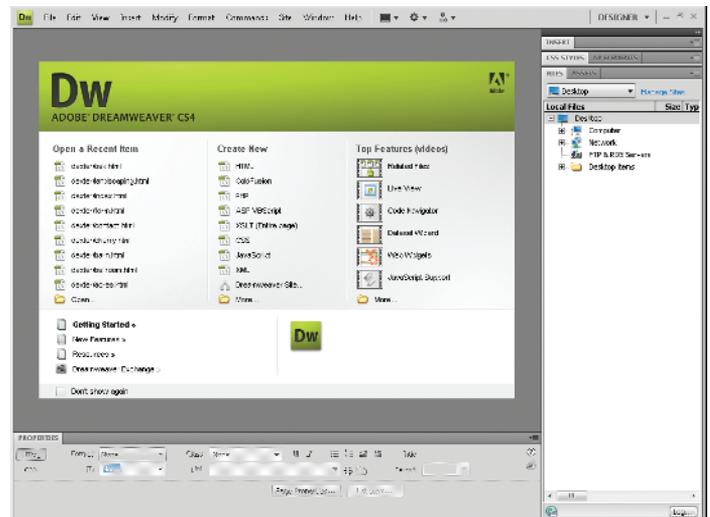
## Start Dreamweaver on a PC

- 1 Click **Start**.
- 2 Click **All Programs**.
- 3 Click **Adobe Design Premium CS4**.
- 4 Click **Adobe Dreamweaver CS4**.

*Note: Your path to the Dreamweaver application may be different, depending on how you installed your software and your operating system.*



The Dreamweaver start screen appears.



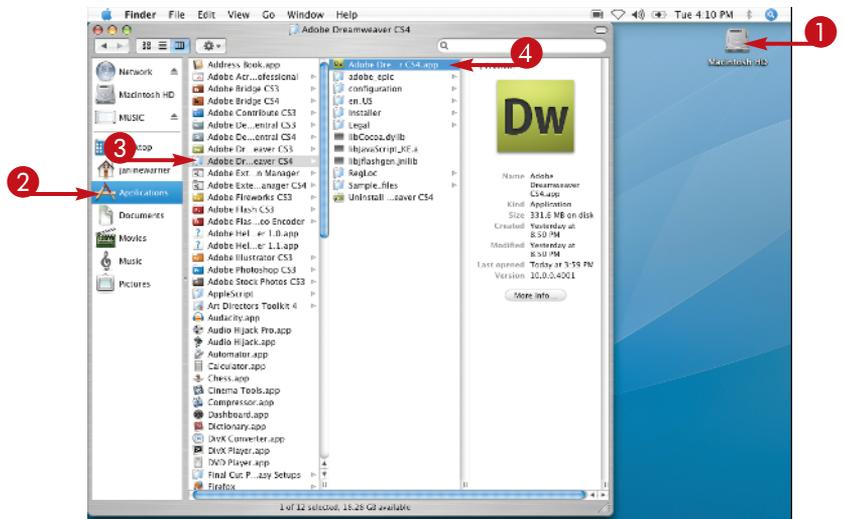
# Start Dreamweaver on a Macintosh

You can start Dreamweaver on a Macintosh and begin building pages that you can publish on the Web. You first need to purchase and install Dreamweaver or download a free trial version at [www.adobe.com](http://www.adobe.com).



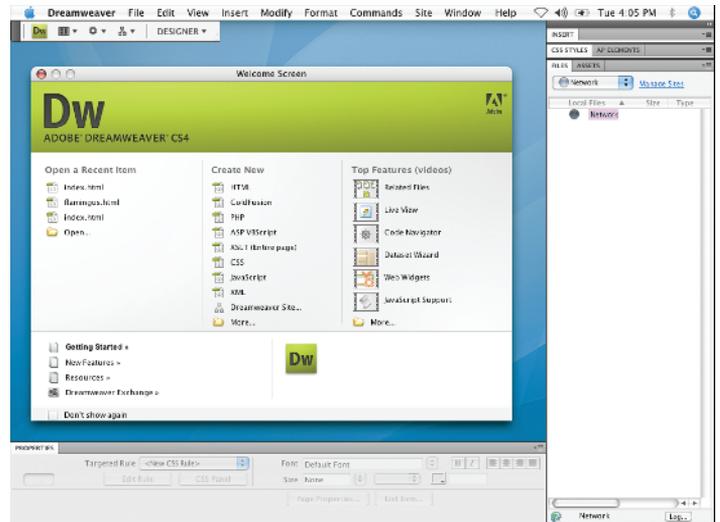
### Start Dreamweaver on a Macintosh

- 1 Double-click your hard drive icon.
  - 2 Click **Applications**.
  - 3 Click **Adobe Dreamweaver CS4**.
- Note: The exact location of the Dreamweaver folder depends on how you installed your software.*
- 4 Double-click **Adobe Dreamweaver CS4.app**.



The Dreamweaver start screen appears.

Just before Dreamweaver starts, you may be prompted with a dialog box that gives you the option of making Dreamweaver the default editor for many kinds of file types, including CSS, XML, and PHP. If you want to open these kinds of files automatically in Dreamweaver, click **OK**.



# Tour the Dreamweaver Interface on a PC

Dreamweaver CS4 on a PC features a variety of windows, panels, and inspectors.

## Menus

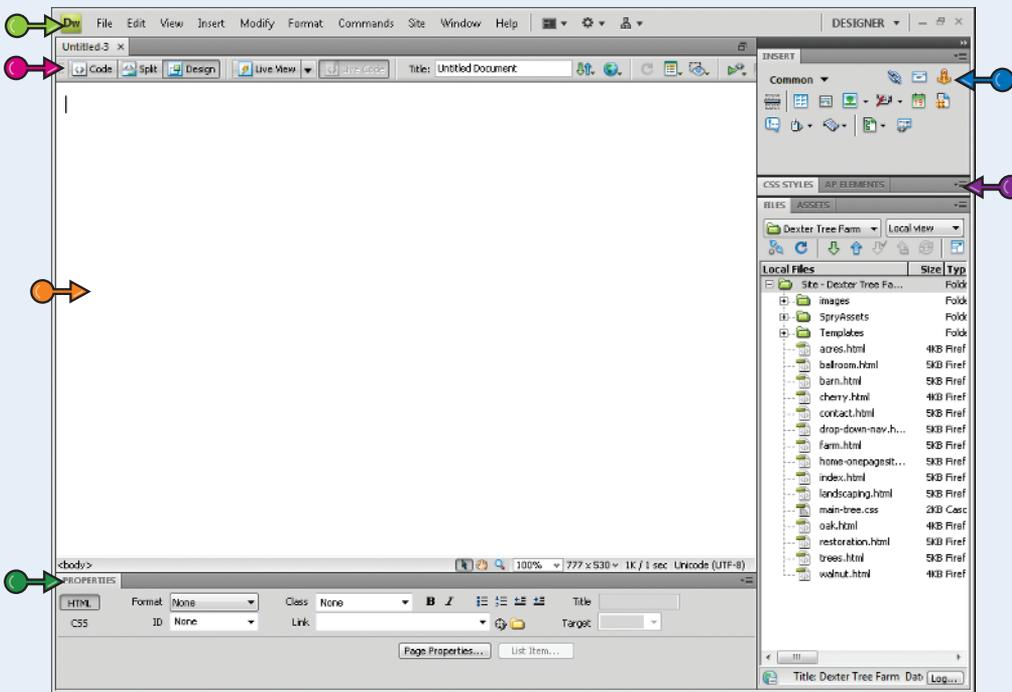
Contain the commands for using Dreamweaver. Many of these commands are duplicated within the windows, panels, and inspectors of Dreamweaver.

## Toolbar

Contains shortcuts to preview and display features and a text field where you can specify the title of a page.

## Insert panel

Provides easy access to common features. There are several different Insert panels that you can select, depending on the type of features you want to insert in your page.



## Document window

The main workspace where you insert and arrange the text, images, and other elements of your Web page.

## Panels

Windows that provide access to the Design, Code, Application, Tag, Files, Layers, and History panels.

## Property inspector

Used to display and edit the attributes of any element selected in the Document window.

# Tour the Dreamweaver Interface on a Macintosh

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with Dreamweaver

chapter 1

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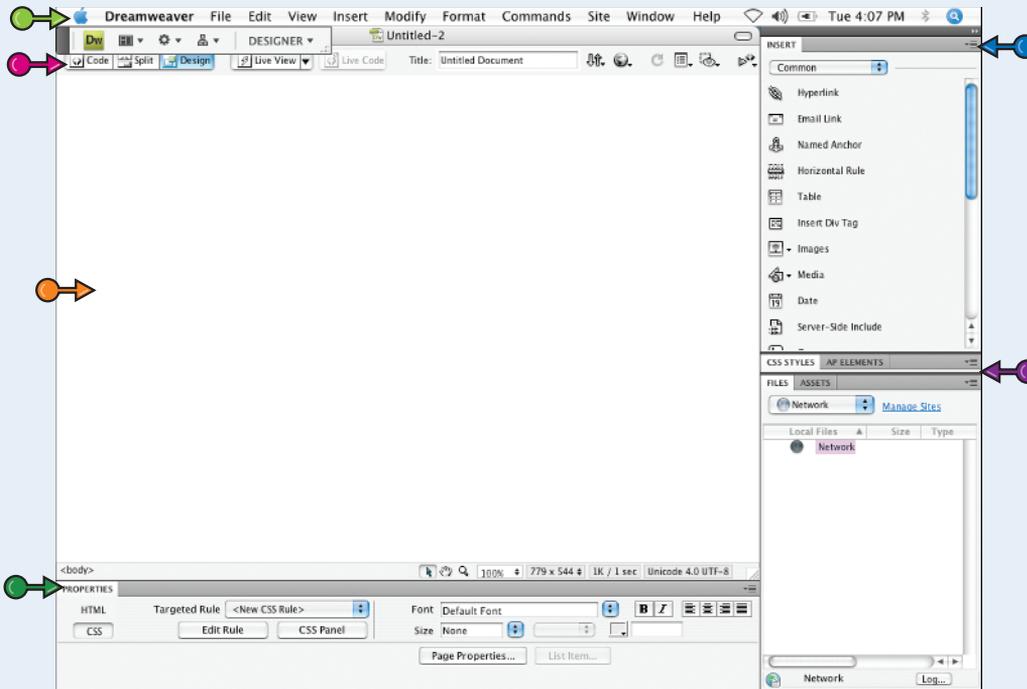
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# Show or Hide a Window

You can show or hide accessory windows, also called *panels* and *inspectors*, by using commands in the Window menu.



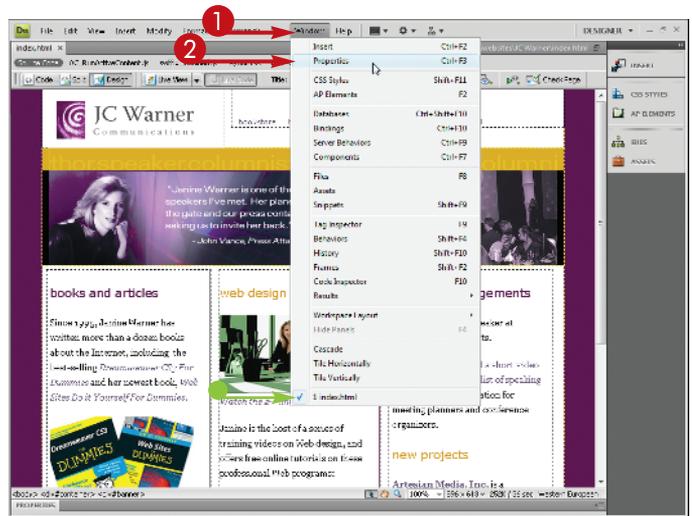
## Show or Hide a Window

### SHOW A WINDOW

- 1 Click **Window**.
- 2 Click the name of the window, panel, or inspector that you want to open.

This example opens the Property inspector.

- next to a name indicates that the window, panel, or inspector is open.



- Dreamweaver displays the inspector.

### HIDE A WINDOW

- 1 Click **Window**.
- 2 Click the check-marked () name of the window that you want to hide.

**Note:** You can click **Window** and then click **Hide Panels** to hide everything except the Document window and toolbar.



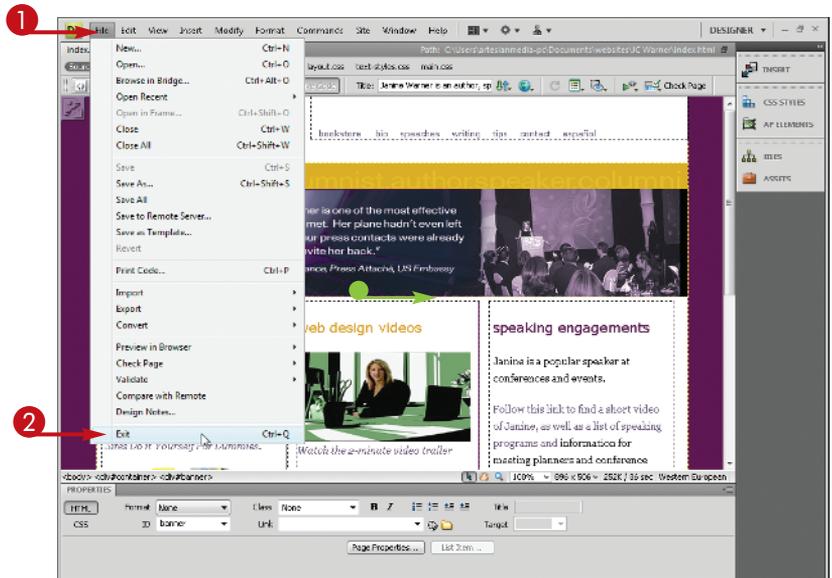
You can exit Dreamweaver to close the program.

**You should always exit Dreamweaver and all other programs before turning off your computer.**



### Exit Dreamweaver

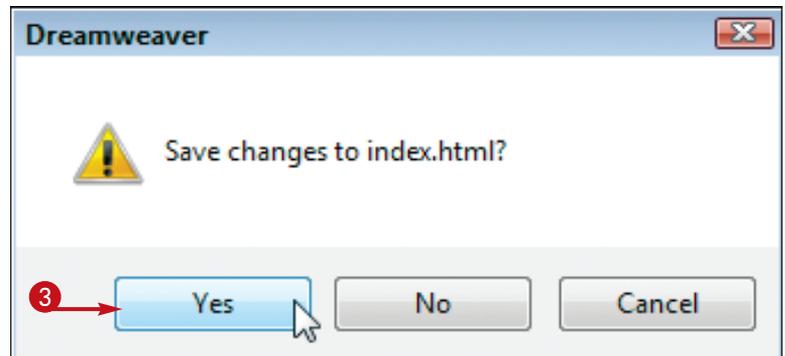
- 1 Click **File**.
- 2 Click **Exit**.



Before quitting, Dreamweaver alerts you to save any open documents that have unsaved changes.

- 3 Click **Yes**.

Dreamweaver exits.



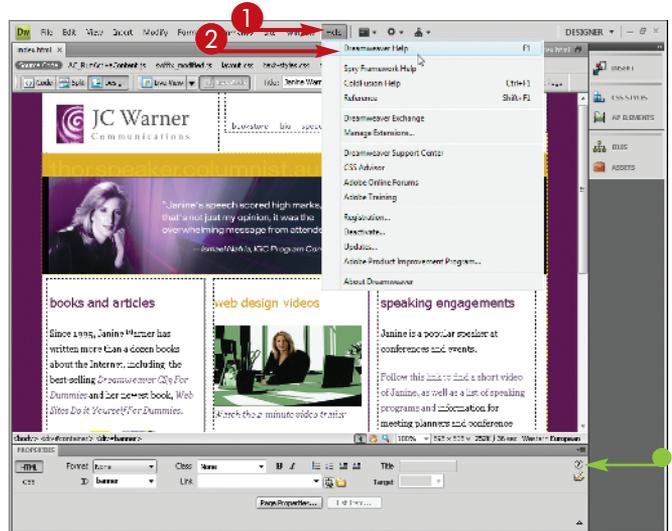
# Get Help

You can use the help tools that are built in to Dreamweaver to find answers to your questions or to learn techniques that you do not know.



## Get Help

- 1 Click **Help**.
  - 2 Click **Dreamweaver Help**.
- You can also click the Help icon (🔍) in the Property inspector.



The Help page opens and displays information related to any feature you were using if you clicked (🔍).

- You can click any topic that you want help with.
- 3 Type one or more keywords about the topic that you want help with.

**Note:** You can narrow your search by separating keywords with +.

- 4 Press **Enter** (Return).

