



## *Dreamweaver MX: Level 2*

Course length: 1 day

### **Course Description**

Dreamweaver MX Level 2 is a hands-on instruction book that will introduce you to advanced concepts of the Dreamweaver MX Web development application. In this course, you will expand on the knowledge you gained in the Dreamweaver MX Level 1 course. You will work with advanced Web site creation features available in Dreamweaver, including libraries and behaviors. In addition, you will use many of the new features available within the HTML 4 standard including style sheets and layers.

**Target Student:** This course is designed for Web designers or prospective Web designers with any level of experience who want to use Dreamweaver's advanced features to create complex Web sites efficiently.

**Prerequisites:** To ensure your success, we recommend you first take the following Element K course or have equivalent knowledge:

- *Dreamweaver MX: Level 1*

**Delivery Method:** Instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

**Benefits:** After completing this course, students will be able to create Web sites that include simple rollovers, complex navigation bars, and other page elements that provide visual feedback. Students will learn techniques for creating complex Web sites efficiently.

**What's Next:** This is the last course in this series. Students who want to learn to prepare images for use on Web sites may want to take the Photoshop 7.0: Web Production course.

### **Performance-Based Objectives**

- 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, and 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 a viewer navigating a site.
- 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.

## **Course Content**

### **Lesson 1: Rollovers and Navigation Bars**

- Topic 1A: Rollovers
- Topic 1B: Adding Image States to a Navigation Bar Using Behaviors
- Topic 1C: Using the Insert Navigation Bar Tool
- Topic 1D: Flash Buttons and Text

### **Lesson 2: Libraries**

- Topic 2A: Creating a Library
- Topic 2B: Modifying Library Items within the Library Panel

### **Lesson 3: Defining Head Elements and Managing Keyboard Shortcuts**

- Topic 3A: Defining Head Elements
- Topic 3B: Editing Meta Tags
- Topic 3C: Customizing Keyboard Shortcuts

### **Lesson 4: Style Sheets**

- Topic 4A: Defining Style Sheets
- Topic 4B: Applying Style Sheets to Multiple Pages

### **Lesson 5: Layers**

- Topic 5A: Creating Layers
- Topic 5B: Using the Layers Panel
- Topic 5C: Layer Styles
- Topic 5D: Layers and Behaviors
- Topic 5E: Inserting Rich Media Objects

### **Lesson 6: The History panel**

- Topic 6A: The History panel
- Topic 6B: Recording Steps
- Topic 6C: Saving Steps to the Commands Menu

### **Lesson 7: Browser Targeting and Code Tools**

- Topic 7A: Browser Compatibility
- Topic 7B: Converting Pages to Earlier Versions
- Topic 7C: Browser Checking
- Topic 7D: Coding Tools

### **Lesson 8: Creating Forms**

- Topic 8A: Setting Up Forms
- Topic 8B: Adding Form Elements
- Topic 8C: Validating and Testing Forms