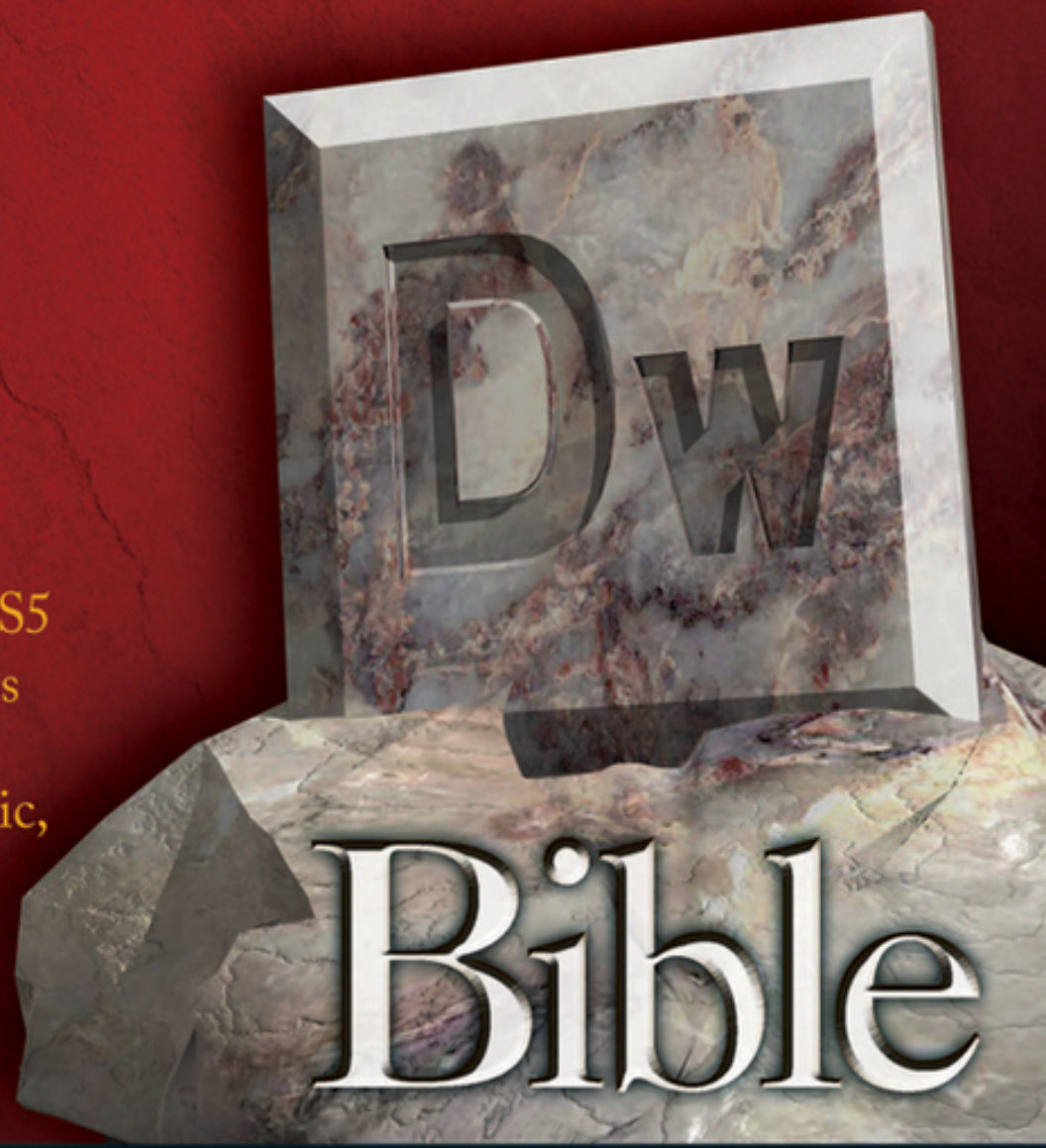
Companion Web Site

- Interactive lessons
- Sample code
- Additional Dreamweaver techniques

Joseph Lowery

Adobe® Dreamweaver® CS5



Bible

Master Dreamweaver CS5 for Windows® and Macs

Build your own dynamic, data-driven sites

Work with Ajax, Flex®, Flash®, and more

The book you need to succeed!

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To the newlyweds, Dell Ann and David, for demonstrating that rays of hope can bring a new day any time, any place, with anyone.

About the Author

Joseph Lowery has been writing about computers and new technology since 1981. He is the author of the previous editions of Dreamweaver Bible as well as the recent *Adobe CS4 Web Workflows, Adobe CS3 Web Workflows*, and *CSS Hacks and Filters* (all published by Wiley). He is also the author of *Joseph Lowery's Beyond Dreamweaver*, *Dreamweaver MX 2004 Killer Tips* (with Angela Buraglia), and *Dreamweaver MX 2004 Web Application Recipes* and *Dreamweaver 8 Recipes* (with Eric Ott), all published by New Riders. He has also written books on HTML and on using the Internet for business. His books are international bestsellers, having sold more than 400,000 copies worldwide in eleven different languages. Joe is also a consultant and trainer and has presented at Seybold in both Boston and San Francisco, Adobe conferences in the U.S. and Europe, and at ThunderLizard's Web Design World. He is currently a partner in Mark of the Joe Communications, an eLearning consultancy.

About the Technical Editor

Derren Whiteman has been working on computer books as an author, ghost writer, and technical editor since 1999. He has served as technical editor for this release of the *Dreamweaver Bible* and the previous five versions of it, and provided technical editing and screenshot creation for other books, including *Dreamweaver MX Killer Tips* and *Dreamweaver MX 2004 Killer Tips*. On the Fireworks side, Derren is the coauthor of the *Fireworks MX Bible* and technical editor of Adobe's *Fireworks CS4 Classroom in a Book* and the *Fireworks 3* and *4 Bibles*. In all, he has made substantive contributions to 17 books on Dreamweaver and Fireworks. Derren practices what he preaches by using Dreamweaver and Fireworks in the Web design field and can often be found in discussions about why you don't "need" to use Photoshop to create great Web sites.

When not working in Web-related fields, Derren enjoys digital photography, videography, and DVD creation, usually entailing the use of iMovie, iDVD, Final Cut Express, or DVD Studio Pro. He is an avid Mac user and Apple proponent who makes his home in Toronto, Canada. To find him on the Internet, visit http://www.derren.com.

About the Instructional Designer

One of the innovations in *Dreamweaver CS5 Bible* is the inclusion of Captivate simulations on the Web site, one for each of the Dreamweaver Techniques in the book. All of these interactive movies were created by Mark Fletcher.

Mark Fletcher has been in the I.T. industry for 20 years. He is a seasoned instructional designer and has created eLearning content for blue chip clients including Adobe Systems, Inc. and WebAssist.com. Mark is a partner in the Rapid eLearning development company Mark of the Joe Communications and is a regular contributor to Adobe's Developer Center. Mark was also the technical editor for *CSS Hacks and Filters* by Joseph Lowery (Wiley Publishing, Inc.). Mark lives on the Northwest coast of the United Kingdom with his wife Vanessa and their two children, Joel and Lucy. Mark can be reached on his personal blog, http://macrofireball.blogspot.com.

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Introduction

What's in a name? In the case of Adobe's Dreamweaver, you find one of the most appropriate product names around. Web page design is a blend of art and craft; whether you're a deadline-driven professional or a vision-filled amateur, Dreamweaver provides an intuitive way to make your Web visions a reality and excels at producing multifaceted Web pages that bring content locked in a data store to the surface.

Dreamweaver CS5 stands at the center of a complex series of overlapping worlds. In one realm, designers of static Web pages are looking to expand their knowledge base into data-driven sites. Over there, you'll find application developers — some savvy in Active Server Pages, some in ColdFusion, and others in PHP — anxious to develop for the Internet. Another group specializes in sites that utilize content management systems such as WordPress, Joomla, and Drupal. The spectrum of experience in both camps runs the gamut from eager novice to experienced professional, all of whom benefit from the advanced style capabilities of Cascading Style Sheets (CSS). There's yet another group of prospective Web craftsmen and artists who want to do it all and are looking for a place to start. Dreamweaver CS5 is the one program robust enough for them all, and *Dreamweaver CS5 Bible* is your guidebook to all its features and capabilities.

To use this book, you need only two items: the Dreamweaver software and a desire to make cutting-edge Web pages. (If you don't have Dreamweaver, you can download a trial copy from www.adobe.com.) From quick design prototyping to ongoing Web site management, Dreamweaver automates and simplifies much of a Webmaster's workload. Dreamweaver is not only the first

Web-authoring tool to bring the ease of visual editing to an HTML code–oriented world, it also brings a point-and-click interface to complex coding whether server-side or client-side. *Dreamweaver CS5 Bible* is designed to help you master every nuance of the program. Are you styling your pages and creating your layouts with CSS? Are you building multipage Web applications? Are you creating a straightforward layout with the visual editor? Do you need to extend Dreamweaver's capabilities by building your own custom objects? With Dreamweaver and this book, you can weave your dreams into reality for the entire world to experience.

Who Should Read This Book

Dreamweaver attracts a wide range of Web developers. Because it's the first Web authoring tool that doesn't rewrite original code, veteran designers are drawn to using Dreamweaver as their first visual editor. Because it also automates complicated effects, beginning Web designers are interested in Dreamweaver's power and performance. *Dreamweaver CS5 Bible* addresses the full spectrum of Web professionals, providing basic information on HTML if you're just starting, as well as advanced tips and tricks for seasoned pros. Moreover, this book is a complete reference for everyone working with Dreamweaver on a daily basis.

How This Book Is Organized

Dreamweaver CS5 Bible can take you from raw beginner to full-fledged professional if read cover to cover. However, you're more likely to read each section as needed, taking in the necessary information and coming back later. To facilitate this approach, *Dreamweaver CS5 Bible* is divided into seven major task-oriented parts. After you're familiar

with Dreamweaver, feel free to skip around the book, using it as a reference guide as you increase your own knowledge base.

The early chapters present the basics, and all chapters contain clearly written steps for the tasks you need to perform. In most chapters, you encounter two special sections: Dreamweaver Quickstarts and Dreamweaver Techniques. A Dreamweaver Quickstart is just as it sounds: a few quick steps that show you how to achieve a targeted goal, such as creating a link. Dreamweaver Techniques are step-by-step instructions for accomplishing specific Web designer tasks; taken together, the Dreamweaver Techniques constitute an entire how-to course. These step-by-step instructions are self-contained in each chapter, so you're free to explore them in any order you choose. You'll find all the practice files for working on the Techniques on the Web site, both as starting points and as completed files. Naturally, you can also use the Dreamweaver Techniques as stepping-stones for your own explorations into Web page creation.

You'll find yet another cool addition to the *Dreamweaver Bible* on the Web site: interactive simulations for each Dreamweaver Technique. Created by master trainer Mark Fletcher with Adobe Captivate, these simulations give you the opportunity to practice all the steps in each Technique. As my dad used to say, "Get it in your hand and you'll get it in your head."

The Web site also offers a vast number of additional Dreamweaver server behaviors, objects, commands, and other extensions, in addition to relevant code from the book.

Part I: Laying the Groundwork in Dreamweaver CS5

Part I begins with an overview of Dreamweaver's philosophy and design. To get the most out of the program, you need to understand the key advantages it offers over other authoring programs and how Dreamweaver addresses the deficiencies of those programs. Part I takes you all the way to setting up your first site.

Part II: Designing and Crafting Basic Pages

Although Dreamweaver is partly a visual design tool, its roots derive from the language of the Web: HTML. Part II gives you a solid foundation in the basics of HTML, even if you've never seen code. It also shows you how to get the most out of Dreamweaver's code environment with any language. Chapter 6 describes what you need to know about the overall structure of a Web page, including the all-important `<meta>` tags.

Reflecting the current emphasis in Web design on Cascading Style Sheets, Chapter 5 lays the foundation to CSS. In this chapter, you learn the basics of CSS, as well as how to define and apply styles in Dreamweaver. Following the introduction to CSS, you learn the three fundamentals of static Web pages: text, images, and links. In Chapters 7, 8, and 9, you explore how to completely incorporate these elements.

Part III: Adding Advanced Design Features

After you master the basics, you're ready to learn about some of Dreamweaver's true power tools in Part III. First up is one of the most important constructs of HTML: `<div>` tags, also known in Dreamweaver as AP elements. Chapter 10 examines this brave new world of pixel-perfect positioning, AP elements that fly in and then disappear as if by magic,

and Web sites that can change their look and feel at the click of a mouse. Chapter 11 offers an in-depth look at the capabilities of Dreamweaver behaviors. These bring a great deal of interactivity to AP elements specifically and to your Web page in general. Each standard behavior is covered in detail with step-by-step instructions.

Chapter 12 explores the various uses of tables — from a clear presentation of data to organizing entire Web pages. Here you learn how to use Dreamweaver's visual table editing capabilities to resize and reshape your HTML tables quickly. Forms are an essential element in dynamic Web page design, and you learn all about them in Chapter 13. Chapter 14 presents another fundamental HTML option: lists. You study the list in all its forms: numbered lists, bulleted lists, definition lists, nested lists, and more.

Chapter 15 investigates the somewhat complex world of frames. You see how Dreamweaver has greatly simplified the task of building and managing these multifile creations, particularly with the Frame objects. You also learn how to handle more advanced design tasks such as updating multiple frames with just one click.

Chapter 16 takes the Web to a whole new level: Web 2.0 to be exact. With the introduction of the Spry framework, Adobe has made the sophisticated inner-workings of Ajax accessible to every Web developer. This chapter explains what Ajax is and how Spry fits into the picture before diving into the wide range of Spry tools available in Dreamweaver CS5, including Spry Data, Spry Widgets, and Spry Effects. Chapter 17 broadens Dreamweaver's scope to incorporate other JavaScript frameworks such as jQuery, YUI, or MooTools.

Part IV: Incorporating Dynamic Data

Chapter 18 begins an in-depth investigation of Dreamweaver's power to create dynamic Web pages by