University of Bristol

Information Services

Web design 1: Introduction to creating a website using Dreamweaver MX

Practical workbook

Aims and Learning Objectives

The aim of this course is to enable you to create a simple but well designed website to XHTML standards using Dreamweaver MX.

When you have completed these exercises, you will be able to:

- create a simple but functional website to present information about yourself, department or other interest using essential (X)HTML tags and Dreamweaver MX;

- apply fundamental good web design principles to your pages;

- transfer your (X)HTML files from your local PC to a web server using the SSH Secure File Transfer program.

Document Information

Format Conventions

The following format conventions are used in this document:

Computer input that you type is shown in a **bold Courier New** font	** Contact Information **
Hypertext links to be followed are shown in an <u>underlined Courier New</u> font	<u>http://www.web-source.net/</u>
Computer output, menu names and options, buttons, URLs are shown in a `Courier New font`	`Save, Go to, Refresh`
Computer keys that you must press are in a **bold Courier New** font and enclosed in angle brackets	**<Enter>, <n>, <N>, </>**
Menu selections are illustrated in a `Courier New` font using forward slash (/) to indicate a sub-menu. In the example, this would mean: select the `Insert` menu, then select `Picture`, then select `From File`…	`Insert/Picture/From File…`

Related documentation

Other related documents are available from the web at:

www.bristol.ac.uk/is/learning/documentation/docs-by-category.html#web

www.bristol.ac.uk/is/learning/documentation/docs-by-category.html#reg

www.bristol.ac.uk/is/learning/documentation/docs-by-category.html#net

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www.bristol.ac.uk/is/learning/documentation/web-t3/web-t3.doc

If you have any comments or queries about this document mail iser-docs@bristol.ac.uk.

Contents

Introduction

This course aims to equip you with the basic skills needed to create your own website. You will learn how to design and produce basic web pages using the (X)HTML language and how to integrate them into a well-organised and user-friendly website. The course will also cover useful design tips and techniques to improve your site, as well as how to put your website on-line.
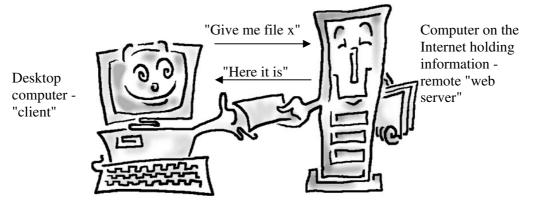
Prerequisites

This document assumes that you are familiar with the use of a computer keyboard and mouse, Microsoft Windows based products and the use of a web browser such as Netscape or Internet Explorer.

What is the World Wide Web, how does it work?

The World Wide Web (WWW) is part of the **Internet**, which itself is "a network of interconnected computers", in other words the physical infrastructure used to transfer data (for example, emails, web documents etc.) between computers.
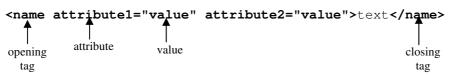
The WWW is a body of virtual information stored on **web servers**. A web server is a computer system that runs software to allow people to look at the web pages stored on it from their own PCs. The University has its own web server (even several) which is connected to the Joint Academic NETwork (JANET). From home, you have to connect (you must be registered first) to the web server of an Internet Service Provider (ISP) to access the Internet.

"Give me file x"

"Here it is"

Desktop computer - "client"

Computer on the Internet holding information - remote "web server"

Publishing information on the web

The HyperText Mark-up Language

(X)HTML (HyperText Mark-up Language) is a document layout and hyperlink specification **mark-up language** used to format text and information for the web; it is **NOT a programming language** like C++ or Java. (X)HTML consists of **mark-up elements**. The syntax of a typical element is as follows:

`<name attribute1="value" attribute2="value">text</name>`

opening tag   attribute   value   closing tag

At its most basic an (X)HTML element consists of an *opening tag* (`<name>`) and a *closing tag* (indicated by a forward slash before the tag name – `</name>`) containing text (or other elements). Tags consist of a tag *name* and sometimes one or more optional *attributes* carrying *values*, which modify the default behaviour and settings of the tag. (X)HTML elements instruct browsers (and other user agents such as screen readers) on how to render the content. The best way to understand the syntax of tags is to look at a few examples:

`<h1>heading level 1</h1>` - a level 1 heading

`<a href="http://www.bristol.ac.uk">University of Bristol</a>` - a link to the University of Bristol homepage

`<table width="80%" border="1" align="center"><tr><td>Cell 1 Row 1</td></tr></table>` - a table consisting of 1 row and 1 column

A few (X)HTML elements do not contain anything, they either point to a resource (eg an image) or they insert an object (eg a line break, a line); these are called *empty elements* and they look like this:

`<name attribute1="value" />`

For example:

`<br />` - inserts a line break

`<hr size="3" width="50%" noshade="noshade" />` - inserts a horizontal rule

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