

# Dreamweaver CS6



# Dreamweaver CS6

First Edition

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# Session 1 Fill-in-the-Blanks

**Instructions:** While watching Session 1, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

## Introduction

1. Web design is an evolving \_\_\_\_\_ . [MAC: Dreamweaver Workspace WIN: Dreamweaver Workspace]
2. Once the program launches, you will see the Dreamweaver CS6 \_\_\_\_\_ .  
[MAC: Welcome Screen WIN: Welcome Screen]
3. The \_\_\_\_\_ screen is a quick place to open recent projects or create new projects.  
[MAC: Welcome Screen WIN: Welcome Screen]
4. The document toolbar gives you different \_\_\_\_\_ options.  
[MAC: Document Toolbar WIN: Document Toolbar]
5. The \_\_\_\_\_ button is found just to the right of the Code, Split, and Design buttons.  
[MAC: Document Toolbar WIN: Document Toolbar]
6. The \_\_\_\_\_ field allows you to create a page title for your document.  
[MAC: Document Toolbar WIN: Document Toolbar]
7. Each \_\_\_\_\_ in your website should have a unique title.  
[MAC: Document Toolbar WIN: Document Toolbar]
8. The Window tab is used to \_\_\_\_\_ panels. [MAC: Menu and Panels WIN: Menu and Panels]
9. \_\_\_\_\_ a panel's tab will expand or collapse that panel. [MAC: Menu and Panels WIN: Menu and Panels]
10. A panel can be \_\_\_\_\_ by dragging it to another location.  
[MAC: Menu and Panels WIN: Menu and Panels]
11. The \_\_\_\_\_ field allows you to create a page title for your document.  
[MAC: Document Toolbar WIN: Document Toolbar]
12. The \_\_\_\_\_ button is used to update files in the Files panel. [MAC: Insert Panel WIN: Insert Panel]
13. Placing files into \_\_\_\_\_ helps to better organize content.  
[MAC: Files Panel Organization WIN: Files Panel Organization]
14. The Document window is where \_\_\_\_\_ helps to better organize content.  
[MAC: Document Window WIN: Document Window]
15. The \_\_\_\_\_ option is used to rename a workspace. [MAC: Custom Workspaces WIN: Custom Workspaces]
16. The \_\_\_\_\_ is known as a context-sensitive panel. [MAC: Properties Inspector WIN: Properties Inspector]
17. When \_\_\_\_\_ formatting is used, Dreamweaver CS6 adds codes specifically to the page.  
[MAC: Workspace Layout WIN: Workspace Layout]
18. \_\_\_\_\_ formatting is used to add style rules to the head of the document.  
[MAC: Workspace Layout WIN: Workspace Layout]

## Planning a Website

19. Identify the information that determines the \_\_\_\_\_ audience, and audience needs.  
[MAC: Designer and Client Questionnaire WIN: Designer and Client and Questionnaire]
20. You should know the type of \_\_\_\_\_ that you are targeting.  
[MAC: Know your Target Audience WIN: Know your Target Audience]

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21. You should also know their computer \_\_\_\_\_ level.  
[MAC: Know your Target Audience WIN: Know your Target Audience]
22. The \_\_\_\_\_ of on-screen pixels used to display an image.  
[MAC: Project Guidelines WIN: Project Guidelines]
23. Users should not have to \_\_\_\_\_ side-to-side to view content.  
[MAC: Project Guidelines WIN: Project Guidelines]
24. The \_\_\_\_\_ menu displays resolution presets.  
[MAC: Target Resolution WIN: Target Resolution]
25. One of the first steps beginning a file should be to \_\_\_\_\_ menu displays resolution presets.  
[MAC: Target Resolution WIN: Target Resolution]
26. The \_\_\_\_\_ button is used to insert previous sites into a project.  
[MAC: Target Resolution WIN: Target Resolution]

## Design & Consistency

27. \_\_\_\_\_ is an important concept in web design.  
[MAC: Symmetry and Consistency WIN: Symmetry and Consistency]
28. \_\_\_\_\_ order and balance to a design.  
[MAC: Symmetry and Consistency WIN: Symmetry and Consistency]
29. Repeated elements give \_\_\_\_\_ to a page.  
[MAC: Symmetry and Consistency WIN: Symmetry and Consistency]
30. Symmetry is great for patterns, \_\_\_\_\_ layout, and content.  
[MAC: Symmetry and Consistency WIN: Symmetry and Consistency]

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# Customizing Workspaces

## Description:

In Dreamweaver CS6 you can build a custom workspace by moving and staging document windows and panels. You can also save workspaces and switch among them. This allows you to create a custom workspace that is suited to your specific needs.

You will customize your own workspace in a way that is effective to help you work. Save your custom workspace for future use.

## Steps for Completion:

1. Create a New Document in Dreamweaver.
2. Click and drag the CSS Styles panel to make it free floating.
3. Close the AP Elements Tab Group.
4. Close the Insert Panel.
5. Make any other changes that you want.
6. Click on the Workspace Menu.
7. Click New Workspace.
8. Name the Workspace.
9. Click the OK button.
10. Take a screen shot of your custom workspace.
11. Change workspace back to the Designer view.
12. Take another screen shot of the Designer view.

## Reference:


Dreamweaver CS6 for Mac, Session 1:

Introduction; Document Toolbar; Menus and Panels; Insert Panel; Expand and Collapse Button; Files Panel; Files Panel Organization; Dreamweaver Workspace; Custom Workspaces; Properties Inspector; Workspace Layout; Creating a New Document

Dreamweaver CS6, Session 1:

Introduction; Document Toolbar, Menus and Panels; Insert Panel; Expand and Collapse Button; Files Panel; Files Panel, Organization; Dreamweaver Workspace, Document Window; Custom Workspaces; Properties Inspector; Workspace Layout

**Project Files:** N/A

**Difficulty:** Beginner 

**Required Materials:** Dreamweaver CS6 

## Objective:

- 3.0 Understanding the Adobe Dreamweaver CS6 Interface
- 3.5 Use the Files panel.
  - 3.5a Identify uses of the Files panel.

# Website Purposes, Goals, and Project Plans

## Description:

With the increase of use and availability of the Internet, many people use websites as their main source of gathering information. Using websites to promote and educate has become a mainstream method of reaching people. Important factors, such as purpose, audience, and audience needs should be considered when designing a website in order to reach the correct audience in the most effective way.

Additionally, project plans are essential for designing and carrying out a project. Identifying factors and time constraints is essential to completing a quality project on time. A project plan lays out the responsibilities of everybody involved as well as resource allocation. In this project, you will identify several of these elements which are used to create a project plan.

For this project, you will become familiar with the basic features and options found in Dreamweaver CS6. You will also familiarize yourself with identifying the purposes, goals, and elements of a project plan. These options include identifying information that determines purpose, audience, and audience needs for a website, as well as identifying the project scope, due dates, tasks, resource allocation, project phases, deliverables, and common problems, etc.

## Steps for Completion:

1. Visit five different websites and define each of the following items associated with the website.
  - a. Purpose
  - b. Audience
  - c. Audience needs
  - d. Project scope
2. After visiting and defining the purposes of other websites, you will create a project plan for a website of your choosing. Be sure to identify each of the following elements of your website:
  - a. Purpose
  - b. Audience
  - c. Audience needs
  - d. Project scope
  - e. Due dates
  - f. Tasks
  - g. Client goals
  - h. Computer literacy
  - i. Appropriate content
  - j. Relevance to purpose
  - k. Resource allocation
  - l. Project phases
  - m. Deliverables
3. Common problems that could arise.

## Reference:

Dreamweaver CS6 for Mac, Session 1  
 Planning a Website: Designer and Client Questionnaire; Know Your Target Audience; Project Requirements

Dreamweaver CS6, Session 1  
 Planning a Website: Designer and Client Questionnaire; Project Requirements; Know Your Target Audience

**Project Files:** N/A

**Difficulty:** Beginner  Intermediate 

**Required Materials:** N/A

## Objective:

- 1.0 Setting Project Requirements
  - 1.1 Identify the purpose, audience, and audience needs for a website.
    - 1.1a Identify information that determines purpose, audience, and audience needs for a website.
  - 1.2 Identify web page content that is relevant to the website purpose and appropriate for the target audience.
    - 1.2a Identify criteria for determining whether content is relevant to the website purpose.
    - 1.2b Identify criteria for determining whether content is appropriate for the target audience.
  - 1.4 Demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments.
    - 1.4a Define website accessibility.
    - 1.4c Explain why including accessibility in website design matters to clients and the target audience.
    - 1.4d Identify elements of an HTML page that can be read by screen readers.
  - 1.6 Understand project management tasks and responsibilities.
    - 1.6a Identify items that might appear on a project plan.
    - 1.6b Identify phases that might appear on a project plan.
    - 1.6c Identify deliverables that might be produced during the project.
    - 1.6d Identify common problems and issues in project management.



# End-User Factors

## Description:

Page elements play a very important role on many of the factors that make or break a positive user experience. Elements such as file size, for example, can slow down a user's loading time. Although a sharp looking and quality file sometimes requires more size, a web developer must create a balance that will make the final product a good experience for the user. In this project, you will become familiar with Dreamweaver CS6 features, such as page elements and end-user technical factors.

## Steps for Completion:


1. Open the DWCS6S1P3PageElements\_start file.
2. Complete the worksheet regarding page elements.

## Reference:

Dreamweaver CS6 for Mac, Session 1:  
Planning a Website: Page Elements

Dreamweaver CS6, Session 1:  
Planning a Website: Page Elements

**Project Files:** DWCS6S1P3PageElements\_start

**Difficulty:** Advanced 

**Required Materials:** N/A

## Objective:

- 1.0 Setting Project Requirements
  - 1.5 Make website development decisions based on your analysis and interpretation of design specifications.
    - 1.5a Demonstrate knowledge of the relationship between end-user requirements and design and development decisions.
    - 1.5b Identify page elements that are affected by end-user technical factors such as download speed, screen resolution, operating system, browser type, and device.

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# Viewing Web Content

## Description:

When planning website design, it is important to consider the various operating systems, browser versions/configurations, and devices that may be used to view web content. You will demonstrate knowledge of planning website design for these considerations.

## Steps for Completion:


1. View the worksheet on the next page.
2. Answer the questions regarding website design with consideration for the various ways of viewing web content.

## Reference:

Dreamweaver CS6 for Mac, Session 1:  
Planning a Website: Resolution Guidelines

Dreamweaver CS6, Session 1:  
Planning a Website: Target Resolution

**Project Files:** N/A

**Difficulty:** Beginner 

**Required Materials:** N/A

## Objective:

- 2.0 Planning Site Design and Page Layout
  - 2.2 Produce website designs that work equally well on various operating systems, browser versions/configurations, and devices.
    - 2.2a Demonstrate knowledge of different devices for viewing web content
    - 2.2b Demonstrate knowledge of web page elements that may not appear the same in different browsers, operating systems, or on different devices
    - 2.2c Demonstrate knowledge of CSS3 media queries.
    - 2.2d Demonstrate knowledge of BrowserLab online service for cross-browser compatibility testing.

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# Viewing Web Content Worksheet

**Part 1:** Use the space below to explain the advantages of each method of styling and explain in which situations each would be best used.

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Part 2: Answer the questions regarding website design with consideration for the various ways of viewing web content.

1. Identify different types of devices that may be used for viewing web content.
2. Identify and discuss several webpage elements that may not appear the same in different browsers, in different operating systems, or on different devices.
3. What is a media query and why is it important in web design?
4. Identify and discuss how BrowserLab can assist with designing websites for multiple browsers, operating systems, and/or devices.

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