



Block

1

Introduction

UNIT 1 INTRODUCTION TO DREAMWEAVER, CREATING WEBSITES& WEBPAGES, USING DREAMWEAVER'S, HTML FACILITIES, URL&LINKS

UNIT 2 THE COMMON OBJECTS, TEXT, HTML, MEDIA, WORKING WITH IMAGES

UNIT 3 TABLES



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ROLE OF SELF INSTRUCTIONAL MATERIAL IN DISTANCE LEARNING

The need to plan effective instruction is imperative for a successful distance teaching repertoire. This is due to the fact that the instructional designer, the tutor, the author (s) and the student are often separated by distance and may never meet in person. This is an increasingly common scenario in distance education instruction. As much as possible, teaching by distance should stimulate the student's intellectual involvement and contain all the necessary learning instructional activities that are capable of guiding the student through the course objectives. Therefore, the course / self-instructional material are completely equipped with everything that the syllabus prescribes.

To ensure effective instruction, a number of instructional design ideas are used and these help students to acquire knowledge, intellectual skills, motor skills and necessary attitudinal changes. In this respect, students' assessment and course evaluation are incorporated in the text.

The nature of instructional activities used in distance education self-instructional materials depends on the domain of learning that they reinforce in the text, that is, the cognitive, psychomotor and affective. These are further interpreted in the acquisition of knowledge, intellectual skills and motor skills. Students may be encouraged to gain, apply and communicate (orally or in writing) the knowledge acquired. Intellectual- skills objectives may be met by designing instructions that make use of students' prior knowledge and experiences in the discourse as the foundation on which newly acquired knowledge is built.

The provision of exercises in the form of assignments, projects and tutorial feedback is necessary. Instructional activities that teach motor skills need to be graphically demonstrated and the correct practices provided during tutorials. Instructional activities for inculcating change in attitude and behavior should create interest and demonstrate need and benefits gained by adopting the required change. Information on the adoption and procedures for practice of new attitudes may then be introduced.

Teaching and learning at a distance eliminates interactive communication cues, such as pauses, intonation and gestures, associated with the face-to-face method of teaching. This is particularly so with the exclusive use of print media. Instructional activities built into the instructional repertoire provide this missing interaction between the student and the teacher. Therefore, the use of instructional activities to affect better distance teaching is not optional, but mandatory.

Our team of successful writers and authors has tried to reduce this.

Divide and to bring this Self Instructional Material as the best teaching and communication tool. Instructional activities are varied in order to assess the different facets of the domains of learning.

Distance education teaching repertoire involves extensive use of self- instructional materials, be they print or otherwise. These materials are designed to achieve certain pre-determined learning outcomes, namely goals and objectives that are contained in an instructional plan. Since the teaching process is affected over a distance, there is need to ensure that students actively participate in their learning by performing specific tasks that help them to understand the relevant concepts. Therefore, a set of exercises is built into the teaching repertoire in order to link what students and tutors do in the framework of the course outline. These could be in the form of students' assignments, a research project or a science practical exercise. Examples of instructional activities in distance education are too numerous to list. Instructional activities, when used in this context, help to motivate students, guide and measure students' performance (continuous assessment)



PREFACE

We have put in lots of hard work to make this book as user-friendly as possible, but we have not sacrificed quality. Experts were involved in preparing the materials. However, concepts are explained in easy language for you. We have included many tables and examples for easy understanding.

We sincerely hope this book will help you in every way you expect.

All the best for your studies from our team!

WEB PROTOTYPING

Block 1 INTRODUCTION

UNIT 1 INTRODUCTION TO DREAMWEAVER, CREATING WEBSITES & WEB PAGES, USING DREAMWEAVER'S, HTML FACILITIES, URL & LINKS

Introduction, Dreamweaver Layout, Insert Bar, The Document Toolbar, Document Window, Panel Groups, Property Inspector, Tag Inspector, Files Panel, The Status Bar, Creating web sites and web pages, Creating new pages and folders, Saving pages, Opening existing pages, Working with Text, Page Properties, Links

UNIT 2 THE COMMON OBJECTS, TEXT, HTML, MEDIA, WORKING WITH IMAGES

Introduction, HyperLink, Email Link, Named Anchor, Tables, Image, Media, Date, Comments, Tag Choose, Working With Images, Inserting Images, Image Properties

UNIT 3 TABLES

Introduction, Inserting Tables, Table Setting, Table Properties, Row Properties, Cell Properties, Rowspan, Colspan, Adding and removing rows and columns, Resizing tables. Rows, columns, Tabular data, Layout object, Layout mode, Layout table properties, Layout cell properties, Expanded tables mode, Inserting rows and columns in a table created using expanded mode

Block 2 DYNAMIC WEB

UNIT 1 FORMS

Introduction, Using Forms, Form Controls, Properties

UNIT 2 FRAMES, LIBRARY, PALLETTE, ASSETS SERVICES

Introduction, Usage of Frames, Inserting Frames, Planning Frames, Saving Frames and Framesets, Frames Window, Frame Properties, Frameset Properties, Splitting Frames, Deleting Frames, Frame names and navigation links, The library palette, Using Assets Panel

UNIT 3 LAYERS AND ANIMATION

Introduction, Usage of Layers, Inserting Layers, Viewing inserted layers, Preventing layer overlap, Layer properties, Converting layers to tables, Animation through layers, Adding timelines

Block 3 INTERACTIVE WEB

UNIT 1 BEHAVIORS

Introduction, Using Behavior inspector, Assigning behaviors, Checking browser type, Check plugins, Control shockwave or flash, Drag layer, Go to url, Jump menu / jump go to, Open browser window, Play Sound, Popup Message, Preload images,

Set nav bar image, Set text, Show popup menu, Show hide layers,
Swap image / swap image restore, Validate form

UNIT 2 COMMANDS AND SNIPPETS

Introduction, Recording, Using HTML Cleanup, The HTML
Clean Up Command, Dreamweaver's HTML Clean Up Items,
Clean Up Word HTML, Spell Checking, Using color schemes,
Format tables, Sort table, Create web photo album, Snippets

Block 4 STYLING YOUR WEBSITES

UNIT 1 CSS PART 1

Introduction, Style control with style sheets, Advantages,
External style sheet, Embedded style sheet, Inline style sheet,
Creating new style using class attribute, Type Category

UNIT 2 CSS PART 2

Introduction, Background Category, Block Category, Box
Category, Border Category, List Category, Position Category,
Extensions Category

BLOCK 1 : INTRODUCTION

Dreamweaver is a professional s/w for designing, coding, developing websites, web pages & web applications. Dreamweaver makes web development easier. You can enhance your websites with Dreamweaver. Improved support for basics. You don't have to write coding Dreamweaver provides you with visual editing tools. Elements can be dragged and dropped onto your web pages using panels of Dreamweaver

Dreamweaver provides a large no of objects that enhance your website. All major elements that are used in building the website exist in the common object category. Here in this unit you will learn them and see how to use them in making your website.

Tables are of great use in creating web sites. We know that if you want to put student listings on web pages or display the latest product information or any tabular data tables are a good way to do that. A table is a very powerful element on a web page. It's powerful because every cell in the table is, in effect, a miniature Web page. The cells in a table can hold anything that a full-sized Web page can hold. Your tables can contain links, image, bulleted lists, forms, buttons, and even other tables. You can remove the table's borders and it uses it as an invisible skeleton to structure Web pages. So tables can be used to create web layouts.

Block Objective

After learning this block, you will be able to understand:

- To make the students aware about Dreamweaver
- To help the students how to start working in Dreamweaver
- To make the students aware of basic starting websites, web pages, folders, saving them.
- To make them understand how to work with text and its properties.
- To make them understand how to work page properties.
- To make them understand how to work with links and URLS.
- Here you will understand how to work with common objects
- To make students know how to work with text
- To teach the students how work with images and its properties

UNIT 1

INTRODUCTION TO DREAMWEAVER, CREATING WEBSITES & WEB PAGES, USING DREAMWEAVER'S HTML FACILITIES, URL & LINKS

❖ Learning Objectives:

- The aim of this unit is:
- To make the students aware about Dreamweaver
- To help the students how to start working in Dreamweaver
- To make the students aware of basic starting websites, web pages, folders, saving them.
- To make them understand how to work with text and its properties.
- To make them understand how to work page properties.
- To make them understand how to work with links and URLs.

: Structure :

- 1.1 Introduction
- 1.2 Dreamweaver Layout
- 1.3 Insert Bar
- 1.4 The Document Toolbar
- 1.5 Document Window
- 1.6 Panel Groups
- 1.7 Property Inspector
- 1.8 Tag Inspector
- 1.9 Files Panel
- 1.10 The Status Bar
- 1.11 Creating web sites and web pages
- 1.12 Creating new pages and folders
- 1.13 Saving pages
- 1.14 Opening existing pages
- 1.15 Working with Text
- 1.16 Page Properties
- 1.17 Links

1.1 Introduction

From 1984 to 1992, MacroMind was dedicated to putting high end audio, video and other animations into the hands of artists Marc Canter who founded MacroMind in the suburbs of Chicago with the help of his 2 friends.

For a short while the company was called Macromind-paracomp after the 2 merged in 1991.

This is for great businesses. Our software empowers millions of business users, developers, and designers to create and deliver effective, compelling, and memorable experiences—on the Internet, on fixed media, on wireless, and on digital devices.

FEATURES OF DREAMWEAVER

Dreamweaver is a professional s/w for designing, coding, developing websites, web pages & web applications.

Dreamweaver makes web development easier.
You can enhance your websites with Dreamweaver.
Improved support for basics. You don't have to write coding dreamweaver provides you with visual editing tools.
Elements can be dragged and dropped onto your web pages using panels of Dreamweaver.

Dreamweaver provides you with reference on the following coding as:

- o HTML
- o Rich, Powerful CSS support
- o JavaScript
- o ColdFusion Markup Language (CFML)
- o Microsoft Active Server Pages (ASP)
- o JavaServer Pages (JSP)

Increased support for today's technologies and standards.

- o CFML
- o ASP.NET
- o ASP
- o JSP
- o PHP.

Streamlined Design and Development Environment.

- Code editing support.
- Seamless integration with external files and code
- Increased Security
- Cross browser validation
- Built-in Graphics Editor

APPLICATION OF DREAMWEAVER IN INDUSTRY

Dreamweaver improves on one of the best Web design tools available. The CSS support is now excellent, FTP works great, and the UI is easy to understand. A powerful Web design tool.

Creating rich CSS sites with Dreamweaver is now as simple as creating HTML. It has integration of Word and Excel, a built-in graphics editor, and a streamlined interface

Dreamweaver MX lets designers and developers work in an integrated environment to design, build, and manage Web site and Internet applications iCongo uses Dreamweaver because it provides a versatile way to build site templates that easily integrate with our dynamic content management, e-marketing, e-commerce, and sales force automation systems. We use Dreamweaver as the development hub from which we deploy our technologies for world-class clients including the Montreal Canadiens Hockey Club, PGA of America, the National Hockey League, the Collegiate Licensing Company, and others. The flexibility, performance, and extensibility of Dreamweaver are essential in the design work we do, allowing us to implement leading websites across all industries.

As said in BYTE Magazine: Dreamweaver is my Web page design app of choice. It's both deep and intuitive, and is the preferred tool for a majority of Web page designers. The code it generates is very clean. Dreamweaver

integrates very nicely with Fireworks, an imaging program that's oriented towards creating buttons and rollovers and optimizing images for the Web.

's done a great job with the interface design on both these programs, which have a minimum of screen clutter.

1.2 Dreamweaver Layout

The basic Dreamweaver layout is shown below

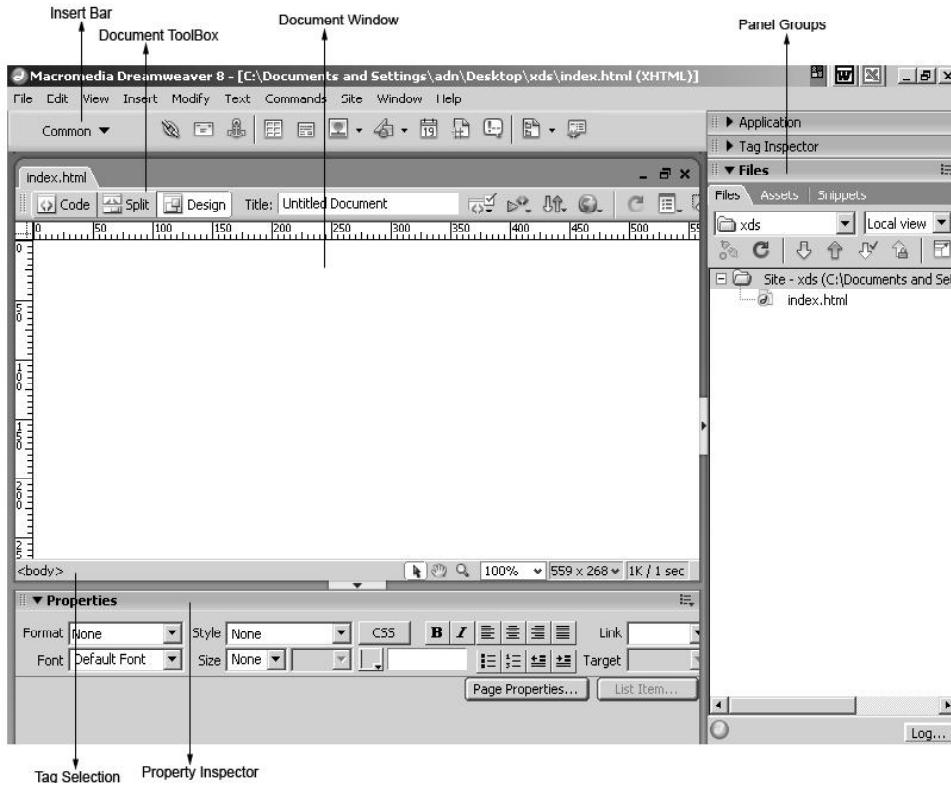


Fig 1.1: Dreamweaver Layout

1.3 Insert Bar

This allows you to insert objects that are needed to desing web pages of your website.

It has the following categories:

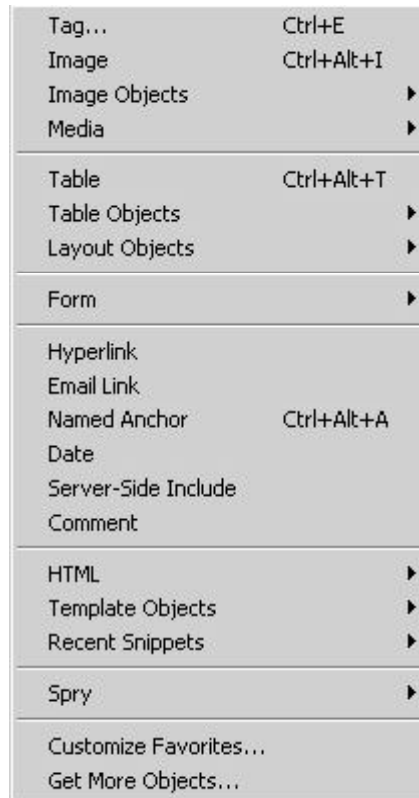


Fig 1.2: Insert Menu

1.4 Document Toolbar

Shows the name of current file.

Three types of views as Code, Split and Design.

Gives Title of the web page.

No Browser Check errors

File Management

Preview/Debug in BrowserView Options_____



Fig 1.1: Document ToolBar

1.5 Document Window

This is the window that displays your current web page as you create and work on it.

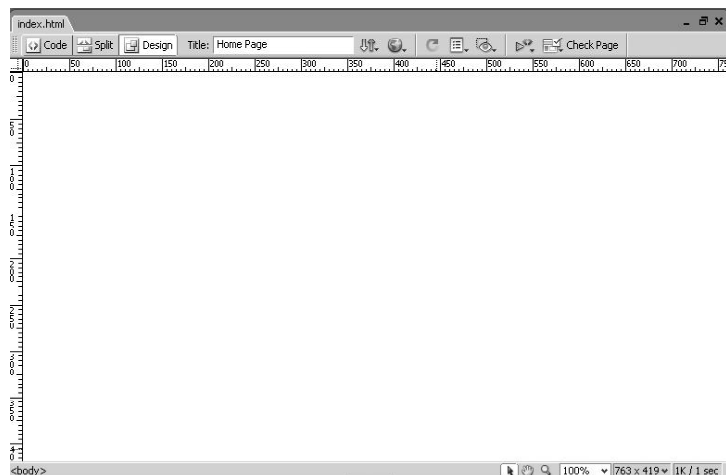


Fig 1.3: Document Window

1.6 Panel Groups

These are sets of related panels grouped together. These Panels help you while creating web pages.



Fig1.4:PanelGroups

1.7 Property Inspector

This shows the properties of any particular tag selected in Dreamweaver. This is the handy way of editing the properties or attributes of that particular tag.

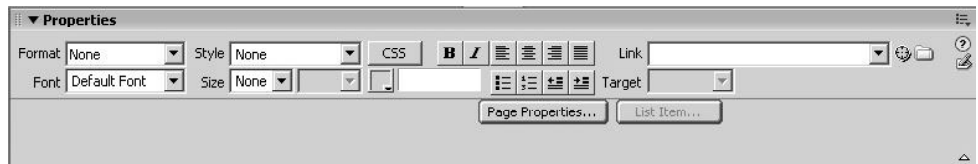


Fig 1.5: Property Inspector

1.8 Tag Inspector

This Inspector shows you HTML tags while work in Dreamweaver.

This helps you in knowing how HTML is progressing.

Keeps a track of HTML being generated while working.

Handy way of knowing what HTML code Dreamweaver is generating or which tag you are currently working.

Also allows you to select tags later while editing.

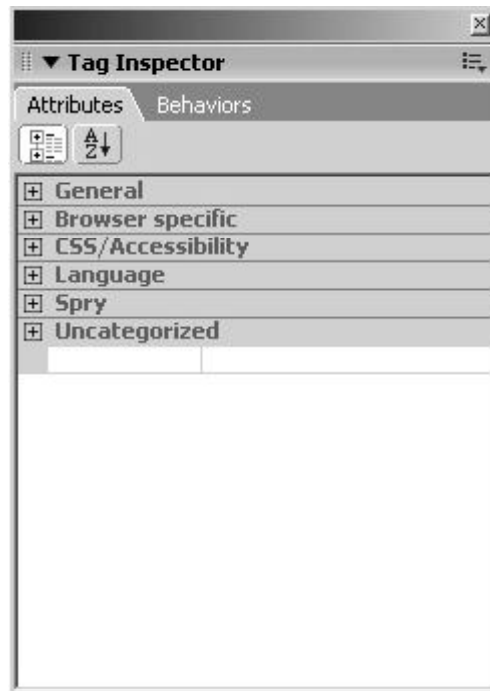


Fig 1.6: Tag Inspector

1.9 Files Panel

Enables you to manage your files and folders, whether they are part of a Dreamweaver site or on a remote server.

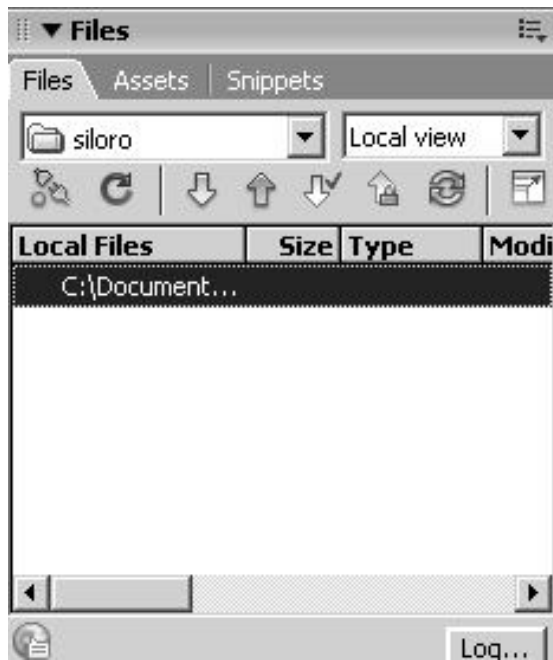


Fig 1.7: Files Panel

1.10 Status Bar

The status bar at the bottom of the Document window provides additional information about the document you are creating.

Fig 1.8: Status Bar

You get to see the following options in the status bar of Dreamweaver:

- Tag Selector
- Select tool
- Hand tool
- Zoom tool
- Set magnification
- Window Size pop-up menu
- Document size and estimated download time.

1.11 Creating Websites & Web Pages

A website is an electronic media for information. Just as you go to library to collect information etc you can go to websites to get information. It's a collection of web pages and these web pages that make up a website are designed using language HTML. Whenever you start creating a website you need to create a web folder where all your web pages, images, video audio etc will be maintained.

It is used to organize your site.

Later you take this folder and upload.

Use File Panel

- o Manage Sites

You get to see

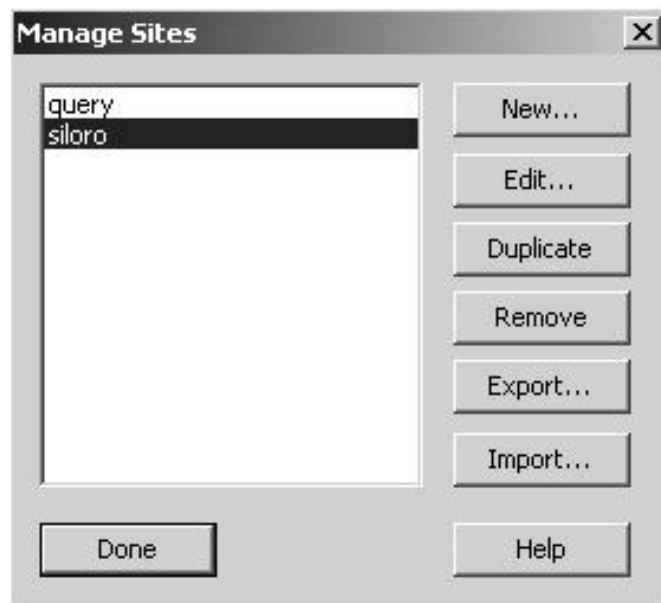


Fig 1.9: Window that Manages Sites

Click on New and then New Site and then click on EDIT and finally follow the wizard:

It asks for

- o Site name
- o Server side technology to be used or not.
- o Creation of Folder.
- o Selecting the folder.
- o Check In/Out facility (Sharing of files)
- o Summary
- o And finally the site folder gets created.

The same thing can be done By using Site Tab in the menu bar and then Manage Sites option.

1.12 Creating New Pages & Folders

Create New
HTML
OR File
New

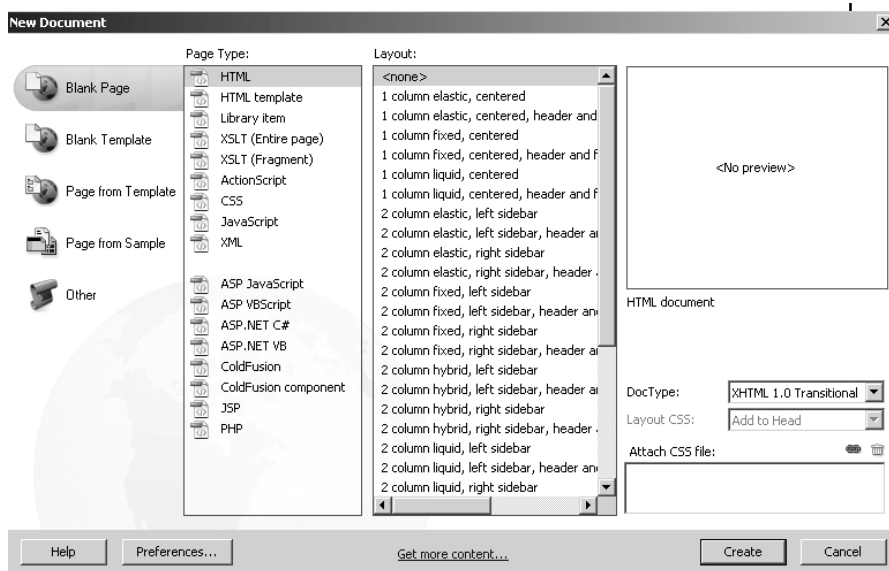


Fig 1.10: New Documents Dialog Box

1.13 Saving Pages

Next thing to be done is giving Title to the page.
Since this is the home page as it is the first page of your site give a proper title and save it as index.
But save it in the web folder that you have created earlier.
Finally the File panel show you.

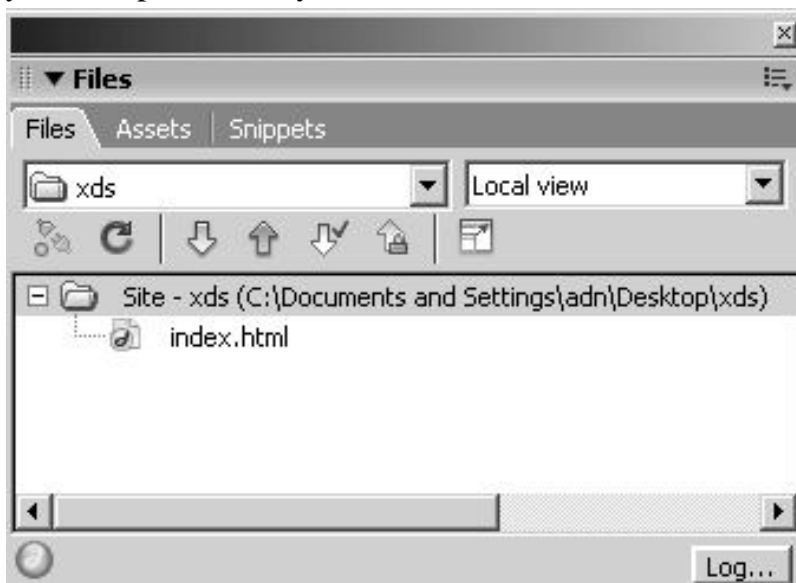


Fig 1.11: Files Panel

1.14 Opening Existing Pages

File

Open

Do selection of file

Shows up as given in the previous figure.

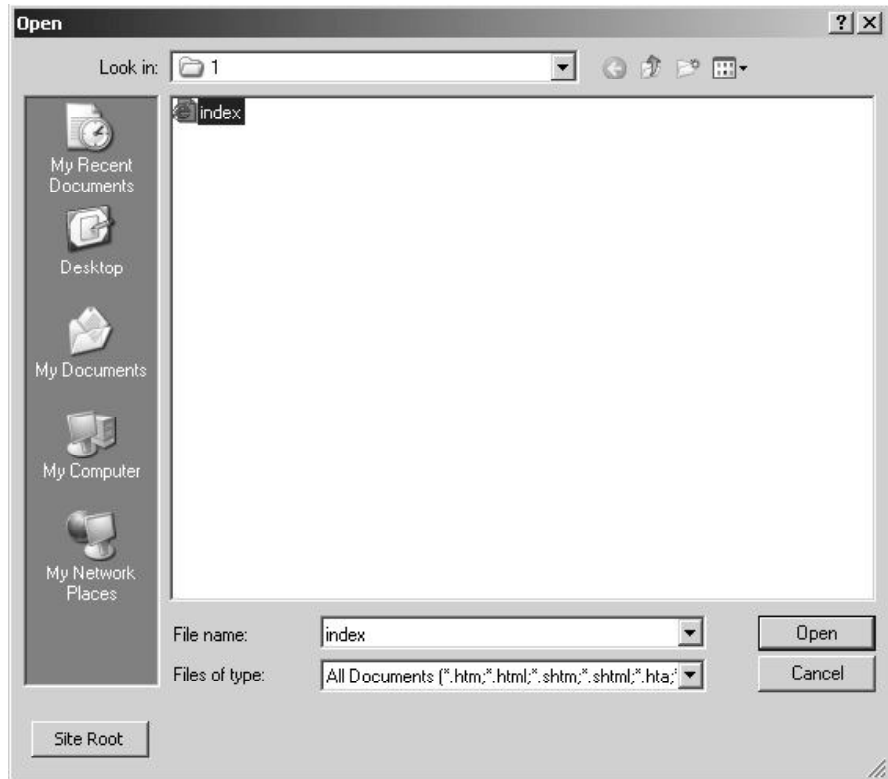


Fig 1.12: Open Dialog Box

1.15 Working With Text

THE PROPERTY INSPECTOR

Fig 1.13: Property Inspector

FORMAT

- o Gives you paragraph ie <P> various types of headings is <H1> ..<H6> and Preformatted text ie PRE.

STYLE

- o Allows you to have style sheets for your web page. Shall come in later sessions.

B

- o Makes text Bold

I

- o Makes text Italics

ALIGNMENT

- o Gives you left, right, center and justify alignment.
- o Allows you to align data of your web page.

FONT

- o Give you fonts in 2 manner
 - Normal
 - Relative
- o You are also provided with unit of measurement.

COLOR

- o Gives you hexacolors and also shows you the hexavalue of colors that you can use.

BULLETS

- o You are presented with 2 types of lists here
 - Ordered
 - Unordered
- o Text Indent and Outdent can be used to created various leveled lists and its items.

The ? at the corner of this window gives you help on a specific tag.

The Pencil icon below the question mark is known as the quick tag editor.

Here you can quickly edit the tag that you are working with. You need to type in the HTML here.

Links will be studied in the later half of this session.

1.16 Page Properties

This is the most essential area where you get to set the properties of the page that you are working with.

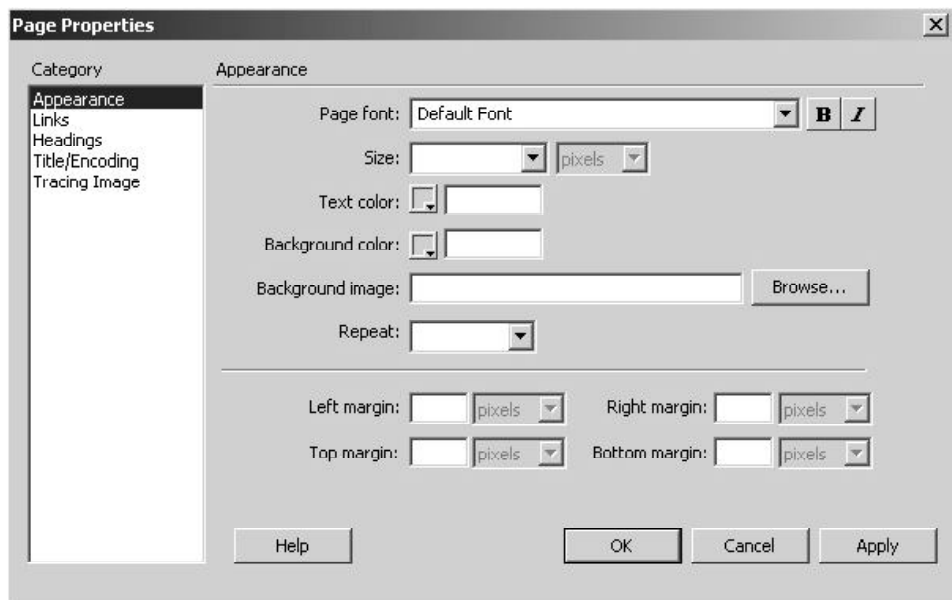


Fig 1.14: Page Properties

As the figure shows you get to set for a page the following settings:

Appearance

- o Page font sets the default font for the page.
- o Size
- o Makes text Bold or Italics
- o Text color
- o Background color for the page
- o Instead of bgcolor you can even put a background And finally set the margins

Links (Works upon hypertext, here hypertext is known as linked text)

- o Link font is the default font family that is used for link text. By default Dreamweaver uses the font family that is specified for the entire page unless you specify another font.
- o Size specifies the default font size to use for link text.
- o You can set the Link, Vlink and Alink colors.
- o Underline Style is the underline style that is applied to links.

Headings

- o Sets the default font for headings
- o You can even set default size for various types of headings ie varying from H1 to H6

Title/Encoding

- o You can set the Title for a web page from here too.
- o Encoding shows which language browser is using to encode your web page as.

Tracing Image

- o This allows you to keep an image as a reference for your layouts.
- o This is just a reference image, it won't show up in the browser.
- o With respect to your tracing image you can put in your data onto the web page.
- o For better workability you can alter the transparency of the tracing image.

1.17 Links

Links are also known as hyperlinks.

They play a major role in your website.

Any where on your web page if you see a text that is blue in color and underlined and if you take your mouse over that text, your cursor turns into a hand, is known as hypertext.

Links allow you to link one web page to another.

There are various types of links as follows:

- o Internal :

You can link pages of the same site with one another.

Here you use the Point to file, Link in the property bar.

- o Bookmarks

Work in the same page or another page.

It is used to jump to different areas of the page.

Example: Top, Bottom etc

Can be used to create FAQs

- o External

Here with the help of external links you can go to any site that is out of your website.

For example going to some search engine

<http://www.xdsindia.com>

- o Email

This uses mailto protocol.

This is used to send data into your inbox.

<mailto://info@xdsindia.com>

- o FTP

Used to access FTP sites

<ftp://ftp.microsoft.com>



Fig 1.15: Links Dialog Box

Have A look at some of the layouts



Fig 1.16: Layout 1



Fig 1.17: Layout 2

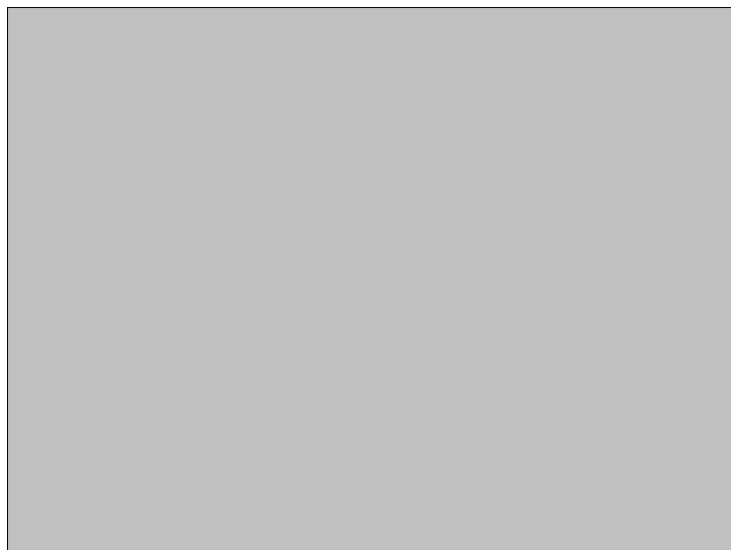


Fig 1.18: Layout 3

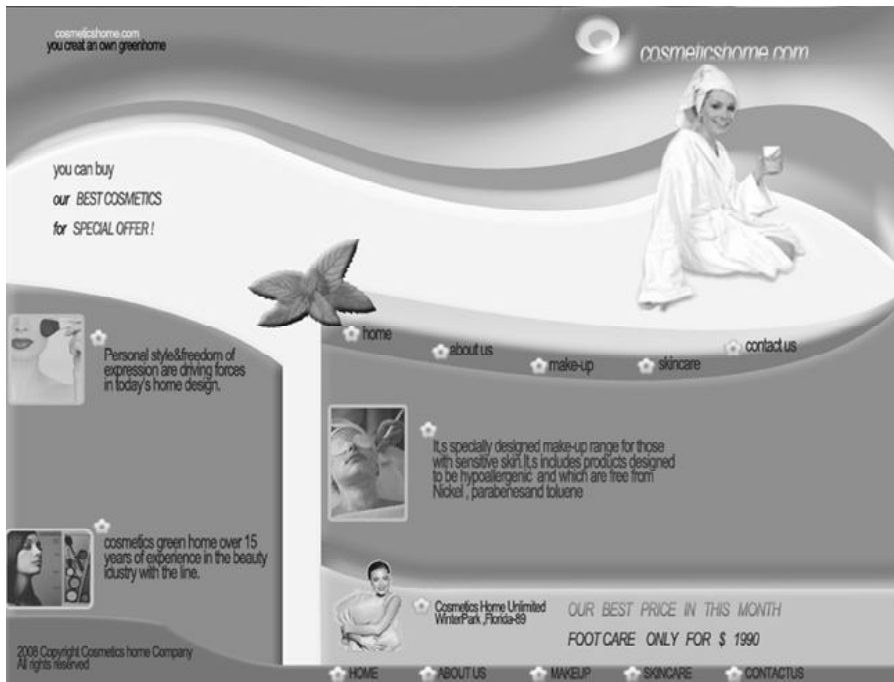


Fig 1.19: Layout 4



Fig 1.20: Layout 5

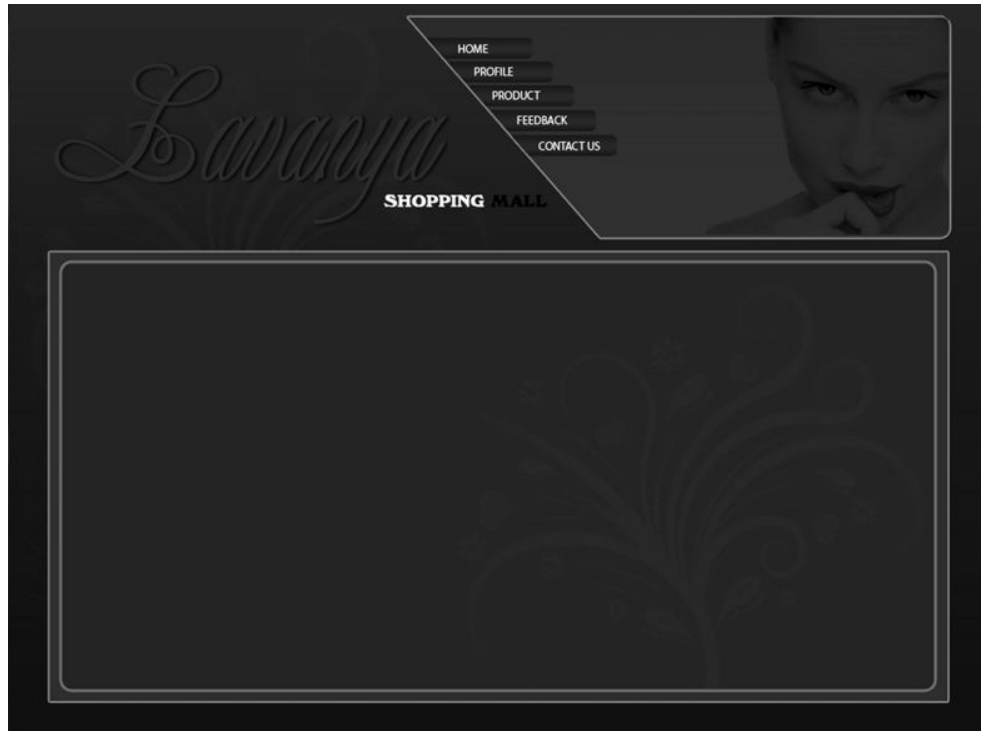


Fig 1.21: Layout 6

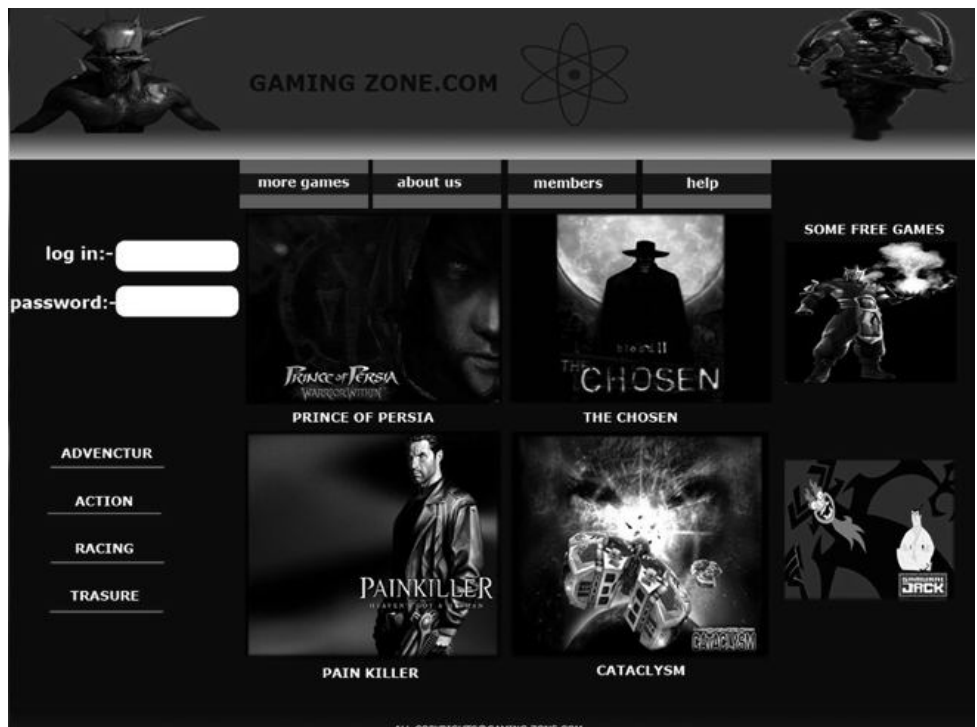


Fig 1.22: Layout 7



Fig 1.23: Layout 8

Summary

1. Learning Dreamweaver Layout. Dreamweaver layout has title bar, menu bar, insert menu, Then you have code, split and design view, where you can title your pages, file management, preview, debug, refresh, view options, visual aids, validate markup, check browser compatibility, below that you have the standard tool bar, on the left hand side you have the coding bar, you can right click on any of the bars and open or close insert, style rendering, document, standard, coding bars. Also you can see the document panel, properties bar at the bottom and floating panels on the right.
2. Insert Bar helps you in inserting various elements used while making website, like common, layout, forms, data, spry, text, favorites. Common category will allow you to insert hyperlink, email link, named anchor, table, div tag, navigation bar, media, date, server-side include, comment, head, script, templates, tag chooser. Layout category allows you to insert div, draw div, spry menu, spry tabbed panels, spry accordion, spry collapsible panel, table, insert row above, below, insert column left, right, Iframe, frames, draw layout table, draw layout cell. Form category allows you to insert form element, text field, hidden field, textarea, checkbox, radiobutton, radio group, list/menu, jump menu, image field, file field, button, lable, fieldset, spry validation text field, spry validation text area, spry validation checkbox, spry validation select. Data category allows you to insert import tabular data, spry XML data set, spry region, spry repeat, spry repeat list, spry table, recordset, stored procedure, dynamic data, repeat region, show

region, recordset paging, go to detail page, display recordset, master detail page set, insert record, update record, delete record, user authentication, XSL transformation. Spry category allows you to insert Spry XML data set, spry region, spry repeat, spry repeat list, spry table, spry validation text field, spry validation checkbox, spry validation textarea, spry validation select, spry menu bar, spry tabbed panels, spry accordion, spry collapsible panel. Text category allows you to insert features like bold, italics, strong, emphasis, paragraph, blockquote, pre tag, h1, h2, h3 headings, unordered list, ordered list, list items, definition list, definition term, definition description, abbreviation, acronym and characters. Favorite category you can right click to customized your favorite objects.

3. The Document Toolbar helps you giving details about the document window. Here you get code, split, design view about how you want to work in Dreamweaver, you can give title to your web pages from the title feature, you can upload and download and do file management, you can preview and debug your web page in the browser, you can refresh design view or press F5, you can have various view options, you can get visual aids, you can validate markup and you can check browser compatibility.
4. Document Window is the main area where you make your web sites. This is the major area that occupies your dreamweaver window. Panel Groups add flexibility while working, you can choose, open, close, expand, collapse, club panels while working and that helps you in the dreamweaver layout.
5. Property Inspector is the powerful tool that makes and allows you to control various properties as per your requirement of various elements. Tag Inspector is the fast way of adding various tags and this saves your time
6. Files Panel gives to summary of various files and folders that your website had and also gives you basic fundamental features of saving, opening your web pages. The Status Bar gives you the status of your website
7. Creating web sites and web pages help you how to start with your website and then the web pages. Creating new pages and folders Saving pages play a major role. Opening existing pages is require when you have to work on the existing pages
8. Working with Text is also important as text forms major area of your website. Page Properties give you features like appearance, links, headings, title/encoding, tracing image.
9. Links play a major role in creating navigations for your website. You can hyper link you web pages and this gives connectivity to websites and web pages across.

Self Assessment Test

1. What is Dreamweaver ?

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2. What is the use of Dreamweaver ?

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3. Explain the Dreamweaver interface ?

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4. What is a website ?

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5. What are links ?

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Further Reading

1. Dreamweaver 8 - The Missing Manual
2. Dreamweaver 8 Design and Construction
3. O'Reilly - Dreamweaver MX 2004 The
4. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
5. Dreamweaver MX Templates by Brad Halstead and Murray R. Summers
6. Macromedia Dreamweaver MX 2004: Training from the Source by Khristine Page
7. Dreamweaver MX Bible by Joseph Lowery
8. Dreamweaver MX for Dummies by Janine Warner and Ivonne Berkowitz
9. Macromedia Dreamweaver MX 2004 Magic by Massimo Foti *et al.*
10. Dreamweaver MX 2004: The Complete Reference by Ray West and Tom Muck
11. Dreamweaver MX Web Development by Drew McLellan
12. Dynamic Dreamweaver MX by Bob Regan *et al.*
13. Inside Dreamweaver MX by Patty Ayers, Laura Gutman, Donald Booth

Assignment

CREATE A BASIC SKELETON OF THE PAGES OF THE WEBSITE, PUT IN TEXT ACCORDINGLY

o **CREATE A LAYOUT ON PAPER**

Put in text according.

Home page should be decided.

Decide the layout.

Color combination.

Theme

Storyboard.

Put text on the pages.

Work with the formatting of the text.

UNIT 2

THE COMMON OBJECTS, TEXT, HTML, MEDIA, WORKING WITH IMAGES

❖ Learning Objectives:

The aim of this unit is:

Here you will understand how to work with common objects

To make students know how to work with text

To teach the students how work with images and its properties

: Structure :

- 2.1 Introduction
- 2.2 HyperLink
- 2.3 Email Link
- 2.4 Named Anchor
- 2.5 Tables
- 2.6 Image
- 2.7 Media
- 2.8 Date
- 2.9 Comments
- 2.10 Tag Choose
- 2.11 Working With Images
- 2.12 Inserting Images
- 2.13 Image Properties

2.1 Introduction

Dreamweaver provides a large no of objects that enhance your website. All major elements that are used in building the website exist in the common object category. Here in this unit you will learn them and see how to use them in making your website.

Pictures add to the creativity, they take your work to the next level. Its through pictures that all language barriers are broken and you are set free to communicate freely and people of any language or culture across the globe can understand your message easily, fast and rapid. It's said that a picture says a thousand words. Images as part of graphics media play an important role in conveying information in less time and more effectively. When you work on websites you have to work with images, because the layouts that you create in Photoshop are also saved as images and then you use HTML to build the layout of your website using these images. Apart from images being used for building web layouts you also require images as bullets, buttons, navigation, dividers or just images of your products etc or working with conceptual images. Images some or the other way make your website attractive, meaningful, impressive and impact full. They enhance the overall look and feel of your websites. So in this unit you shall study various file formats, learn how to work with images and manipulate these images by learning various attributes.

2.2 Common Objects

Allow you to insert some of the common and most frequently used objects used on web pages.



Fig 2.1: Common Object ToolBar

2.3 HyperLink



Used to create hyperlinks

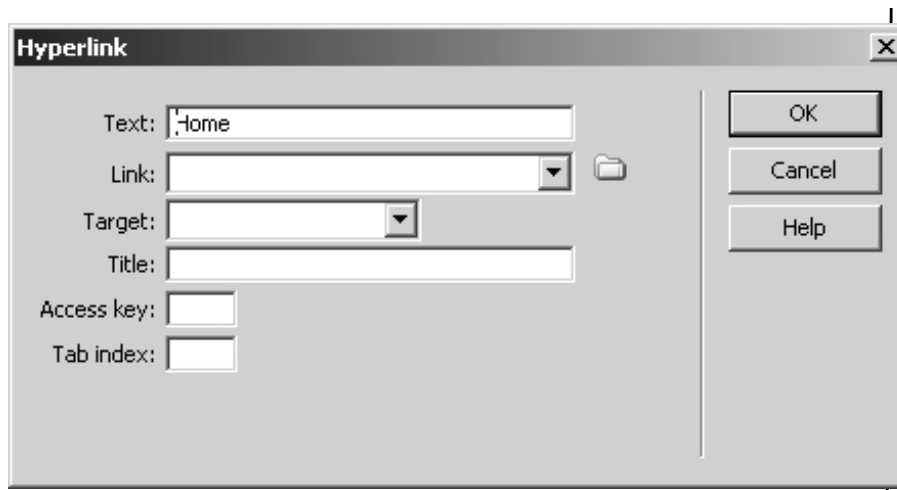


Fig 2.2: Hyperlink Window

2.4 Email Link



Fig 2.3: Email Link Icon

Used to create an email link



Fig 2.4: Email link Window

2.5 Names Anchor



Fig 2.5: Named Anchor Window

These are bookmarks that are used to jump to various parts of a page.

2.6 Tables

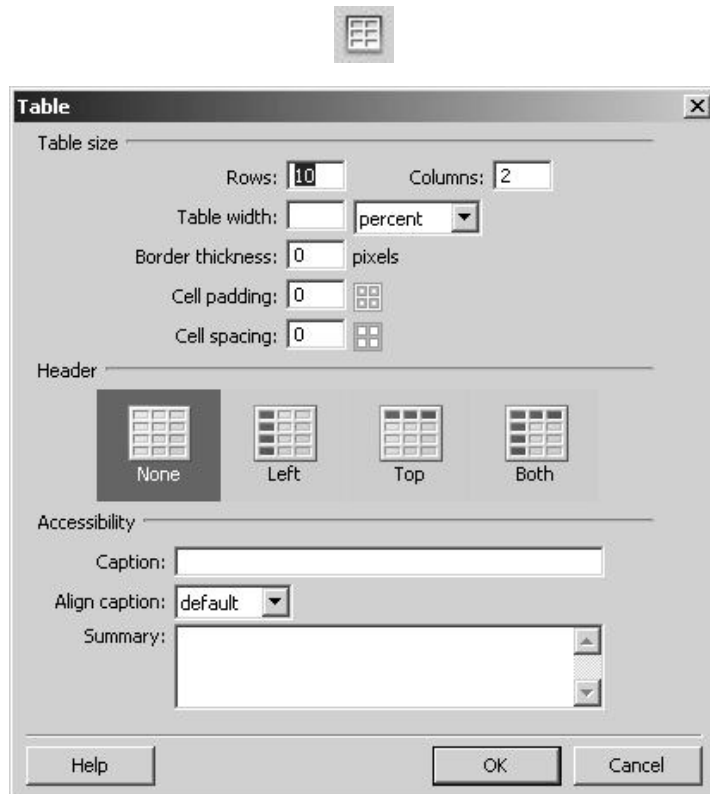


Fig 2.6: Table Insert Window

Tables are one of the major object used in web pages.

Tables are used to create layouts.

Used for displaying tabular data

We would study tables in more details in the next session.

2.7 Image

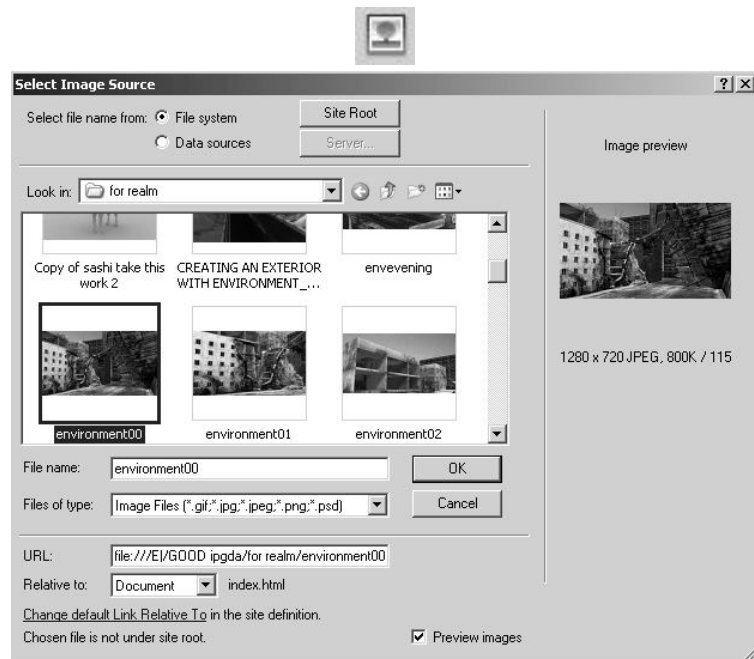


Fig 2.7: Insert Image Window

Images are one of the most effective media to bring your web pages to life.

Gives you connectivity.

Imposes meaning to your web pages.

You get the following elements under image element

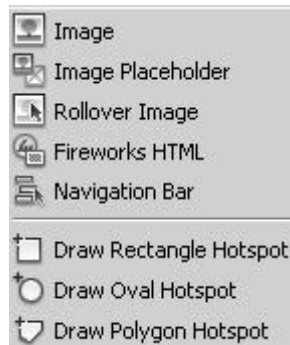


Fig 2.8: Image Insert Sub Menu

We shall study images in the later half of this session.

2.8 Media



Fig 2.9: Media Icon

These are the third party elements.

They add lot of interactivity and life to your web page.

You get the following components under this media element



Fig 2.10: Insert Media Sub Menu

Flash Element

You can insert any flash swf file from here.

Flash Button

You can create and insert Flash buttons on your web pages while working in Design view or in Code view.

Flash Text

You can insert flash text on your web pages using this element. You can create a tiny vector-graphic movie with the designer fonts and text of your choice.

Shockwave

You can insert a shockwave file that is created using macromedia director.

Usually it is not used on web page.
Applet, param, ActiveX are not part of W1 Plugin
You can insert movie or avi files on to your web page using Plugins.

2.9 Date

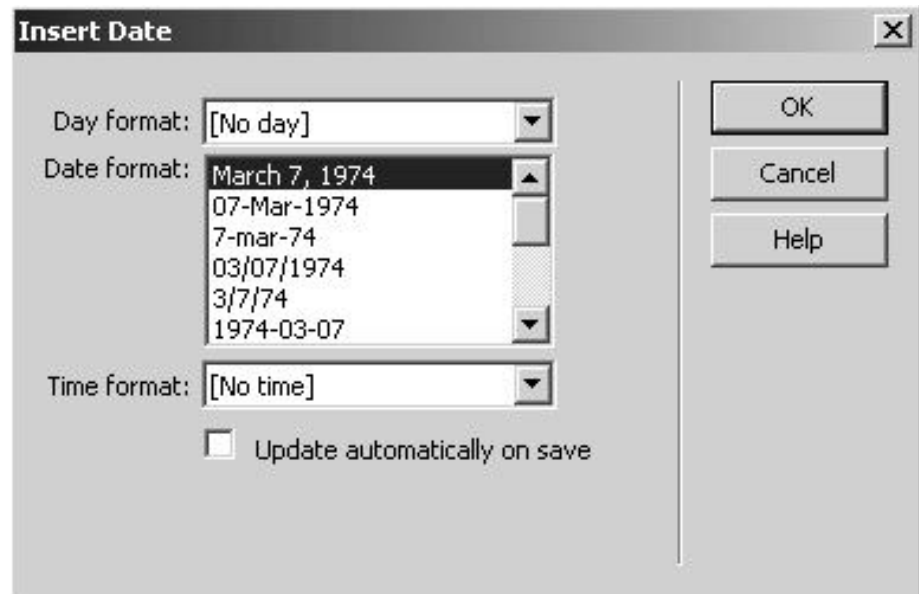


Fig 2.11: Insert Date Window

Dreamweaver provides an easy Date object, which inserts the current date in whatever format you prefer (with or without the time) and provides the option of updating that date whenever you save the file.

This date and time are not the current date or they do not reflect the dates/times but this is the date and time that a visitor sees when they display your site.

They are examples or formats as to how you want to display this information.

2.10 Comments

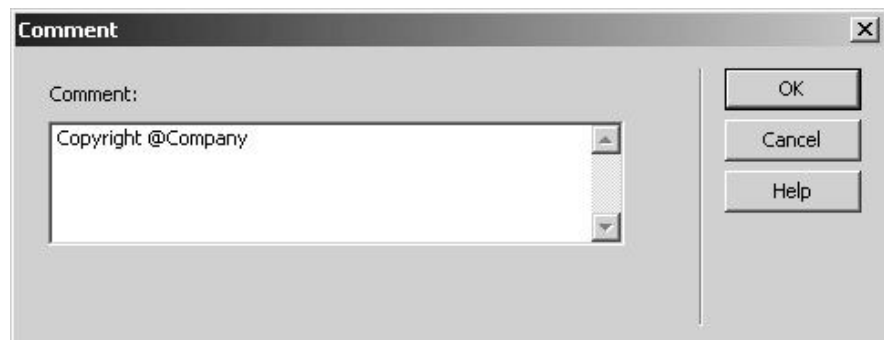


Fig 2.12: Insert Comments Window

These are non executable statements.

Browser ignores them whenever it comes across.

They are normally used when you want to explain your clients about something but don't want to reflect onto your web page.

2.11 Tag Choose

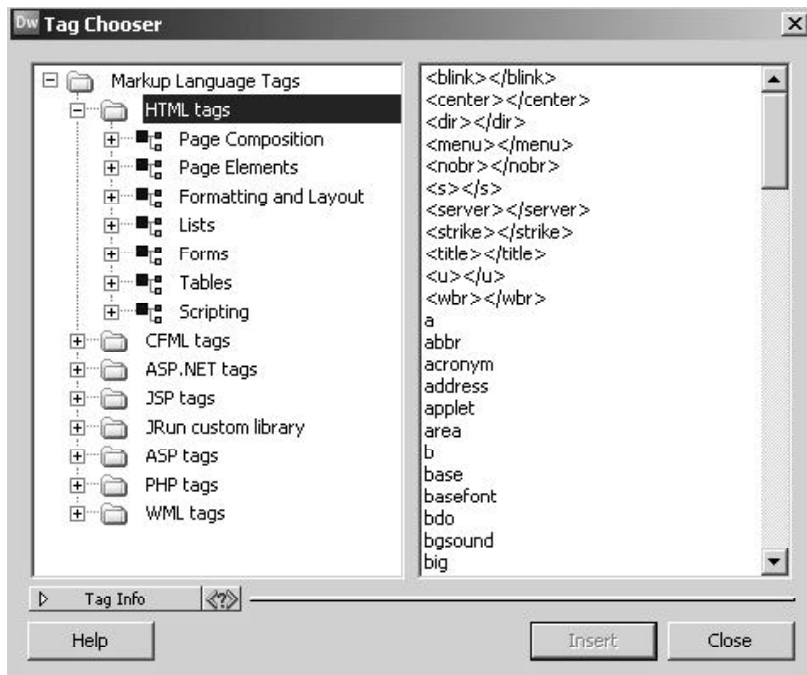


Fig 2.13: Tag Chooser Window

The purpose of this dialog box is to select and insert a tag.

2.12 Working With Images

Images are not actually a part of the Web page.

They're completely separate files that are linked to the page. It's part of a Web browser to take those separate files and mix them together on the screen to create the appearance that the Web page is one seamless unit. You can create a link using an IMG element on your Web page.

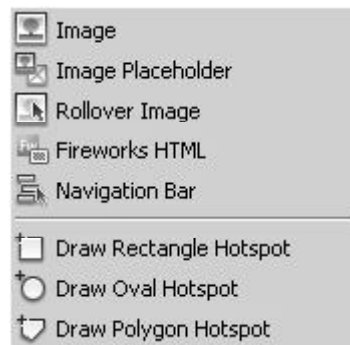


Fig 2.14: Insert Image Sub Menu

2.13 Inserting Images

In order to insert an image you have to first place the cursor where you want to insert the image and then click the Insert Image icon on the Common panel.

When you insert an image you get the following dialog box

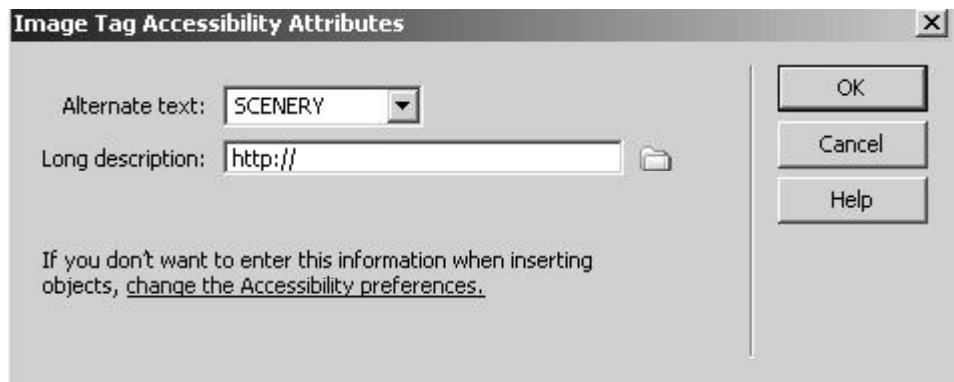


Fig 2.15: Insert Image Window

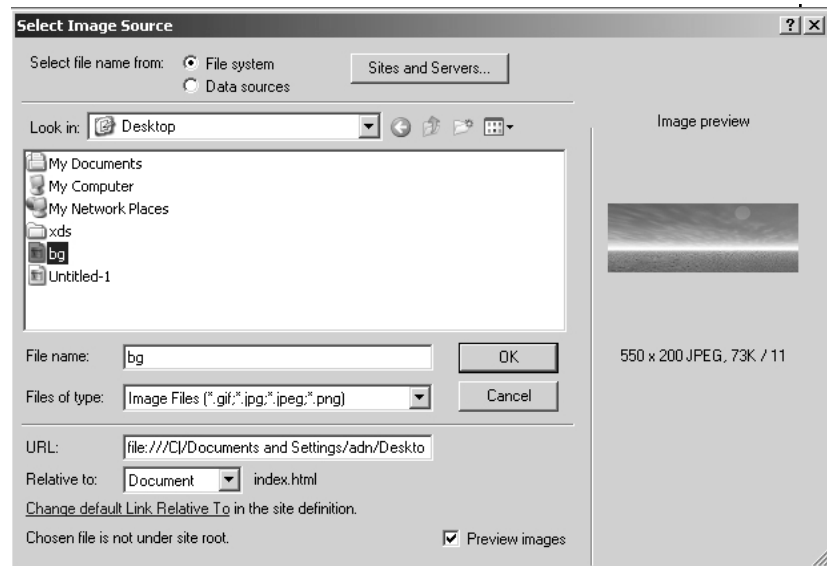


Fig 2.16: Select Image Source Window

After this dialog box Dreamweaver will also ask you to save the image in the root folder.

2.14 Image Properties

Let's have a look at the image properties

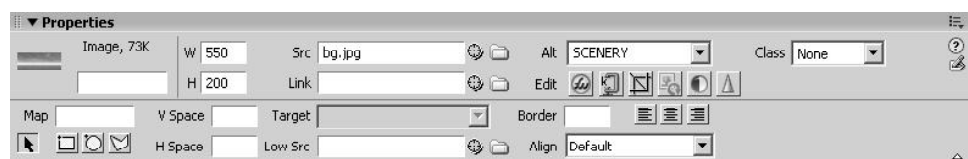


Fig 2.17: Image Properties

W & H : Refers the width and height of the inserted image.

V Space : This is the vertical spacing or the spacing on the left and right of the image. This is used when you want to keep some gap between the image and the text around it.

H Space: This is the horizontal spacing or the spacing on the top and bottom of the image. This is used when you want to keep some gap between the image and the text around it.

Src : This carries the name of the file that you are inserting.

Link : This is the name of the file or the Url that you want the image to link to.

Target : This shall be covered in detail in frames. This is used when you want to open the link that is given on an image in a new browser window etc.

Low Src:This is another low quality or low size image that will be displayed as a substitute of the original image.

Alt : This is the alternative representation of the image. When you take your cursor on the image a yellow pop up box opens that gives the description of the image. If the image has not downloaded due to some reason then the alternative text will be represented in the place of the image.

Border : Border is the Link, Vlink or Alink colored border around the image. This border shows only if you have linked the image.

Align : Align sets the alignment of the image with the other element that comes next to the image.

Edit : This will open the image in Fireworks s/w if you want to edit the image.

Map / hotspots : These are the links that you give on the same image. In short hotspots are links that you give on a single image. These are normally used when you want to link multiple parts of a single image the different areas. For example maps, site maps, civil engineering diagrams, top views of architectural applications etc. You get three types of hotspots like rectangular, circular and polygonal. Based upon the area that you are choosing to link you can choose among the three types of hotspots.

Summary

1. HyperLink allows you to create links both internal and external. Internal links are like bookmarks, they allow you to jump to pages and on that page go to various sections, like top, bottom or other locations that you have created link as. Here you use anchor tag and use the name attribute in this to create the bookmark. External links are the ones that take you to other websites from your website, these links are outside your website while internal links apart from bookmarks are also to go to other pages of the same website. Email Link allows you to create a mail to protocol link via which you can incorporate the SMTP feature of sending email across Named Anchor allows you to create bookmarks
2. Tables allow you to structure your websites, with tables you can create layouts, structure your data. Tables have elements like table heading, table body, table footer, table row, table column, or rather table data cells, all these components can be used to design interesting tables to structure and layout your web pages.
3. Image add look and feel and make your websites artistic. Images are not inserted on the web page, but they have placeholder that is a link to the actual image that you upload on the server along with other web pages. A picture speaks thousand words, so as far as possible

you can use conceptual images that add a better and faster communication to your websites.

4. Media elements allow you to work with dynamic elements of flash, active, java applets, shockwave, and these elements make your website dynamic and strong. You can use flash based animations on your web pages, that makes your website attractive.
5. Date is the element as to when your website was created or last modified
6. Comments are for the designer's purpose. Comments are non executable tags, whatever you write as comment gets ignored by the browser and the browser thus does not show that on the web page. Comments normally are given when you want the person who's reading your HTML page and not the end user.
7. Tag Choose, with the help of tag choose you can choose tags and insert on your web page, this becomes easy and is a handy way speed up website designing and creation. You can add HTML tags, CFML tags, asp.net tags, JSP tags, JRun custom library, PHP tags and WML tags as well.
8. Inserting Images will tell you how to appropriately choose images that you wish to insert in your websites. Image Properties will allow you to govern various image properties

Self Assessment Test

1. Name all the objects that are there in Dreamweaver

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2. Give the use of each of the objects

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3. How to images enhance the look and feel of websites?

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4. Write done the properties of Image

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5. Explain each of the image properties

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Further Reading

1. Dreamweaver 8 Design and Construction
2. O'Reilly - Dreamweaver MX 2004 The
3. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
4. Dreamweaver MX Templates by Brad Halstead and Murray R. Summers
5. Macromedia Dreamweaver MX 2004: Training from the Source by Khristine Page
6. Dreamweaver MX Bible by Joseph Lowery
7. Dreamweaver MX for Dummies by Janine Warner and Ivonne Berkowitz
8. Macromedia Dreamweaver MX 2004 Magic by Massimo Foti *et al.*
9. Dreamweaver MX 2004: The Complete Reference by Ray West and Tom Muck
10. Dreamweaver MX Web Development by Drew McLellan
11. Dynamic Dreamweaver MX by Bob Regan *et al.*

Assignment

CREATE SAME PAPER LAYOUT USING PHOTOSHOP

Linking the pages, phrasing the pages

Link the pages of the site.

Put in data using lists.

Use phrases accordingly.

On your existing website on which you are working, design the layout in Dreamweaver and make a complete structure ready for the home page and the other inner pages. Design navigation for all the pages. As per the website layout done in Photoshop now put images that you have in order to enhance the look and feel of your website. You can even put buttons, dividers, bullets, icons, symbols etc as per your requirement.

Create a flow chart of your website starting from the home page to rest of the pages. The diagram i.e. the flow chart has to show how the pages are linked. Then as per the flow chart start linking your pages. Make sure that you have a smooth and easy navigation. Avoid redundant links. For this you layout will have navigation bars. Also if your pages are too long the length then your layout should be such that you have navigation bar at top and bottom as well. After linking check in the browser that the links are working and also make sure that there are no broken links. Links on your website decides the flexibility of your website so work sensibly to make your websites user friendly and with higher flexibility.

❖ Learning Objectives:

The aim of this unit is:

You can design layouts.

How to use space effectively.

Various attributes of tables.

The usage of Tables.

Use of tables for organizing and structuring your data.

How to design tables.

: Structure :**3.1 Introduction****3.2 Inserting Tables****3.3 Table Setting****3.4 Table Properties****3.5 Row Properties****3.6 Cell Properties****3.7 Rowspan, Colspan****3.8 Adding and removing rows and columns****3.9 Resizing tables. Rows, columns****3.10 Tabular data****3.11 Layout object****3.12 Layout mode****3.13 Layout table properties****3.14 Layout cell properties****3.15 Expanded tables mode****3.16 Inserting rows and columns in a table created using expanded mode**

3.1 Introduction

Tables are of great use in creating web sites.

We know that if you want to put student listings on web pages or display the latest product information or any tabular data tables are a good way to do that.

A table is a very powerful element on a web page.

It's powerful because every cell in the table is, in effect, a miniature Web page.

The cells in a table can hold anything that a full-sized Web page can hold. Your table can contain links, image, bulleted lists, forms, buttons, and even other tables.

You can remove the table's borders and it uses it as an invisible skeleton to structure Web pages.

So tables can be used to create web layouts.

They can be used to align data on your web pages.

Tables allow you to layout our web pages

Tables are a structure to divide your space into various sections such that you can properly, precisely place them on your web pages.

Web site becomes strong in construction

3.2 Inserting Tables

You can insert table clicking on the icon shown above. Or Insert Menu, Table object.

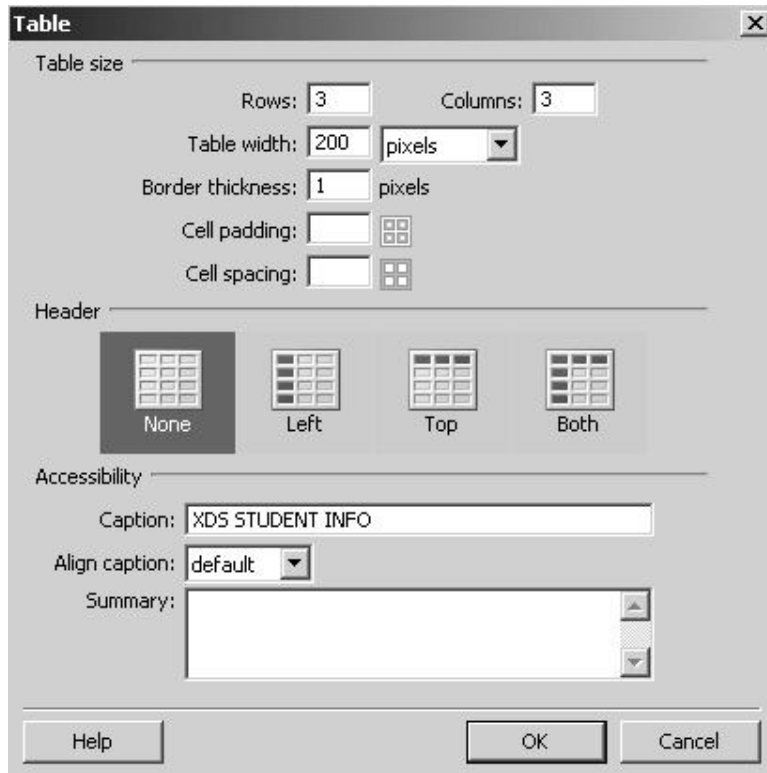


Fig 3.1: Insert Table Window

3.3 Table Settings

Rows & Columns: Allows you to insert that much number of rows and columns.

Table Width : You can set the width of a table using percentage or pixels. Advisable is in percentage.

Border Thickness: Give a border to the table as per your requirement.

Cell Padding: This is the spacing between the table and its text.

Cell Spacing : This is the spacing between data cells.

Header : You can create any row or column as header as per your requirement. **Caption & Align Caption:** Allow you to add caption to your table and you can align that too.

3.4 Table Properties

Fig 3.2: Table Properties

- Table ID** : This will be used in DHTML or Javascript when you want to refer to a particular Table.
- Rows** : Shows number of rows in a Table. **Cols**: Shows number of Cols in a Table.
- W & H** : Gives the width and height of a Table.
- CellPad** : This is spacing between Cell border and text in a cell of a Table. **CellSpace**: This is the spacing between cells in a Table.
- Align** : This is used ot Align Table in a web page. **Border**: Give a border thickness to a Table.
- Bg color** : Gives the Background to a Table.
- Brdr color** : Gives a color to the border fo a Table.
- Bg Image**: Here instead of Background color you can place an image as a background. Usually make use of images that appear as textures.

3.5 Row Properties

Here you can set the properties for a row.



Fig 3.3: Row Properties

- Horz** : Places the data at the specific position in a Row Horizontally.
- Vert** : Places the data at the specific position in a Row Vertically.
- W & H** : Shows the wisth and height of the row.
- No wrap** : This is used when you use your row as a header. In header row the data in the cell usually is in one line. This feature will not let data wrap to the next line.
- Header** : Makes the row as a header row. The text in header row in center aligned and is Bold by default.
- Bg** : Refer to background image in a row. The next Bg refers to background color of that row.
- Brdr** : Gives a color to the border in a row.

3.6 Cell Properties

These are the same as Row properties. Except for that they go for individual cells of a Table.



Fig 3.4: Cell Properties

3.7 Rowspan & Colspan



Fig 3.51: Cell Merge and Split Icon

MERGE

SPLIT

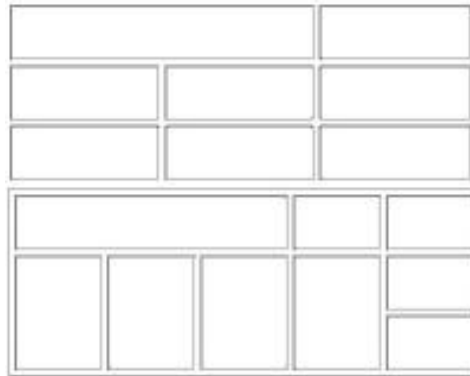


Fig 3.6: Merged and Splitted Cells

You have to do a selection in a line or in a rectangle of cells and then merge as many number of adjacent cells you want to merge. This will give you a single cell that would span across several columns or rows.

You can split a cell into as many number of rows or columns irrespective of whether it was previously merged or not.

Dreamweaver automatically restructures the table to create the specified arrangement.

3.8 Adding And Removing Rows And Columns

To add and remove rows and columns, use the Modify > Table or column header menu. Or

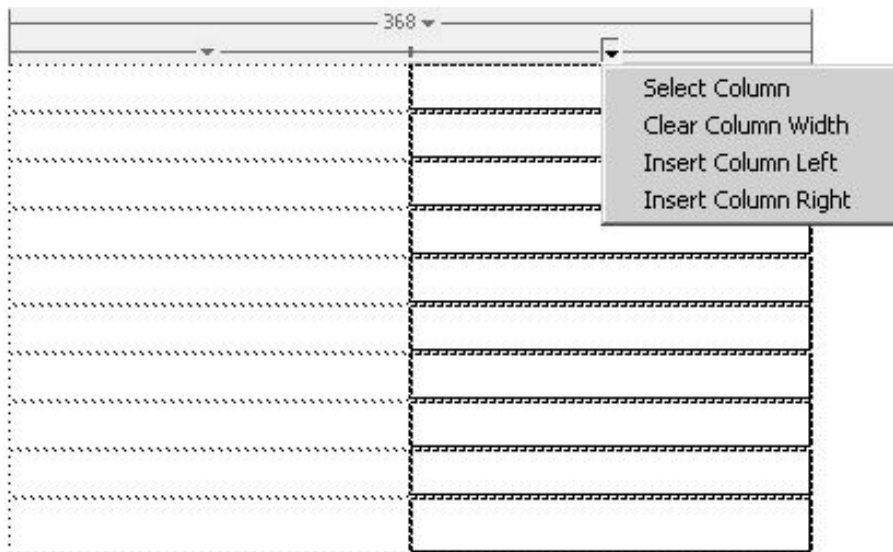


Fig 3.7: Adding Rows or Columns

3.9 Resizing Tables, Rows, Columns

Resizing tables:

For horizontal resizing you need to drag the selection handle on the right. For vertical resizing you need to drag the selection handle on the bottom.

For both dimensions resizing you need to drag the selection handle at the lower right corner.

Resizing columns width, rows height

Hold the Shift key, then drag the column's border.

The width of one column changes. With the help of visual feedback you will come to know how to adjust the columns; the overall table width changes to accommodate the column you are resizing.

Same for the row height

To make widths consistent:

Click in a cell.

You need to click the header of table menu then select Make All Widths Consistent.

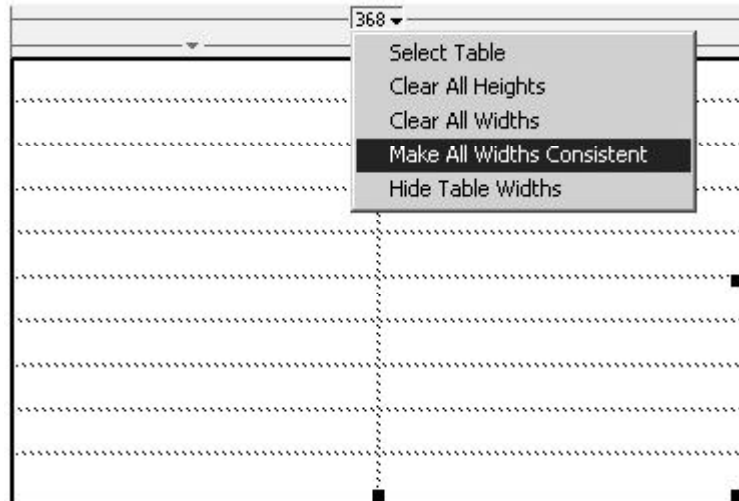


Fig 3.8: Resizing Tables

Dreamweaver resets the width specified in the code to match the visual width.

3.10 Tabular Data

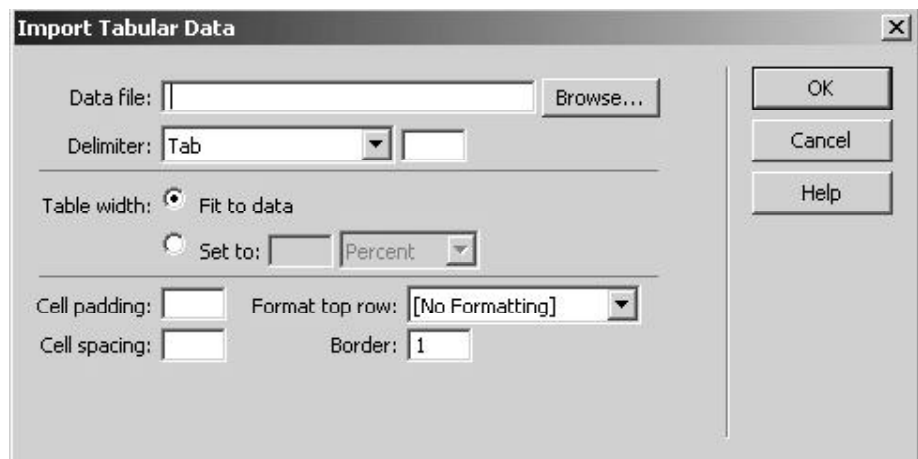


Fig 3.9: Import Tabular Data Window

You can import a tabular data that has been created in another application like Microsoft Excel and it has been saved in a delimited text format with items separated by tabs, commas, colons, semicolons, or other delimiters with the help of this object.

You can even export tabular data from Dreamweaver into a text file, with the contents of adjacent cells that are separated by a delimiter.

Commas, colons, semicolons or spaces can be used as delimiters.

You have to export entire table as you cannot select portions of a table to export.

3.11 Layout Object



Fig 3.10: Layout Object

Layout object provides you to create tables using 3 types of styles.

1. Standard what we studied above
2. Expanded
3. Layout

3.12 Layout Mode

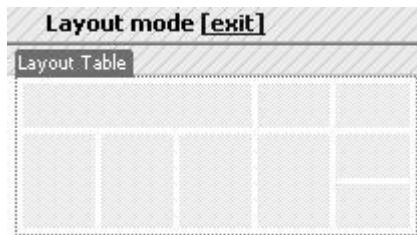


Fig 3.11: Layout Mode

Here the tables can be created in a more convenient manner.

Just as how you drag and use the marquee tool in photoshop you can drag and create 1st a Layout Table and then a Layout Cell.

These 2 tools show up in the bar at the top.

You can move cells around as necessary to adjust your layout along with as you add the contents.

For maximum flexibility, you can draw each cell only when you're ready to put content into it. This enables you to leave more blank space in the layout table for a longer time, so that you can move or resize cells more easily.

Layout tables appear outlined in green on your page; layout cells appear outlined in blue on your page.

When you move the pointer over a table cell, Dreamweaver highlights the cell.

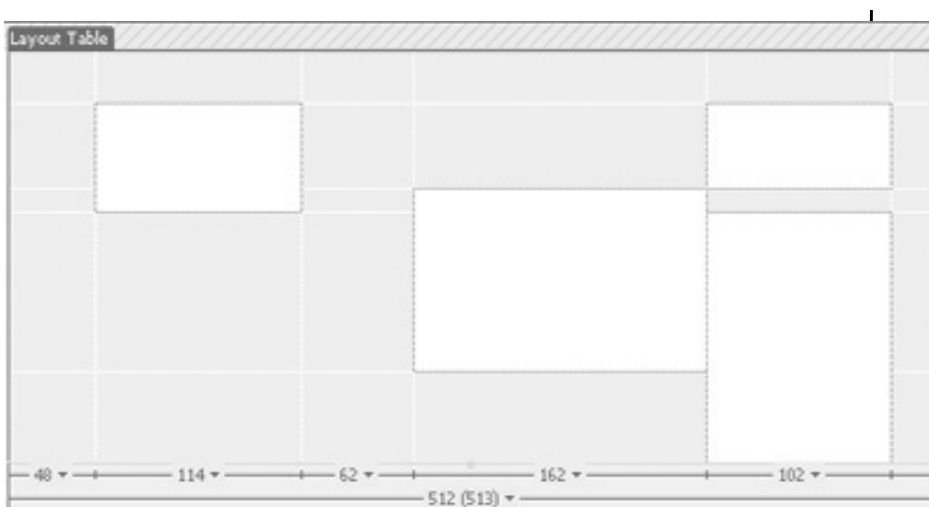


Fig 3.12: Layout Table

3.13 Layout Table Properties



Fig 3.13: Layout Table Properties

You can set the height, Background color, Cellpadding, Cellspacing of the Layout table.

3.14 Layout Cell Properties



Fig 3.14: Layout Cell Properties

You can set the Height, Backgroundcolor, Horizontal and vertical alignment and No wrap features.

3.15 Expanded Tables Mode

This mode temporarily adds cell padding and cell spacing to all tables in the web page and increases the tables borders to make editing easier. This mode allows you to select items in tables or lets you accurately place the insertion point.

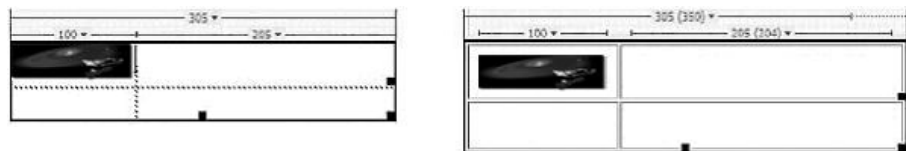


Fig 3.15: Expanded Tables

Once you make your selection or place the insertion point, you should return to the Standard mode of Design view to make your edits.

3.16 Inserting Rows And Columns In A Table Created Using Expanded Mode



Fig 3.16: Inserting Rows And Columns In A Table Created Using Expanded Mode

You can insert rows above or below as well as columns left or right of a Table.

Summary

1. Inserting Tables. While inserting tables you get to choose table size that carries no or rows, columns, table width, border thickness, cell padding, cell spacing. Then you need to choose the header and in the accessibility you can mention caption to the table, align the caption, and give summary to the table.
2. Table Properties allow you to set various properties of table. In table properties you can give table id, rows and columns, width of table, cell padding, cell spacing, align the table, give border to the table, mention the class if you are using CSS, background color to table, border color to table, background image to the table, clear row width and row height, convert table width to pixels and convert table width to percentage.

3. Row Properties allow you to control the rows as per your needs. Row properties reflect row merging, row splitting, horizontal and vertical alignment, width and height of rows, whether you want wrap or no wrap, whether you want a row to function as header, background image to a row, background color to the row, border color to the row.
4. Cell Properties allow you to control the cells as per your needs. Cell properties reflect row merging, cell splitting, horizontal and vertical alignment, width and height of cell, whether you want wrap or no wrap, whether you want a cell to function as header, background image to a cell, background color to the cell, border color to the cell.
5. Rowspan, Colspan will let you span across the rows or columns and they are very useful while making layouts. For rowspan you need to select multiple cells and then click on the rowspan icon in the properties, for colspan you need to select multiple cells and click on the merge icon at the properties window.
6. Adding and removing rows and columns is the basic necessity when you design table layouts. In order to remove rows you can select rows, or cells of the rows and just press delete button, on the keyboard, same goes for columns. For inserting you can go to insert -> table objects -> and choose from insert row above or below and insert column to right or left.
7. Resizing tables. Rows, columns. Resizing of rows and columns can be done from the width and height in the properties panel, you can even select and resize using the cursor and mouse.
8. Tabular data will let you import data that you already have in a specific manner. Tabular data is very useful when you want to save your time of not reformatting the data that you are importing and using on your web pages.
9. Layout object is another way to design web layouts. You get two features in this standard and expanded. Standard gives you features like insert div tag, draw ap tag, features of spry, row & column insertion, frames and Iframes,
10. Layout table properties. In order to go to layout mode you have to choose view -> table mode -> layout mode. Once you are in the layout mode you can choose draw layout table and draw layout cell. Properties of layout table are width, autostretch, height, background color, cell padding, cell spacing, clear row heights, make cell width consistent, remove all spacers, remove nesting, and can apply class by CSS.
11. Layout cell properties include format, font, style, size, CSS, Bold, italic, alignment, tet color, bullets, indentations, link, target, page properties, list items. These are the same text formatting options that you get when you work with text in web page in dreamweaver.

12. Expanded tables mode. Once you are done with the layout of tables and cells in the layout mode you can then come to the expanded mode and then this table and the cell that were created in the layout mode looks like a normal table can cell in the expanded mode.
13. Inserting rows and columns in a table created using expanded mode, you can go to modify -> table -> and use insert row, insert column, insert row or column

Self Assessment Test

1. What are tables?

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2. What is the use of tables?

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3. What is rowspan and colspan?

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4. What is Tabular data?

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5. Explain the advantage of expanded table mode.

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Further Reading

1. Dreamweaver 8 - The Missing Manual
2. Dreamweaver 8 Design and Construction
3. O'Reilly - Dreamweaver MX 2004 The
4. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
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10. Dreamweaver MX 2004: The Complete Reference by Ray West and Tom Muck
11. Dreamweaver MX Web Development by Drew McLellan
12. Dynamic Dreamweaver MX by Bob Regan *et al.*
13. Inside Dreamweaver MX by Patty Ayers, Laura Gutman, Donald Booth
14. Sams Teach Yourself Macromedia Dreamweaver MX in 24 Hours by Betsy Bruce

Assignment

ENHANCING THE SITE USING LAYOUTS

- o Create layout using tables.
- o Put tables as columnar format.
- o Put in graphics needed on the site



**Dr. Babasaheb
Ambedkar
Open University**

**BCADES-108
WEB PROTOTYPING**

Block

2

DYNAMIC WEB

UNIT 1 FORMS

UNIT 2 FRAMES, LIBRARY, PALLETE, ASSETS

UNIT 3 LAYERS AND ANIMATION



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ROLE OF SELF INSTRUCTIONAL MATERIAL **IN DISTANCE LEARNING**

The need to plan effective instruction is imperative for a successful distance teaching repertoire. This is due to the fact that the instructional designer, the tutor, the author (s) and the student are often separated by distance and may never meet in person. This is an increasingly common scenario in distance education instruction. As much as possible, teaching by distance should stimulate the student's intellectual involvement and contain all the necessary learning instructional activities that are capable of guiding the student through the course objectives. Therefore, the course / self-instructional material are completely equipped with everything that the syllabus prescribes.

To ensure effective instruction, a number of instructional design ideas are used and these help students to acquire knowledge, intellectual skills, motor skills and necessary attitudinal changes. In this respect, students' assessment and course evaluation are incorporated in the text.

The nature of instructional activities used in distance education self-instructional materials depends on the domain of learning that they reinforce in the text, that is, the cognitive, psychomotor and affective. These are further interpreted in the acquisition of knowledge, intellectual skills and motor skills. Students may be encouraged to gain, apply and communicate (orally or in writing) the knowledge acquired. Intellectual- skills objectives may be met by designing instructions that make use of students' prior knowledge and experiences in the discourse as the foundation on which newly acquired knowledge is built.

The provision of exercises in the form of assignments, projects and tutorial feedback is necessary. Instructional activities that teach motor skills need to be graphically demonstrated and the correct practices provided during tutorials. Instructional activities for inculcating change in attitude and behavior should create interest and demonstrate need and benefits gained by adopting the required change. Information on the adoption and procedures for practice of new attitudes may then be introduced.

Teaching and learning at a distance eliminates interactive communication cues, such as pauses, intonation and gestures, associated with the face-to-face method of teaching. This is particularly so with the exclusive use of print media. Instructional activities built into the instructional repertoire provide this missing interaction between the student and the teacher. Therefore, the use of instructional activities to affect better distance teaching is not optional, but mandatory.

Our team of successful writers and authors has tried to reduce this.

Divide and to bring this Self Instructional Material as the best teaching and communication tool. Instructional activities are varied in order to assess the different facets of the domains of learning.

Distance education teaching repertoire involves extensive use of self- instructional materials, be they print or otherwise. These materials are designed to achieve certain pre-determined learning outcomes, namely goals and objectives that are contained in an instructional plan. Since the teaching process is affected over a distance, there is need to ensure that students actively participate in their learning by performing specific tasks that help them to understand the relevant concepts. Therefore, a set of exercises is built into the teaching repertoire in order to link what students and tutors do in the framework of the course outline. These could be in the form of students' assignments, a research project or a science practical exercise. Examples of instructional activities in distance education are too numerous to list. Instructional activities, when used in this context, help to motivate students, guide and measure students' performance (continuous assessment)



PREFACE

We have put in lots of hard work to make this book as user-friendly as possible, but we have not sacrificed quality. Experts were involved in preparing the materials. However, concepts are explained in easy language for you. We have included many tables and examples for easy understanding.

We sincerely hope this book will help you in every way you expect.

All the best for your studies from our team!

WEB PROTOTYPING

Block 1 INTRODUCTION

UNIT 1 INTRODUCTION TO DREAMWEAVER, CREATING WEBSITES & WEB PAGES, USING DREAMWEAVER'S, HTML FACILITIES, URL & LINKS

Introduction, Dreamweaver Layout, Insert Bar, The Document Toolbar, Document Window, Panel Groups, Property Inspector, Tag Inspector, Files Panel, The Status Bar, Creating web sites and web pages, Creating new pages and folders, Saving pages, Opening existing pages, Working with Text, Page Properties, Links

UNIT 2 THE COMMON OBJECTS, TEXT, HTML, MEDIA, WORKING WITH IMAGES

Introduction, HyperLink, Email Link, Named Anchor, Tables, Image, Media, Date, Comments, Tag Choose, Working With Images, Inserting Images, Image Properties

UNIT 3 TABLES

Introduction, Inserting Tables, Table Setting, Table Properties, Row Properties, Cell Properties, Rowspan, Colspan, Adding and removing rows and columns, Resizing tables. Rows, columns, Tabular data, Layout object, Layout mode, Layout table properties, Layout cell properties, Expanded tables mode, Inserting rows and columns in a table created using expanded mode

Block 2 DYNAMIC WEB

UNIT 1 FORMS

Introduction, Using Forms, Form Controls, Properties

UNIT 2 FRAMES, LIBRARY, PALLETTE, ASSETS SERVICES

Introduction, Usage of Frames, Inserting Frames, Planning Frames, Saving Frames and Framesets, Frames Window, Frame Properties, Frameset Properties, Splitting Frames, Deleting Frames, Frame names and navigation links, The library palette, Using Assets Panel

UNIT 3 LAYERS AND ANIMATION

Introduction, Usage of Layers, Inserting Layers, Viewing inserted layers, Preventing layer overlap, Layer properties, Converting layers to tables, Animation through layers, Adding timelines

Block 3 INTERACTIVE WEB

UNIT 1 BEHAVIORS

Introduction, Using Behavior inspector, Assigning behaviors, Checking browser type, Check plugins, Control shockwave or flash, Drag layer, Go to url, Jump menu / jump go to, Open browser window, Play Sound, Popup Message, Preload images,

Set nav bar image, Set text, Show popup menu, Show hide layers,
Swap image / swap image restore, Validate form

UNIT 2 COMMANDS AND SNIPPETS

Introduction, Recording, Using HTML Cleanup, The HTML
Clean Up Command, Dreamweaver's HTML Clean Up Items,
Clean Up Word HTML, Spell Checking, Using color schemes,
Format tables, Sort table, Create web photo album, Snippets

Block 4 STYLING YOUR WEBSITES

UNIT 1 CSS PART 1

Introduction, Style control with style sheets, Advantages,
External style sheet, Embedded style sheet, Inline style sheet,
Creating new style using class attribute, Type Category

UNIT 2 CSS PART 2

Introduction, Background Category, Block Category, Box
Category, Border Category, List Category, Position Category,
Extensions Category

BLOCK 2 : DYNAMIC WEB

Forms allow the user to fill information in them and then submit that information to the company, and then it's up to the company to store the form data in various ways and accordingly reply or approach the user. There are various controls that a form is made up of. Here in this unit you shall study how to make forms and then work with various attributes and controls that make up a form.

Frame is one of the best features used on websites. most of the designers use one large frame that would hold the main content of the site. Smaller frames on the top, bottom, or edges contain navigational aids, corporate logos, or anything else that shouldn't change or move while the content of the main frame change. The fundamental reason to use frames is when you have some functional segment of your site that must remain the same or perform the same function, no matter what happens on the rest of the screen.

Layers are a newer feature of Dreamweaver. With the help of layers you can create interesting layouts and they are also open, and more dynamic and liquid in nature and hence you call them as liquid layouts. Layers also allow you to do 2d web based animations that you at times require on your websites to enhance the look and feel of the website and make them dynamic in nature. Apart from doing animations, there are lot of behaviors available that work with layers and to use these behaviors you need layers.

Block Objective

After learning this block, you will be able to understand:

The basic of forms and The use of forms

- 1 How to work with forms on websites and Know various form controls and its properties
- 2 How to make websites using frames and learn the usage of library palette
- 3 And then you shall study the advantage of using assets
- 4 You will learn what layers are.
- 5 How to use layers and its properties.
- 6 And then you shall learn how to enhance your websites with web based animations using layers and timelines.

❖ Learning Objectives:

In this unit you shall learn:

The basic of forms

The use of forms

How to work with forms on websites

Know various form controls and its properties

: Structure :

1.1 Introduction**1.2 Using Forms****1.3 From Controls****1.4 Properties****1.1 Introduction**

Websites as you know is a media for passing information. There are times when you apart from giving information also require information or need to interact or know the views of the person browsing your website. So you need to make your websites dynamic. Forms are one of the means to make your website dynamic. You can add interactivity to your website using forms. There can be various types of forms like, feedback form, login form, inquiry form, admission forms, on line buying and selling forms, railway or air way reservation forms, and you name it and you can make a form of your choice as per company's requirement. Forms allow the user to fill information in them and then submit that information to the company, and then it's up to the company to store the form data in various ways and accordingly reply or approach the user. There are various controls that a form is made up of. Here in this unit you shall study how to make forms and then work with various attributes and controls that make up a form.

After the designing phase of form gets over you then have to script your forms, i.e. you need to validate your forms, this is the place where JavaScript comes into picture. You can do the same by using built in features called behaviors that you will study in the later units as the course commences.

1.2 Using Forms

Forms are the most useful feature in a website.

Forms can be used to collect information from clients.

Forms collect data from clients and send it to the web server. Web server is the location where your website is uploaded.

They provide you interactivity.

Visitors to your website input information through text box, radio buttons, checkbox, drop down lists or textareas etc.

Once the data is fed in you can use submit button to send data or you can click on reset button to clear the data of form.

Forms are always needed on your website.

You can design various types of forms like:

- o Inquiry Form
- o Feedback Form
- o Login Form
- o School or College or any institute enrollment form.
- o Railway or Airways Reservation forms.
- o Super markets forms.
- o Ecom buying and selling forms.
- o In short any kind of application you use you will somewhere or other make use of forms.

1.3 Form Controls

Lets study various form controls. They show up in the form object menu as follows:

Fig 4.1: Form Controls



Fig 4.2: Form Control

Whenever you have to design a form you have to put all your controls in this form tag. So first thing you need to do is insert the form control. It would show you a red dotted line within which you will design and insert all your other form controls.

1.4 Properties



Fig 4.3: Form Properties

Form name: Is the name of the form. This is normally used in scripting languages.

Action: This carries the URL or domain of the website where you want the form data to be submitted.

Method: There are 3 types of methods:

By default browser's uses default setting to send the form data to the server. Typically the default is the GET method.

Get: appends the value to the URL requesting the page.

GET: This method causes the browser to append the form's data to the url specified in the action attribute and to send everything to the web server in a single step. A question mark (?) separates the data from the URL.

Post: embeds the form data in the HTTP request.

POST: This method causes the browser to send the data in a two-step process. First the browser contacts the server specified in the action URL. Then after a successful connection is established the browser sends the form's data to the server, which in turn sends the data to the CGI program.

If you do not specify a method the browser uses the GET method by default.

Enctype: Used to specify the MIME encoding type of the data submitted to the server for processing. MIME is the Multimedia Internet Mail Extensions. This tells us what kind of file format is accepted by the browser.

Target: This is used when you are using frames. We shall cover this in the frames session.

Input Text : 

Here you can type in data. Normally used to accept name, age. Normally data that is not too long.

Properties:

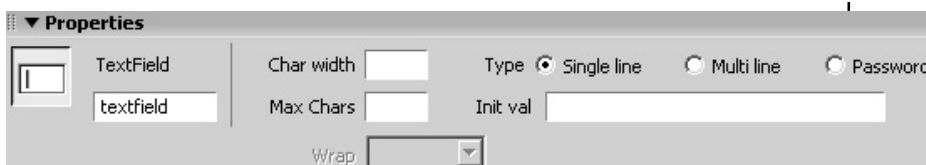


Fig 4.4: Input Text Box Properties

Textfield: Carries the name of the text box.

Char width: Display size of text box in the browser.

Max Chars: Total number of character that a visitor can type in the textbox.

Type:

Singe Line: Can type only one line of data.

Multiline: Can type in multiple lines of data

Password: The textbox works like a password field. Here whatever you type shows up as astriks.

Initial Value: Whatever you type in here shows up in the text box in the browser.

HIDDEN FIELD

Store information entered by a user, such as a name, e-mail address, or viewing preference, and then use that data when the user next visits the site.

Properties:



Fig 4.5: Hidden Field Properties

HiddenField: Is the name of the field in which the data travels.

Value: The data that you want to send to the server as hidden.

TEXTAREA

This field is used when you want to fetch in more data from the client. Like comments, suggestions etc

Properties:

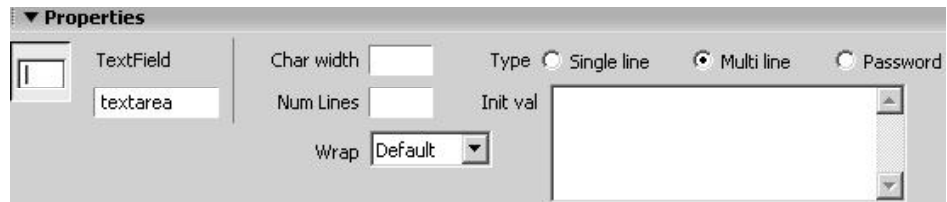


Fig 4.6: Textarea Properties

TextField: Is the name of the control

Char Width: Number of characters that you want horizontally. Num Lines: Number of line in the design of the control.

Wrap: Specifies how the user's input will be displayed when the user enters more information than can be displayed within the defined text area.

The wrap options are as follows:

If you select Off or Default it would prevent text from wrapping to the next line. If the user's input goes more than the right boundary of the text area text will scroll toward the left. As a user you have to press enter in order to move the insertion point to the next line in the text area.

Selecting Virtual sets word wrap in the text area. If the user's input goes more than the right boundary of the text area, text wraps to the next line.

Word wrap is not applied to the data when data is submitted for processing, but it is submitted as one string of data.

Type: Creates the field as a single-line, multiple-line, or password field.

If you select Single-line it would result in an input tag with its type attribute set to text. The Char Width setting maps to the size attribute, and the Max Chars setting maps to the maxlength attribute.

If you select Password it would result in an input tag with its type attribute set to password. The Char Width and Max Chars settings align to the same attributes as in single-line text fields. When a user types in a password text field, the input appears as bullets or asterisks to protect it from observation by others.

Selecting Multi-line results in a textarea tag. The Char Width setting maps to the cols attribute, and the Num Lines setting maps to the rows attribute.

CHECKBOX

Checkboxes are used when you want to multiple selection from the visitor. For example hobbies, qualification etc.

Properties:

Fig 4.7: Checkbox Properties

CheckBox name: This is the name of the checkbox.

Checked value: This is the value that would be submitted to the server when you select. By default the checked value is true.

Initial state: You can keep checked on if you want a box to be checked by default. So if none of the boxes are checked this would be checked and submitted.

RADIO BUTTON

Radio buttons are used when you want any one selection out of a group of buttons. For example gender, class, etc. As you select one the other gets deselected automatically.

Properties:



Fig 4.8: Radio Button Properties

Radio Button: This is the name of the group that you are creating.

Checked value: This is the value that would be submitted on the server when the user selects the radio button. By default if you don't mention the value True would be submitted.

Checked: If you keep this on then one radio button gets checked by default.

LIST/MENU

Lists are used to collect data from clients in the form of lists. For example lists of country, qualification, etc.

Properties:

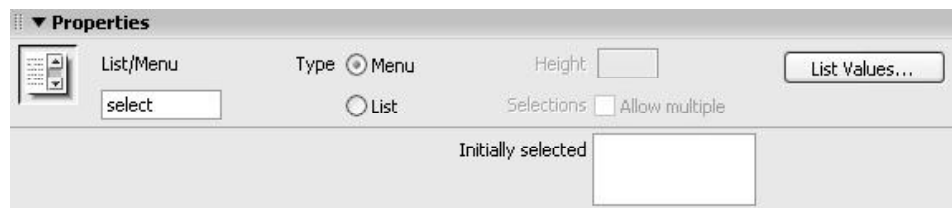


Fig 4.9: List Properties

List/Menu: You can give name to a list

Type:

Menu: The Menu option displays the option values in the form of a menu and allows users to select only a single item.

List: displays option values within a scrolling list that allows users to select multiple options.

Initially selected: This would select an item at the initial stage

List values: Allows you to add items in a list.

JUMP MENU



Fig 4.10: List Values Window

Jump menus let you associate URLs with options in a pop-up menu list. If you choose an item from the list you will be redirected to the specified URL. Jump menus are inserted within the Jump menu form object.

A jump menu works like a pop-up menu in your web page that is visible to your site visitors and lists options that link to documents or files.

You can create links to web pages in your website, links to web pages on other websites, e-mail links, links to graphics, or links to any file type that can be opened in a browser.

A jump menu can contain three basic components:

- o (Optional) A menu selection prompt, such as a category description for the menu items, or instructions, such as “Choose one:”
- o (Required) A list of linked menu items: a user selects an option and a linked document or file opens.
- o (Optional) A Go button.

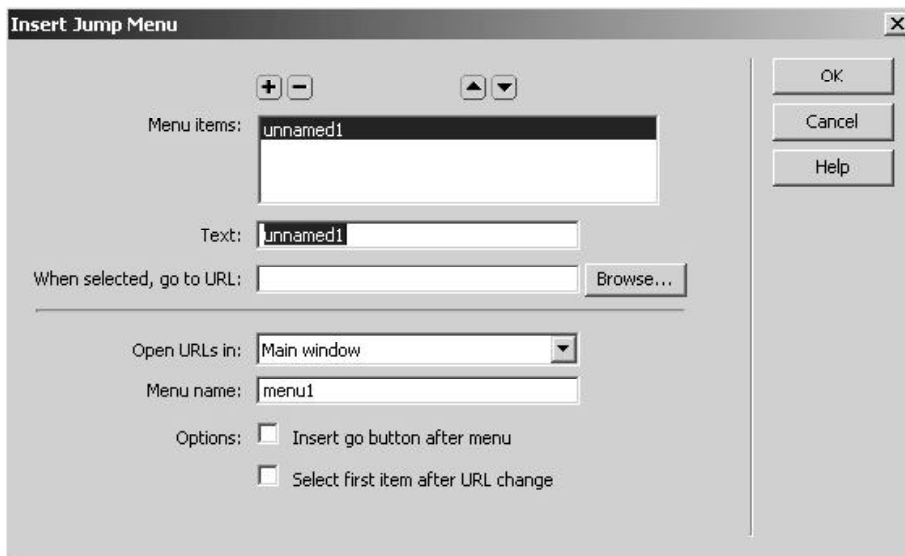


Fig 4.11: Insert Jump Menu Window

IMAGE FIELD

Image field let you insert an image in a form. Image fields can be used to make graphical buttons such as Submit or Reset buttons.

FILE FIELD

Let users browse to a file on their computer and upload the file as form data. Can be used to send data as attachments.



Fig 4.12: File Field

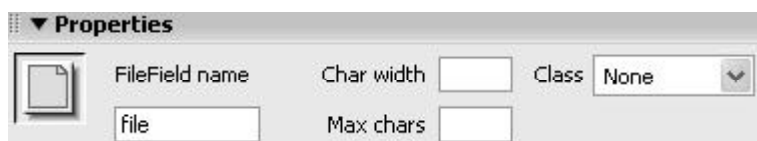


Fig 4.13: File Field Properties

BUTTON

Buttons control form operations.

You can create submit, reset and normal buttons in a form.

Standard form buttons are labeled as Submit, Reset, or Send.

When you use type as button then you have to write some script on the button event in order to assign a task to the button.

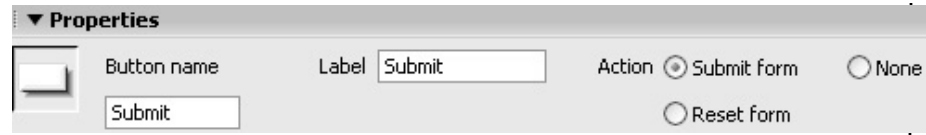


Fig 4.14: Button Properties

Have a look at some of the forms

↳ Cardio UNO Help Line

Your [patient] Name :

Address :

City :

Pin Code :

Date :

Phone :

E Mail Address :

Admitted to KRISHNA Heart Institute for

Date of discharge [after CABG surgery / PTCA / heart illness] :

Name of your treating cardiologist / surgeon :

Your Recovery has been : Uneventful / any complications :

Your complains / queries / difficulties

Want Advice / Guidance regarding :

Would like to have advice from a specific doctor or cardiac rehabilitation department staff :

Other Remarks / suggestions :

Fig 4.15: Form 1



Fig 4.16: Form 2



Fig 4.17: Form 3

SHARON
hotel & towers

Home | About Us | Parent Company | Management | Rooms & Tariff | Facilities | Restaurants | Bookings | Events | Careers | Contact

Bookings

All fields are compulsory

Name:

Designation:

Company:

Address:

City:

Phone:

Email:

No. of Rooms:

Site Designed by [Shinea Design](#) | Copyright © 2004 Sharon Hotel & Towers

Fig 4.18: Form 4

ATRI

RINGS EARRINGS NECKLACES BRACELETS

Remember....if it's different, it's from Atri

Atri's, your feedback is very important to us. Whether it's to follow-up on a recent visit or to share your comments about our website, we look forward to hearing from you.

FEEDBACK

WEL COME | ABOUT US | TIPS & TRENDS | FEEDBACK | CONTACT US | CUSTOM DESIGN <<BACK

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Fig 4.19: Form 5

Date of Birth: Date Month Year

Gender: Male Female

Marital Status: Unmarried Married Widow(er) Divorced

Spouse's Date of Birth: Date Month Year

Residential Address:

Country:

Education: Post Grad. & above Graduate Diploma 12th pass

Qualification: MBA(M) CA(c) ICWA/CFA/CS Dr Engineer LLB

You Are: Salaried Business owner self-employed Student Housewife

Hobbys: Music Reading Sports Dance

Fig 4.20: Form 6

DECUNHAS Modular Concept Pvt. Ltd.
The Mark of Excellence- modular furniture systems in CKD for office and home interiors.

Contact
For India and rest of the world

[HOME](#)
[COMPANY](#)
[PROJECT](#)
[PRODUCT](#)
[CONTACT](#)

Company Name:

Contact Person:

Address:

Country:

Postal Code:

Phone:

Fax:

E-mail:

Enquiry/Comments:

Fig 4.21: Form 7

THE ADOLPUSH
A Nobel House Hotel

The Adolpush
1231 commerse streetdallas,
TX US 75202

NOBLE HOTEL
HOTEL & RESORT
Individual distinction. Collective soul

Travel Dates, Space Requirements
»indicates required fields.

Arrival Date » 2005-jan-21

Departure Date » 2005-jan-22

Number of Adults » 0

Number of Children » 0 Ages 12 and under.

Number of Rooms / Suites 1 2 3 4 5 » 0

Back To Hotel Search

Fig 4.22: Form 8

Indian Wildlife

Project Tiger

Black Buck

Indian Elephant

Indian Peacock

Barasingha

Info About Kanha Park

Info About Kanha

Kanha with Madhya Pradesh

Places to stay in Kanha

Tour Packages

Elephant Safari Packages

Under the guidance of our Director **Modern Graphics Jabalpur** has taken the responsibility to provide better services to its Domestic and International client in providing Hotel Reservation, flight reservation, package tours services in all over India.

Contact us Form

* Indicate the required field

Name :

Address :

City :

Postal Code :

Country :

Phone :

E Mail :

Your message:

Send Mail

Modern Graphics Jabalpur
Contact Person : Mr. Arun Singh Patel
Communication Address :
E-15/144-145 shop no. 2,
1st Floor, CV Tower, Garha,
Jabalpur - 482003 (India)

Phone : +91-761-6539046 . 4000242.
Mobile : +91-9425158815
E-mail : arun_singh_patel@yahoo.co.in

Fig 4.23: Form 9

**Sanskriti
Furnishing**

Home | About Us | Services | Products | Feedback | Contact Us

Enquiry / Feedback Form

General Questions - If you want to know more about us, our products, and services or if you are interested in any of our products kindly send e-mail on sanskritifurnishing@yahoo.com
 Order By Phone :- Call us on 0261 - 2232099, 0261 - 5599377, 0261 - 3207112

Enquiry / Feedback Form
 (*) - indicates required fields

Contact Details :-

Contact Name (*)

Address (*)

Country

State

City

Zip / Postal Code

Phone (O)

Phone (R)

Phone (M)

Fax

E-mail (*)

Enquiry Details (*)

Product Related Details :-

How did you find us?

I would like to receive apricelist for the following :-

Fabrics Carpets
 Bed Covers Durries & Rugs
 Accessories Others

I Am

Architect
 Designer
 Home Maker
 Others

Home | About Us | Products | Services | Feedback | Sitemap | Contact Us
 www.sanskritifurnishing.com

Fig 4.24: Form 10

Summary

- Forms are used for communication between the client and the company and they add dynamism to your websites. With the help of forms you can add interactivity to your web pages, customers can interact with the company in various manners. Forms make you communicate to the company your views, feedback, etc, forms can be created of various category. Various types of forms

like feedback form, login form, buying and selling forms, registration forms, online booking forms and lot more can be designed.

2. You can insert and create forms using the form element. Form tag allows you to insert forms; form tag has various attributes like method, action, and name. Method attribute defines how the form data has to be sent to the server. Action attribute defines the address where the form data has to be submitted. While you want to script your forms further you can give unique names to the forms with the help of name attribute.
3. There are various types of form elements like, text box, text area, check box, radio button, lists, hidden, password that form various form controls and you can use them to build customized forms. These controls allow you to design various parts of the form as per your needs and requirements.

INPUT: This tag specifies a number of different input fields – the type attribute indicates which type of input field you want.

SINGLE LINE TEXT: The single line text input tag enables the user to enter text.

PASSWORD: The password input tag enables the user to enter text; but here the browser does not echo the user's input (just what you expect to see in a password field).

SUBMIT: The submit input tag causes the browser to send the form's data to the specified URL of the server in the form's action attribute server.

RESET: The reset input tag changes all fields to their default values (the default value of a field is the value that you assign when you define the field; these values appear when the browser initially displays the form).

HIDDEN: The hidden field `<input>` tag (specified by `type=hidden`)—is useful for storing information on the form.

BUTTON: It is used when you want to put certain buttons on the form and do not want to make them work like submit and reset buttons.

COUSTOM BUTTON: This works like a clickable image.

RADIO BUTTONS: Radio buttons display a number of options from which the user can select only one.

CHECKBOX: Checkboxes let the user choose multiple options from a set.

OPTION: Option tag is used to define the items of the list.

TEXTAREA: You must have seen many feedback forms that let you type your comments in a large text-entry area.

Self Assessment Test

1. Give uses forms.

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2. Write down various types of forms that you have browsed or ever filled

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3. What is the difference between get and post?

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4. What is the use of text area?

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5. Write all the properties of password control

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Further Reading

1. Dreamweaver 8 - The Missing Manual
2. Dreamweaver 8 Design and Construction
3. O'Reilly - Dreamweaver MX 2004 The
4. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
5. Dreamweaver MX Templates by Brad Halstead and Murray R. Summers
6. Macromedia Dreamweaver MX 2004: Training from the Source by Khristine Page
7. Dreamweaver MX Bible by Joseph Lowery
8. Dreamweaver MX for Dummies by Janine Warner and Ivonne Berkowitz
9. Macromedia Dreamweaver MX 2004 Magic by Massimo Foti *et al.*
10. Dreamweaver MX 2004: The Complete Reference by Ray West and Tom Muck
11. Dreamweaver MX Web Development by Drew McLellan
12. Dynamic Dreamweaver MX by Bob Regan *et al.*
13. Inside Dreamweaver MX by Patty Ayers, Laura Gutman, Donald Booth
14. Sams Teach Yourself Macromedia Dreamweaver MX in 24 Hours by Betsy Bruce

Assignment

INTERACTIVITY THROUGH FORMS

Depending upon the site you have chosen create an of the following appropriate form.

Create feedback form on your site.

Create login, inquiry forms.

Create search forms.

❖ Learning Objectives:

In this unit you shall learn about

How to make websites using frames

You will learn the usage of library palette

And then you shall study the advantage of using assets

: Structure :

- 2.1 Introduction**
- 2.2 Usage of Frames**
- 2.3 Inserting Frames**
- 2.4 Planning Frames**
- 2.5 Saving Frames and Framesets**
- 2.6 Frames Window**
- 2.7 Frame Properties**
- 2.8 Frameset Properties**
- 2.9 Splitting Frames**
- 2.10 Deleting Frames**
- 2.11 Frame names and navigation links**
- 2.12 The library palette**
- 2.13 Using Assets Panel**

2.1 Introduction

Frames are one of the best features used on websites.

Most of the designers use one large frame that would hold the main content of the site.

Smaller frames on the top, bottom, or edges contain navigational aids, corporate logos, or anything else that shouldn't change or move while the content of the main frame changes.

The fundamental reason to use frames is when you have some functional segment of your site that must remain the same or perform the same function, no matter what happens on the rest of the screen.

If your design requirements don't include that one vital factor, then frames won't add to the functionality of your site.

IFrames play a major role these days.

Though frames are now not much used by they do give you a powerful

tool and access to structure your website contents if used sensibly and wisely.

2.2 Usage Of Frames

Since each one can hold a web page, the possibilities are just about endless.

A form in one frame can generate output in another one.

A JavaScript running in one frame can result in changing the background colors in all the others.

You could even put the same file in several different frames, if that would accomplish some artistic goal.

Basically, anything that a combination of the web pages can do, frames can do-but all in one place.

2.3 Inserting Frames

After taking a new page you can insert frame layout from Layout objects.

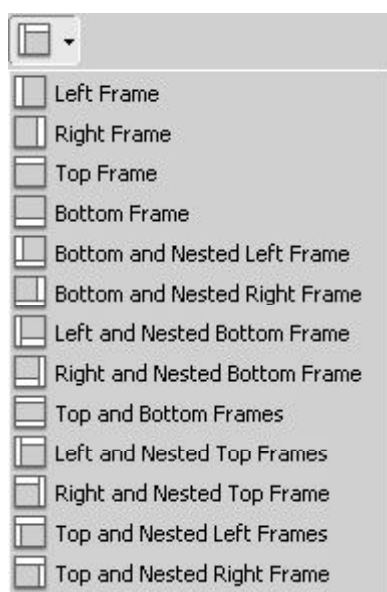


Fig 5.1: Various Frames

When you choose any of the presets from the above menu you will be asked to name the frames as follows:

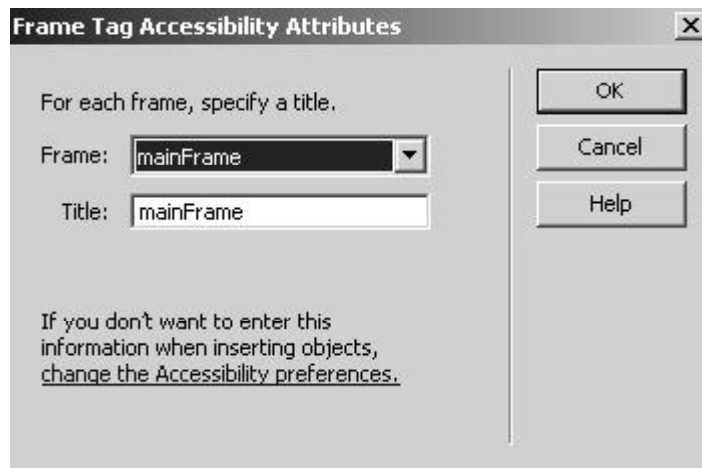


Fig 5.2: Frame Attributes Window

2.4 Planning Frames

Here are some guidelines for planning frames:

You should make at least a rough sketch of the proposed frames, giving some idea of the proportions they will have.

You should plan whether each particular frames width or height needs to be a fixed pixel size, a percentage of the screen size, or a size that adapts as needed to suit the circumstance.

The content that will go into the frames should fit as well as possible within it.

The content of the various frames should create, when assembled together in the frameset, a pleasant color scheme.

2.5 Saving Frames And Framesets

Each frameset carries frames and in each frame there is an HTML file.

Now each of these frames in the frameset have to be saved.

Theres an easiest way to save frame and framesets.

Lets for example consider the frameset given below:



Fig 5.3: Frameset

Now keep the cursor on the top frame and use Save Frame as feature from the file menu as shown below:

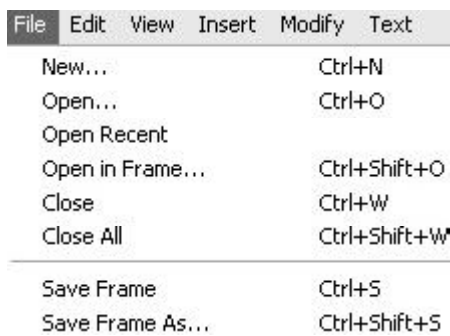


Fig 5.4: How to Save Frame

This way do for each frame.

Once you are done with saving all the frames now finally you go ad save the mian frameset that carries your frames definition.

Click on the outermost frameset, it would turn dotted once you click on it.

Use Save frameset as from the file menu as shown below:

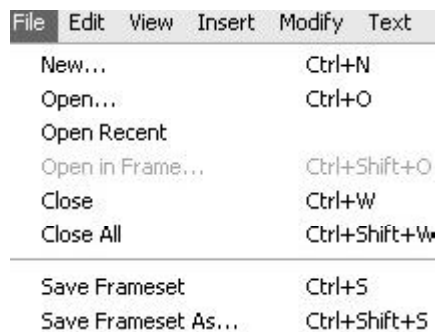


Fig 5.5: How to Save Frameset

2.6 Frames Window

This window shows you the layout that you have chosen to crate layout of your webpage.

It gives a diagrammatic view of your frames.

You can click on each frame and work upon the properties of that frame.

You can even select the frameset and work with the properties of that frameset.

It also shows the name of each frame that you can use in the target feature used in linking, we would study this in the later half of this session.

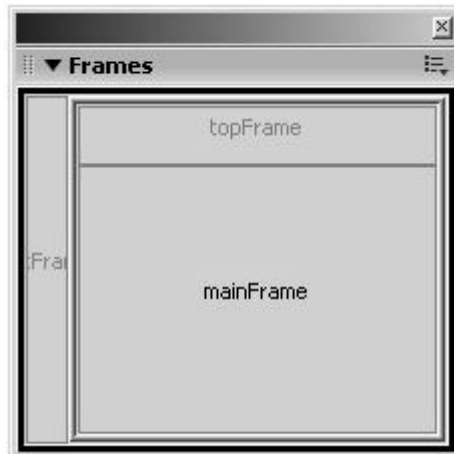


Fig 5.6: Frames Window

2.7 Frames Properties

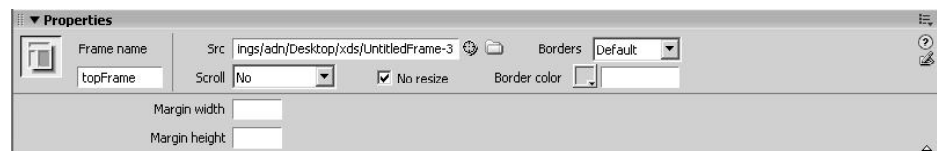


Fig 5.7: Frames Properties

Frame name: This is the name you give to a frame and this name would be used in target feature later on.

Src: This carries the name or path of file that you are loading in that particular frame.

Scroll: Decides whether to have scroll bar or not in that frame. You get the following set in Scroll:

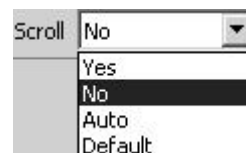


Fig 5.8: Scroll Settings

Yes: Will give scroll bar. Normally used in frames that carry files that hold lot of data.

No: Will not give scroll bar. Normally used in banners and footers.

Default or Auto: Will give you scroll bar if needed and not if not needed.

Margin width: This sets the width in pixels of the left and right margins (the space between the frame borders and the content).

Margin height: This sets the height in pixels of the top and bottom margins (the space between the frame borders and the content).

No resize: This prevents visitors from dragging the frame borders to resize the frame in a browser.

Borders: This shows or hides the borders of the current frame when it's

viewed in a browser. However selecting borders option for a frame will override the frameset's border settings.

Border color: This sets a border color for all of the frame's borders.

2.8 Frameset Properties

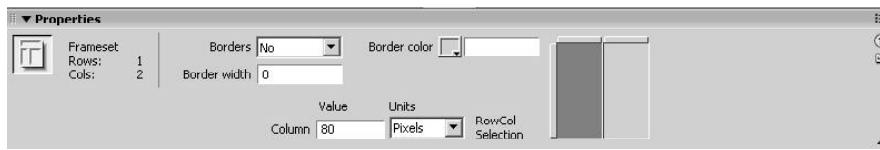


Fig 5.9: Frameset Properties

Borders: These are the frame outlines.

Border width: You can alter the width of frame border by giving a value in Border width.

Border color: Goes for the color of frame borders. Column/Row: Gives the size adjustment of frames.

2.9 Splitting Frames

As per your requirement at times you need to split the original frameset. Splitting can be done as follows:

Modify->Frameset->



Fig 5.10: Splitting Frameset

2.10 Deleting Frames

Just drag the frame border to the edge of the frameset, release the mouse button, and the frame is gone.

If you have only one frameset, this means dragging the means dragging the border to the edge of the screen.

If there are nested framesets, you can only drag until you search the edge of the frameset containing the border you're dragging.

The direction you drag the border is critical to which frame or frames are deleted.

If you want to delete one frame that's associated with another one, you can run into some problems.

2.11 Frames Names And Navigation Links

Individual frames can have names, or IDs of their own which framesets do not.

The name of the frame is much more important than with most other elements

You create the link in basically the same way that you set up any other link.

The difference is that once you have chosen the path and name of the linked file in the Property Inspector you need to specify the target frame in which it will be opened.

You will notice some names on the drop-down target list that you didn't specify.

In fact you can't use them for your own frame names because they're already set aside for use by Web browser as reserves frame names.

The following are the reversed names and their uses:

Reversed Name	Loads File Into
_Blank	New Browser window
_parent	Frameset containing the frame with the link (replacing the whole frameset)
_self	Frame that contains the link (replacing that frame's content)
_top	Current browser window (replacing all Framsets) Source File

Without a source file, the frame is totally empty.

This property is such a strong requirement that Dreamweaver wont let the mistake of leaving it blank. If you try to it will just keep making up filenames for the source file (Src) setting.

You can either type a file path and name into the Src text box or click the folder icon next to it and browse for a file.

2.12 Using The Library

Library element is perfect for those smaller portions of web pages that are identical.

If you need to make even the minor adjustment to such a set of links or another common element-like adding one more page or changing the company name-you would normally be faced with a time-consuming job.

Hence you need to open each page in your site, alter the can be quite tedious.

When you need to change all the pages you then just do it once and then Dreamwaver takes care of applying that change to all the places it needs to be implemented.

Library items can be created, edited, deleted and refreshed and inserted.



Fig 5.11: Assets Panel

2.13 Using The Assets Panel

The Assets panel gives two ways to view assets: the Site list, which shows all of the assets (of the types the panel recognizes) in your site, and the Favorites list, which shows only the assets you've explicitly chosen. You can work with the following categories of assets:

Images are image files, in GIF, JPEG, or PNG formats.

Colors indicate the colors that are used in documents and style sheets in your site, including text colors, background colors, and link colors.

URLs are the external URLs that your web page of your site contain links to. This category contains: FTP, gopher, HTTP, HTTPS, JavaScript, e-mail (mailto), and local file (file://).

Flash movies are files in any version of Macromedia's Flash format. The Assets panel displays only SWF (compressed Flash) files, not FLA (Flash source) files. Shockwave movies are files in any version of Macromedia's Shockwave format.

Movies are movie files in QuickTime or MPEG format.

Scripts are JavaScript or VBScript files.

Library items can be used in multiple pages; when you modify a library item, all pages that contain that item are updated.

Summary

1. Usage of Frames is also another way of creating web pages layouts. Frames give you layout features, you can keep certain part or areas of a web page static in the frame and other part of the web

page can be made scrollable, as each of the frame inside the frameset is a separate unit you can load each unique file in each of the frames.

2. Inserting Frames can be done from the frame preset. This depends upon the kind of layout you are desiring as per the data, text and other information that you want to keep on your web page.
3. Planning Frames is also a very critical point. You need to decide the frame set structure as per the layout that you are desiring on your web page
4. Saving Frames and Framesets: you can save frames from the file menu using save frame feature or save frame as. Frameset can be saved by clicking the frameset in the documents page and then using the file option as save frameset or save frameset as.
5. Frames Window: this window allows you to set the properties of frames and framesets in a very easy and convenient manner.
6. Frame Properties: Frame properties are giving name to a frame, the file that you want to load in the frame to be mentioned in the src tab, scroll feature, margin width and margin height, whether you want to resize the frame or not, borders to be set and border color if you want to give if borders are seen.
7. Frameset Properties: Frameset properties can be set by selecting the frameset from the frames window. Frameset properties are like borders settings, border width, border color, column width.
8. Splitting Frames is required when in your layout you want to make further divisions whereby you can load another web page, this is a very handy way of enhancing your layout and not doing right from the beginning and you can split as and when you require.
9. Deleting Frames is sometimes required when you are sure that you don't require a particular data or web page not to be displayed, so you can go deleting that particular frame.
10. Frame names and navigation links: Frame names are a must when you want to identify the frames because when you want to load a page in a frame. This name of the frame is mentioned in the target of the anchor tag, frame name is given from the name attribute of frame.
11. The library palette & Using the library: The library palette as the name suggests you can store important components of your website in the library. You store them in the library as you might be requiring these components later while designing website. Library items are store in a separate file with an extension of .lbi, you can drag any item on the web page and drop that in the library that will store your item in the library. And why do you store, you store such that when you have to reuse these items you can drag

them from the library and drop them on the web page at the place where you require that.

12. Using Assets Panel: This panel will show you various components that your website holds and these components etc are used on your website and hence they are important and that's why you call this panel as asset panel. This panel shows you images used in your current website, colors used, urls that your website carries, flash files, showckwave files, movies, scripts and templates used on your current website.

Self Assessment Test

1. What are frames?

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2. What is a frameset?

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3. Explain all the values of target

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4. Give use of Library palette

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5. What is the use of Assets?

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Further Reading

1. Dreamweaver 8 - The Missing Manual
2. Dreamweaver 8 Design and Construction
3. O'Reilly - Dreamweaver MX 2004 The
4. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
5. Dreamweaver MX Templates by Brad Halstead and Murray R. Summers
6. Macromedia Dreamweaver MX 2004: Training from the Source by Khristine Page
7. Dreamweaver MX Bible by Joseph Lowery
8. Dreamweaver MX for Dummies by Janine Warner and Ivonne Berkowitz
9. Macromedia Dreamweaver MX 2004 Magic by Massimo Foti *et al.*
10. Dreamweaver MX 2004: The Complete Reference by Ray West and Tom Muck
11. Dreamweaver MX Web Development by Drew McLellan
12. Dynamic Dreamweaver MX by Bob Regan *et al.*
13. Inside Dreamweaver MX by Patty Ayers, Laura Gutman, Donald Booth
14. Sams Teach Yourself Macromedia Dreamweaver MX in 24 Hours by Betsy Bruce

Assignment

Create a flow chart of your website starting from the home page to rest of the pages. The diagram i.e. the flow chart has to show how the pages are linked. Then as per the flow chart start linking your pages. Make sure that you have a smooth and easy navigation. Avoid redundant links. For this you layout will have navigation bars. Also if your pages are too long the length then your layout should be such that you have navigation bar at top and bottom as well. After linking check in the browser that the links are working and also make sure that there are no broken links. Links on your website decides the flexibility of your website so work sensibly to make your websites user friendly and with higher flexibility.

❖ Learning Objectives:

- After going through this unit you should be able to grasp table concepts such that -
- You will learn what layers are.
- How to use layers and its properties.
- And then you shall learn how to enhance your websites with web based animations using layers and timelines.

: Structure :**3.1 Introduction****3.2 Usage of Layers****3.3 Inserting Layers****3.4 Viewing inserted layers****3.5 Preventing layer overlap****3.6 Layer properties****3.7 Converting layers to tables****3.8 Animation through layers****3.9 Adding timelines****3.1 Introduction**

Layers are a newer feature of Dreamweaver. With the help of layers you can create interesting layouts and they are also open, and more dynamic and liquid in nature and hence you call them as liquid layouts. Layers also allow you to do 2d web based animations that you at times require on your websites to enhance the look and feel of the website and make them dynamic in nature. Apart from doing animations, there are lot of behaviors available that work with layers and to use these behaviors you need layers. In today's world when people are talking of liquid layouts, layers play a major role as layers along with CSS can be used powerfully in creating layouts that are resolution independent. So layers together with CSS play a major role in designing layouts. Layers are very user friendly to work with, they save your space on the web page due to scrolling features. They provide your flexibility as they allow you to place them anywhere as per your requirement. Here in this session you shall be learning layers, its properties, and then learn how to make various types of animations that you can achieve using layers.

3.2 Usage Of Layers

Layers provide flexibility in designing web pages.

You can position them according to your requirements.

They are very user friendly.

You can place any sort of data inside layers.

The scrolling feature is one of the good features. With this you can save lot of area on your web page.

But take care that layers don't show up in older browsers. So under this situation the layers need to be converted into tables.

Through layers you can even achieve animations on your web pages.

3.3 Inserting Layers

There are three approaches to insert layers:

Insert > Layer from the menu.

Two Via the layout object



Fig 6.1: Insert Layers

3.4 Viewing Inserted Layers

You can have a look at the layers inserted in your web pages using the Layers palette.

You can open this palette from Window menu or by pressing F2.

The most recently created layer will be at the top of the listing in the layers palette.

A layer marker also will represent each layer.

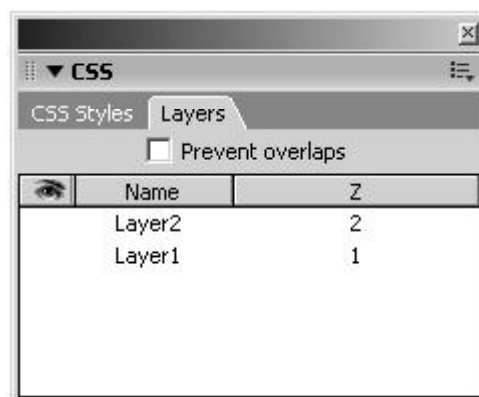


Fig 6.2: Layers Panel

3.5 Preventing Layer Overlap

You can prevent the layer from overlapping by clicking on Prevent overlaps checkbox.

Layers can be made visible or hidden using the turning off layers markers ie by clicking under the eye icon.

Name shows you the layer name; you can change the layer name by double clicking under the Name tab.

Double clicking under the Z tab can alter z-index.

3.6 Layer Properties

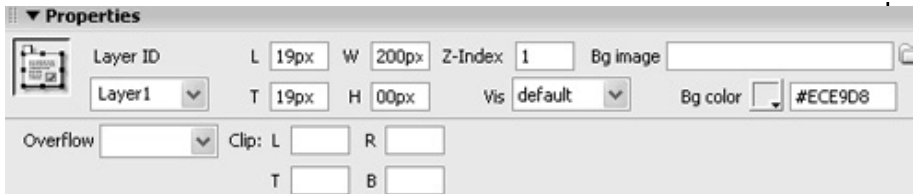


Fig 6.3: Layers Properties

Layer ID: Layer ID is the name given to a layer. This is normally used when you want to refer to layers in DHTML or JavaScript.

Overflow: This goes in for the text or the data placed inside the layer.



Fig 6.4: Overflow Settings

Visible: This is used to show entire data inside the layer.

Hidden: Here the data shown in the layer will be according to the original size of the layer. The data that wraps and increases the size of the layer will not be seen.

Scroll: This option will give you both horizontal and vertical scroll bars.

Auto: This option will give you horizontal and vertical scroll bar only if needed.

L, T, W, H: L and T gives the Left, Top corner co-ordinates from where you want to start your layer. W and H are the dimensions of the layer ie width and height.

Z-Index: Determines the stacking order of the layer. In a browser the higher- numbered layers will appear in front of lower-numbered layers. Values can be positive or negative. It's easier to change the stacking order of layers using the Layers panel than to enter specific z-index values

Vis: Vis specifies whether the layer is visible or not initially

Bg image: This is the image that comes as a background to your layer. Like an image placed in the background of your web page. Also the image in the background of layer will be tiled.

Bg color: This is the background color of the layer. Either use bg color or bg image.

Clip: Defines the visible area of a layer. You have to specify left, top, right, and bottom coordinates in order to define a rectangle in the coordinate space of the layer. The layer is “clipped” or cropped so that only the specified rectangle is visible.

3.7 Converting Layers To Tables

To convert existing layers to table format, select modify > Convert > Layers to table.

This brings up the convert layers to table dialog box as shown in figure.

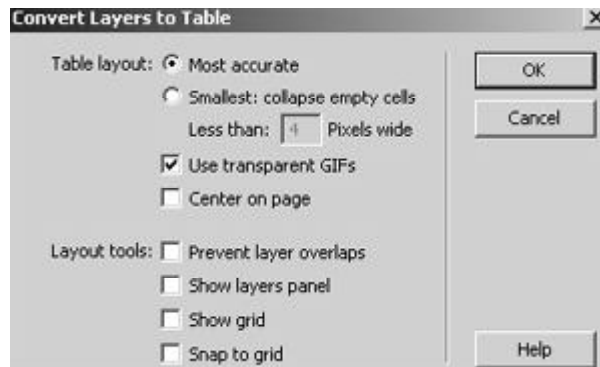


Fig 6.5: Convert Layers to Table Window

3.8 Animation Through Layers

Dreamweaver also gives to feature to create animations that used on your websites.

You can make use of timeline to achieve these animations.

Lets see how

Any object or text that you want to animate has to be place in the layer first.



Fig 6.6: Animated GIF in a Layers

The open Window->Timelines, you will get to see the following palette:

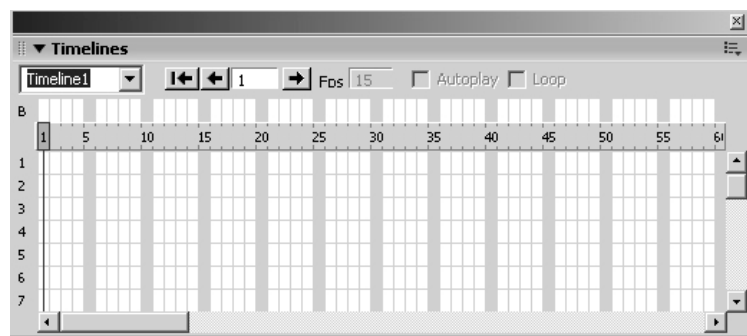


Fig 6.7: Timeline

Then the layer has to be dragged and dropped in the timeline and you get to see the following:

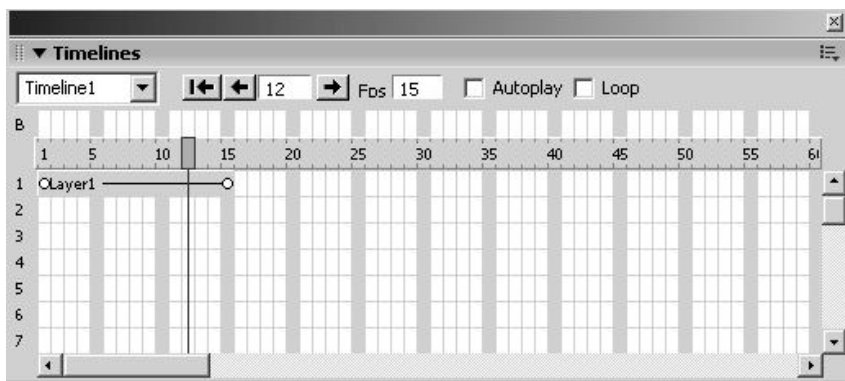


Fig 6.8: Layer Placed in the Timeline

You will see the layer in the time line and that is called timeline1.

Circular dots are the key frames and the rest are the frames.

Now you can select keyframe and change the position of the layer on the web page as per your requirement.

Press Ctrl to add keyframes.

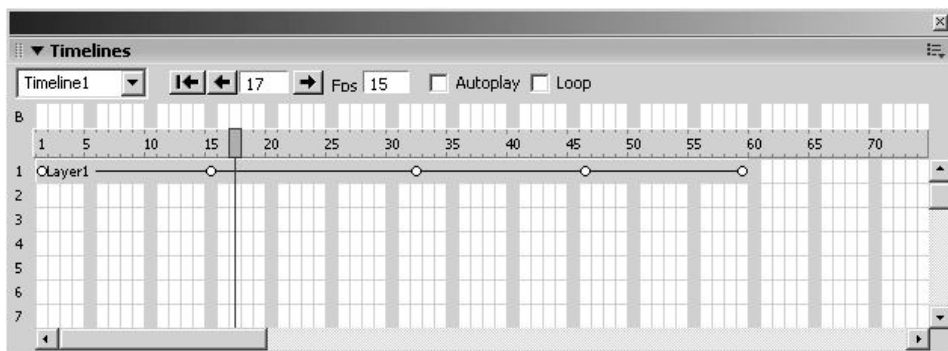


Fig 6.9: Keyframes added to Timeline

You will get to see the path on your web page as follows:

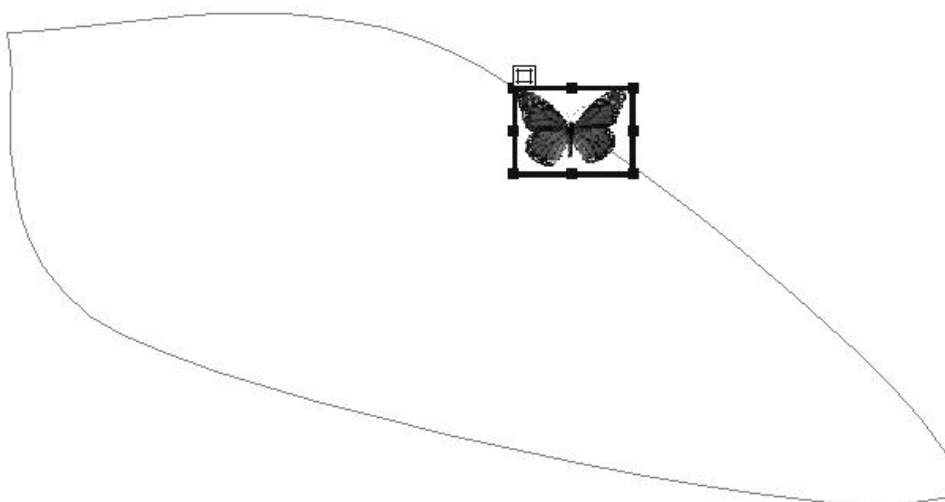


Fig 6.10: New

FPS is the speed of animation called as Frames per sec.

If you want the animation to play when the page gets loaded in the browser click Autoplay check box

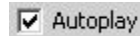


Fig 6.11: Autoplay option

If you want the animation to play in a loop then keep the Loop check box on.



Fig 6.12: Loop option

If you keep an animated gif file in the layer then the animation of the object along with path would make your web page look beautiful too.

3.9 Adding Timelines

You can add time lines if you want different settings for different layers on your web page.

Click on the following icon in the timeline palette:



Fig 6.12: Adding Multiple Timeline Icon

This open up the following pop up menu



Fig 6.13: Adding Timeline Menu

Click on Add Timeline to add a time line that is new and then follow the steps that you need to do to achieve animation.

Summary

1. Usage of Layers for designing layouts: Layers are used to design layouts, this is a very handy way of designing lucid layouts, students love this more as it's just to drag and draw the layers and the layout keeps emerging out as per the layout that you have sketched on the paper.
2. How to insert Layers: You can insert the layers from layout category and then use draw AP div, this allows you to drag and draw your layouts.
3. Preventing layer overlap: You can prevent the layers from overlapping using the prevent overlaps checkbox that is present in the AP elements panel. If you keep the checkbox on it will prevent layer overlap and if you keep this unchecked it will allow you to overlap the layers.

4. Layer properties control the layers as per your needs. You have properties such as left, top co ordinates, width & height of layer, Z-Index, Visibility of layers, background image of the layer, background color of layer, css can be applied, if you care clipping the layers then you can mention left, top, right and bottom co ordinates and finally you can decide the overflow of data inside the layers.
5. Converting layers to tables is very useful feature; this is normally used when you are conscious that your layout should not be disturbed under browser resolution. Tables are always beneficial to make layouts, and layers are easy to make layouts. So once you are done with easy usage of layers in making the layers you can get consistency by converting layers to tables.
6. Animation through layers play a major role in achieving 2d web based animation. These are quick, light, simple and straight animations that can be made fast on your websites. In order to make animations you need to do your entire animation build up inside the layer and then the layers is what that gets animated. In order to do animation once you are done with the layer you then have to open timelines panel from the window menu and drag the layer from the document area into the timeline. There you can set the animation setup, frames per sec, autoplay and loop and the starting and ending frame of the timeline for animation.
7. Adding timelines is sometimes required when you want to do multiple animations. Multiple timelines means multiple animations. You can add timelines from menu at the top right corner of the timeline window and then choose add timeline.

Self Assessment Test

1. What are layers?
2. What precautions should one take while working with layers?
3. What are the uses of layers?
4. What do you mean by liquid layouts?
5. What is a timeline?

Further Reading

1. Dreamweaver 8 – The Missing Manual
2. Dreamweaver 8 Design and Construction
3. O'Reilly - Dreamweaver MX 2004 The
4. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
5. Dreamweaver MX Templates by Brad Halstead and Murray R. Summers

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11. Dreamweaver MX Web Development by Drew McLellan
12. Dynamic Dreamweaver MX by Bob Regan *et al.*
13. Inside Dreamweaver MX by Patty Ayers, Laura Gutman, Donald Booth
14. Sams Teach Yourself Macromedia Dreamweaver MX in 24 Hours by Betsy Bruce

Assignment

ENHANCING THE SITE USING LAYOUTS

- o Create layout using tables.
- o Put tables as columnar format.
- o Put in graphics needed on the site.



**Dr. Babasaheb
Ambedkar
Open University**

**BCADES-108
WEB PROTOTYPING**

Block

3

INTERACTIVE WEB

UNIT 1 BEHAVIORS

UNIT 2 COMMANDS, SNIPPETS



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The content is developed by taking reference of online and print publications that are mentioned in Bibliography. The content developed represents the breadth of research excellence in this multidisciplinary academic field. Some of the information, illustrations and examples are taken “as is” and as available in the references mentioned in Bibliography for academic purpose and better understanding by learner.’



ROLE OF SELF INSTRUCTIONAL MATERIAL IN DISTANCE LEARNING

The need to plan effective instruction is imperative for a successful distance teaching repertoire. This is due to the fact that the instructional designer, the tutor, the author (s) and the student are often separated by distance and may never meet in person. This is an increasingly common scenario in distance education instruction. As much as possible, teaching by distance should stimulate the student's intellectual involvement and contain all the necessary learning instructional activities that are capable of guiding the student through the course objectives. Therefore, the course / self-instructional material are completely equipped with everything that the syllabus prescribes.

To ensure effective instruction, a number of instructional design ideas are used and these help students to acquire knowledge, intellectual skills, motor skills and necessary attitudinal changes. In this respect, students' assessment and course evaluation are incorporated in the text.

The nature of instructional activities used in distance education self-instructional materials depends on the domain of learning that they reinforce in the text, that is, the cognitive, psychomotor and affective. These are further interpreted in the acquisition of knowledge, intellectual skills and motor skills. Students may be encouraged to gain, apply and communicate (orally or in writing) the knowledge acquired. Intellectual- skills objectives may be met by designing instructions that make use of students' prior knowledge and experiences in the discourse as the foundation on which newly acquired knowledge is built.

The provision of exercises in the form of assignments, projects and tutorial feedback is necessary. Instructional activities that teach motor skills need to be graphically demonstrated and the correct practices provided during tutorials. Instructional activities for inculcating change in attitude and behavior should create interest and demonstrate need and benefits gained by adopting the required change. Information on the adoption and procedures for practice of new attitudes may then be introduced.

Teaching and learning at a distance eliminates interactive communication cues, such as pauses, intonation and gestures, associated with the face-to-face method of teaching. This is particularly so with the exclusive use of print media. Instructional activities built into the instructional repertoire provide this missing interaction between the student and the teacher. Therefore, the use of instructional activities to affect better distance teaching is not optional, but mandatory.

Our team of successful writers and authors has tried to reduce this.

Divide and to bring this Self Instructional Material as the best teaching and communication tool. Instructional activities are varied in order to assess the different facets of the domains of learning.

Distance education teaching repertoire involves extensive use of self- instructional materials, be they print or otherwise. These materials are designed to achieve certain pre-determined learning outcomes, namely goals and objectives that are contained in an instructional plan. Since the teaching process is affected over a distance, there is need to ensure that students actively participate in their learning by performing specific tasks that help them to understand the relevant concepts. Therefore, a set of exercises is built into the teaching repertoire in order to link what students and tutors do in the framework of the course outline. These could be in the form of students' assignments, a research project or a science practical exercise. Examples of instructional activities in distance education are too numerous to list. Instructional activities, when used in this context, help to motivate students, guide and measure students' performance (continuous assessment)



PREFACE

We have put in lots of hard work to make this book as user-friendly as possible, but we have not sacrificed quality. Experts were involved in preparing the materials. However, concepts are explained in easy language for you. We have included many tables and examples for easy understanding.

We sincerely hope this book will help you in every way you expect.

All the best for your studies from our team!

WEB PROTOTYPING

Block 1 INTRODUCTION

UNIT 1 INTRODUCTION TO DREAMWEAVER, CREATING WEBSITES & WEB PAGES, USING DREAMWEAVER'S, HTML FACILITIES, URL & LINKS

Introduction, Dreamweaver Layout, Insert Bar, The Document Toolbar, Document Window, Panel Groups, Property Inspector, Tag Inspector, Files Panel, The Status Bar, Creating web sites and web pages, Creating new pages and folders, Saving pages, Opening existing pages, Working with Text, Page Properties, Links

UNIT 2 THE COMMON OBJECTS, TEXT, HTML, MEDIA, WORKING WITH IMAGES

Introduction, HyperLink, Email Link, Named Anchor, Tables, Image, Media, Date, Comments, Tag Choose, Working With Images, Inserting Images, Image Properties

UNIT 3 TABLES

Introduction, Inserting Tables, Table Setting, Table Properties, Row Properties, Cell Properties, Rowspan, Colspan, Adding and removing rows and columns, Resizing tables. Rows, columns, Tabular data, Layout object, Layout mode, Layout table properties, Layout cell properties, Expanded tables mode, Inserting rows and columns in a table created using expanded mode

Block 2 DYNAMIC WEB

UNIT 1 FORMS

Introduction, Using Forms, Form Controls, Properties

UNIT 2 FRAMES, LIBRARY, PALLETTE, ASSETS SERVICES

Introduction, Usage of Frames, Inserting Frames, Planning Frames, Saving Frames and Framesets, Frames Window, Frame Properties, Frameset Properties, Splitting Frames, Deleting Frames, Frame names and navigation links, The library palette, Using Assets Panel

UNIT 3 LAYERS AND ANIMATION

Introduction, Usage of Layers, Inserting Layers, Viewing inserted layers, Preventing layer overlap, Layer properties, Converting layers to tables, Animation through layers, Adding timelines

Block 3 INTERACTIVE WEB

UNIT 1 BEHAVIORS

Introduction, Using Behavior inspector, Assigning behaviors, Checking browser type, Check plugins, Control shockwave or flash, Drag layer, Go to url, Jump menu / jump go to, Open browser window, Play Sound, Popup Message, Preload images,

Set nav bar image, Set text, Show popup menu, Show hide layers,
Swap image / swap image restore, Validate form

UNIT 2 COMMANDS AND SNIPPETS

Introduction, Recording, Using HTML Cleanup, The HTML
Clean Up Command, Dreamweaver's HTML Clean Up Items,
Clean Up Word HTML, Spell Checking, Using color schemes,
Format tables, Sort table, Create web photo album, Snippets

Block 4 STYLING YOUR WEBSITES

UNIT 1 CSS PART 1

Introduction, Style control with style sheets, Advantages,
External style sheet, Embedded style sheet, Inline style sheet,
Creating new style using class attribute, Type Category

UNIT 2 CSS PART 2

Introduction, Background Category, Block Category, Box
Category, Border Category, List Category, Position Category,
Extensions Category

BLOCK 3 : INTERACTIVE WEB

Behaviors are one of the powerful features to control and make your web pages strong. They make your web pages dynamic. But before we start studying behaviors we need to understand the structure of web pages. First the web pages loads in the browser and then other events take place and finally the browser unloads the web page.

While doing this we need to understand first the concept of object oriented programming a bit.

After the hectic work of completing the websites you must be wondering if there were some short cuts and faster methods to do some of the tasks. So command and snippets are two features that Dreamweaver provides you to have fast access to certain applications. Here you shall learn the same and also you will learn how to clean up you HTML once your website is ready. This leads to a well structured HTML on your website precisely running in the browser. This can be achieved by using various cleanup methods that Dreamweaver provides you and it's a must that you use them once your website is ready to be uploaded.

Block Objective

After learning this block, you will be able to understand:

- Learn behaviors.
- Know how to use behaviors effectively.
- Develop dynamic websites using behaviors.
- Understand how to clean up your HTML
- Enhance your website using various snippets

How to effectively & quickly use commands to enhance your websites

❖ Learning Objectives :

In this unit you shall:

Learn behaviors.

Know how to use behaviors effectively.

Develop dynamic websites using behaviors.

: Structure :

- 1.1 Introduction**
- 1.2 Using Behavior inspector**
- 1.3 Assigning behaviors**
- 1.4 Checking browser type**
- 1.5 Check plugins**
- 1.6 Control shockwave or flash**
- 1.7 Drag layer**
- 1.8 Go to url**
- 1.9 Jump menu / jump go to**
- 1.10 Open browser window**
- 1.11 Play Sound**
- 1.12 Popup Message**
- 1.13 Preload images**
- 1.14 Set nav bar image**
- 1.14 Set text**
- 1.16 Show popup menu**
- 1.17 Show hide layers**
- 1.18 Swap image / swap image restore**
- 1.19 Validate form**

1.1 Introduction

Behaviors are one of the powerful features to control and make your web pages strong.

They make your web pages dynamic.

But before we start studying behaviors we need to understand the structure of web pages.

First the web pages loads in the browser and then other events take place and finally the browser unloads the web page.

While doing this we need to understand first the concept of object oriented programming a bit.

Object: Any this that is existing in this real world in an object. In terms of scripting we have various objects like window, document, elements of a document, etc., **Properties:** Every object has its own set of qualities or attributes that describe them. These attributes are called as properties.

Methods: Every object can perform certain operations for you. These operations are called methods.

Events: Methods will be triggered when an event is fired. For example onload, onunload, onclick, onmouseover etc.

1.2 Using The Behavior Inspector

Window > Behaviors from the main menu bar, Shift + F3.



Fig 7.1: Behaviors Panel

The behavior Inspector includes plus (+) and minus (-) buttons for adding and removing behaviors.

An Events for drop-down list for limiting behaviors to particular browsers and up arrow and down arrow buttons for changing the order of behaviors.

1.3 Assigning Behaviors

The basic process for assigning a behavior to an object is the regardless of the element involved or what behavior you choose.

After you have chosen a behavior the details of the information you need to supply vary for particular actions because different parameters are involved but all behavior assignments begin with these steps:

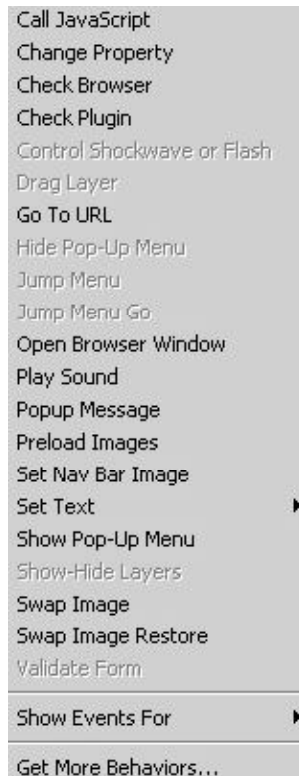


Fig 7.2: Behaviors Menu

You can assign more than one behavior to an object.

All behaviors that you add are listed in the behavior inspector in the order in which they were added.

To change their order select the one you want to move and click the up arrow or down arrow button.

In order to delete a behavior you need to select it and click the minus (-) button.

1.4 Checking Browser Types

You can check the type of browser user is using.

Also you can check in for the kind of browser if not on client's machine can be downloaded using the behavior.

Select the body tag and apply this behavior since it takes place when a web page gets loaded in the browser.

After applying this behavior you would get to see the behavior window as follows:



Fig 7.3: Behaviors Showing Events

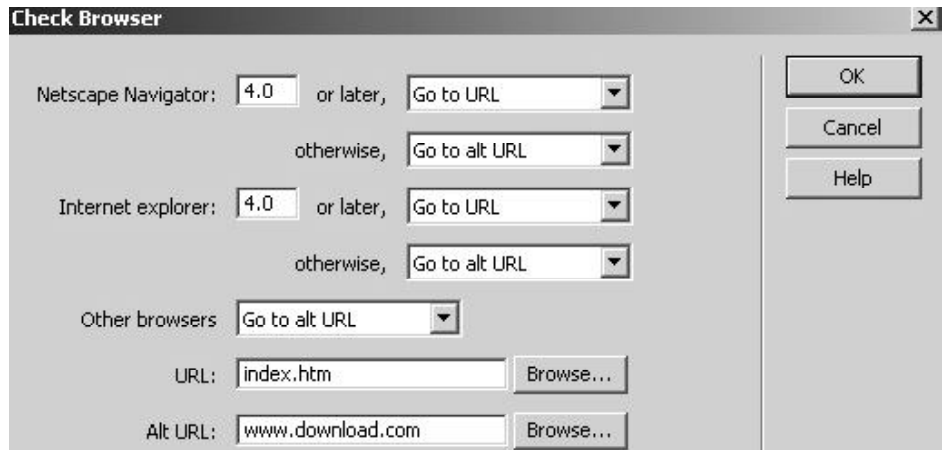


Fig 7.4: Check Browser Window

1.5 Check Plugins

This behavior is used when you want to check whether your web pages supports plugins or not.

For example flash, shockwave, audio, videos etc.

This behavior is used on the body tag too.



Fig 7.5: Check Plugin Applied

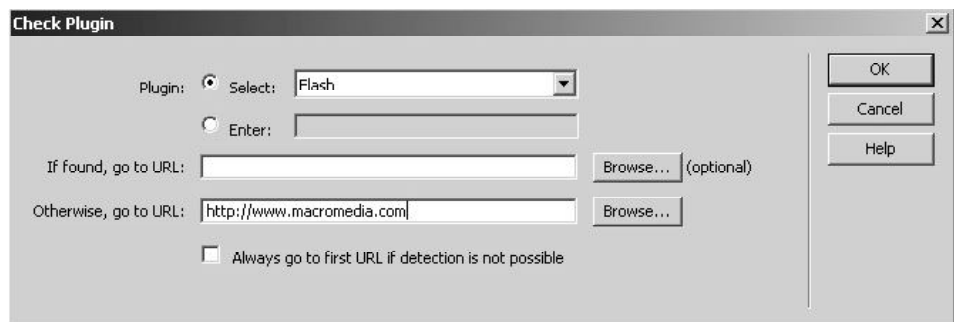


Fig 7.6: Check Plugin Window

2.6 Control Shockwave Or Flash

After inserting your flash or shockwave file you can control it using this behavior.

For example you can play, stop, rewind and go to your flash or shockwave file.

This behavior would be in hands of the user to be triggered. So you can keep a control box made up of play, stop, rewind and go to buttons.

This behavior is used upon buttons placed in your web page.



Fig 7.7: Control Shockwave seen

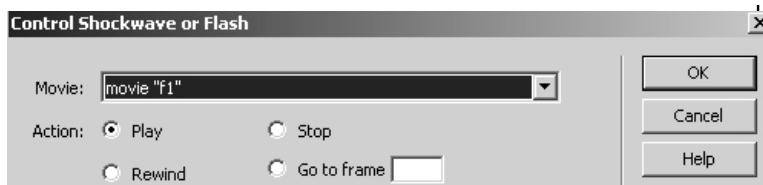


Fig 7.8: Control Shockwave or Flash Window

2.7 Drag Layer

This behavior allows you to drag layers placed on your web pages.

They are normally used on sites that are for entertainment or games, puzzles, slider controls and other movable interface elements.

You can mention in which direction the visitor can drag the layer, whether to snap the layer to the target if the layer is within a certain number of pixels of the target, what to do when the layer hits the target, and more.

As you need to call the Drag Layer action before the layer can be dragged by the visitor, make sure the event that triggers the action occurs before the visitor attempts to drag the layer.

It's best to attach Drag Layer to the body object, though you can also attach it to a link that fills the entire layer using the onMouseOver event. Create 2 layers.

Now one will work like the play board and the other as the drop target.

Apply this behavior on body tag.



Fig 7.9: Drag Layer Seen

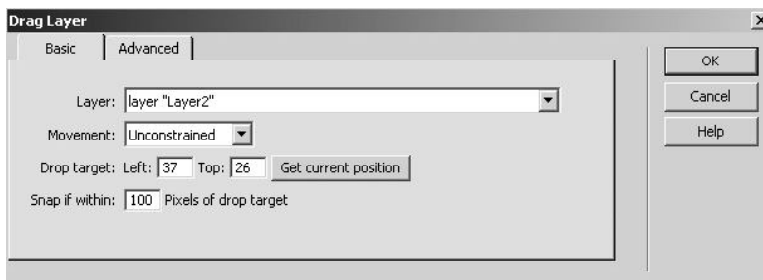


Fig 7.10: Drag Layer Window

2.8 Go To URL

This behavior is used as an alternate to anchor tag.

This is used to create hypertext and follow a hyperlink.

You apply this behavior on image field.

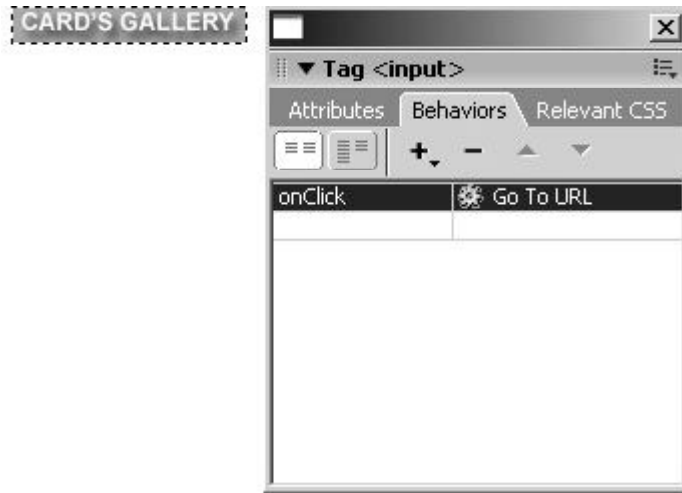


Fig 7.11: Go to URL Seen



Fig 7.12: Go to URL Window

2.9 Jump Menu / Jump Go To

This behavior comes on its own when you inset a jump menu from the form object.

You don't have to do anything in this behavior



Fig 7.13: Jump Menu Seen

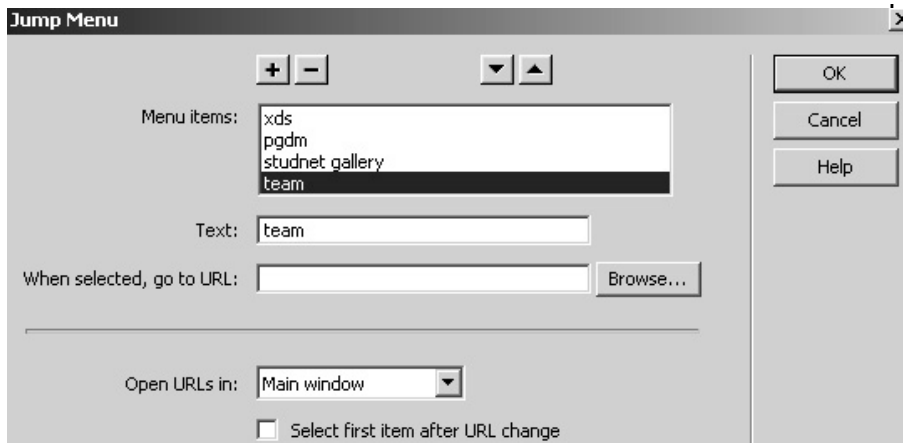


Fig 7.14: Jump Menu Window

2.10 Open Browser Window

This behavior is used to open another browser window.

This is normally used to open e cards images, in that window.

Apply this behavior on image field or button.

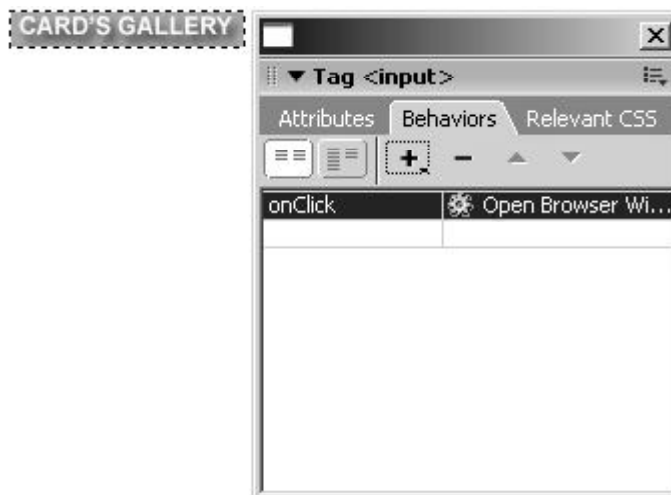


Fig 7.15: Open Browser Window Seen

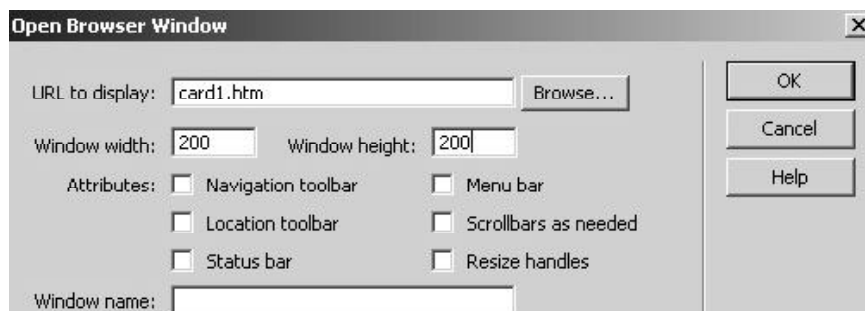


Fig 7.16: Open Browser Window

2.11 Play Sound

This behavior will let you play sound in the background of a page.

This behavior is applied on body tag.



Fig 7.17: Play Sound Seen



Fig 7.18: Play Sound Window

2.12 Popup Message

This behavior gives a Alert window.

It is normally used to display error messages, welcome message etc.

Apply this n buttons, images.

For example if a used right clicks on an image to copy it this popup message will popup.



Fig 7.19: Popup Message Seen

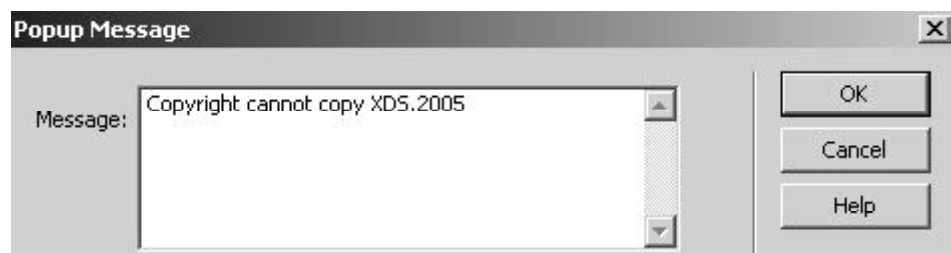


Fig 7.20: Popup Message Window

2.13 Preload Images

This behavior is used to preload images of your web page.

It would download your images moment you send request for a website.

It speeds up the downloading of the images.

Apply this behavior on the body tag.



Fig 7.21: Preload Images Seen



Fig 7.22: Preload Images Window

2.14 Set Navbar Image

This behavior comes on its own when you insert a navigation bar in your web page.

This behavior goes with the image in the navigation bar.



Fig 7.23: Set Navbar Image Seen

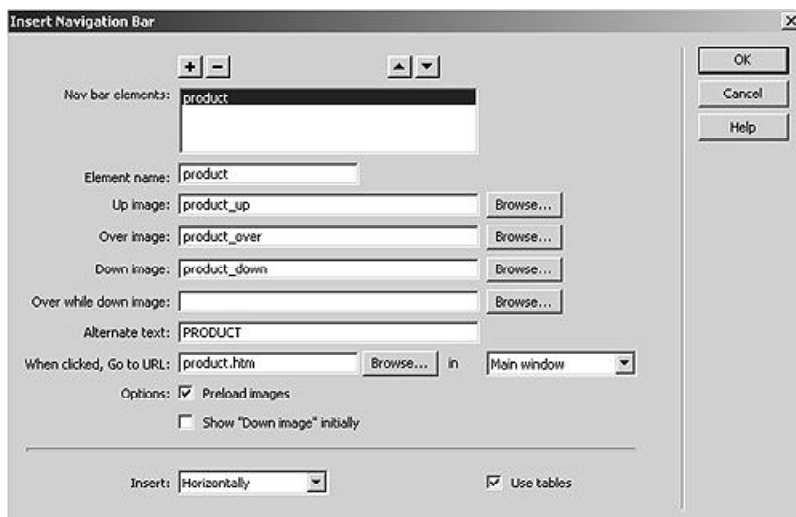


Fig 7.24: Insert Navigation Bar

2.15 Set Text

Set text of Status Bar

This is normally used when you want to give a small description in the status bar.

This is used on images or buttons.

As the mouse goes over the button the text that you supply using this behavior will show up in the status bar.

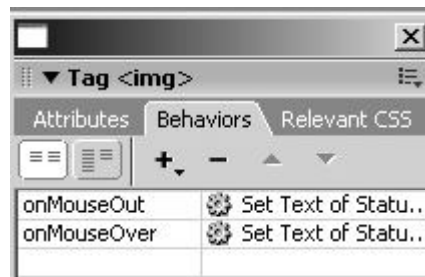


Fig 7.25: Set Text seen

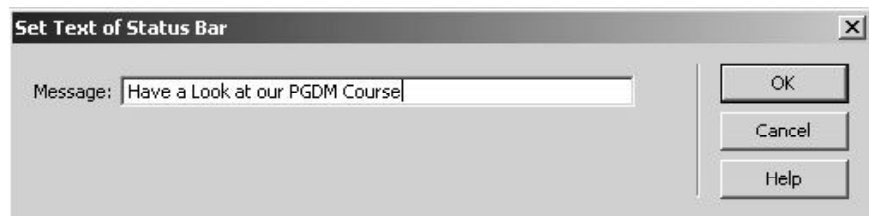


Fig 7.26: Set Text of Status Bar

Set text of frame

This behavior is used when you want to change the text or display some text or some data in another frame.

So you need to keep some image in one frame and apply this behavior on this image.

As you take your mouse over the image or button the data in another frame would change.

Used with image as buttons.



Fig 7.27: Set Text Seen

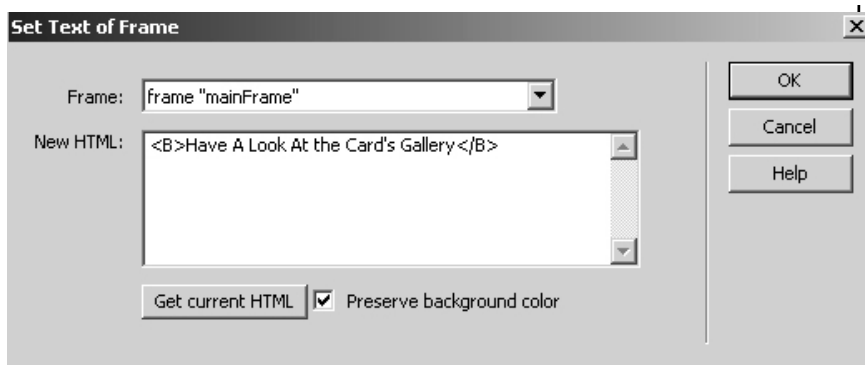


Fig 7.28: Set Text of Frame Window

Set text of Layer

This behavior is used when you want to change the text or display some text or some data in another layer.

So you need to keep some image in one layer and apply this behavior on this image.

As you take your mouse over the image or button the data in another layer would change.

Used with image as buttons.

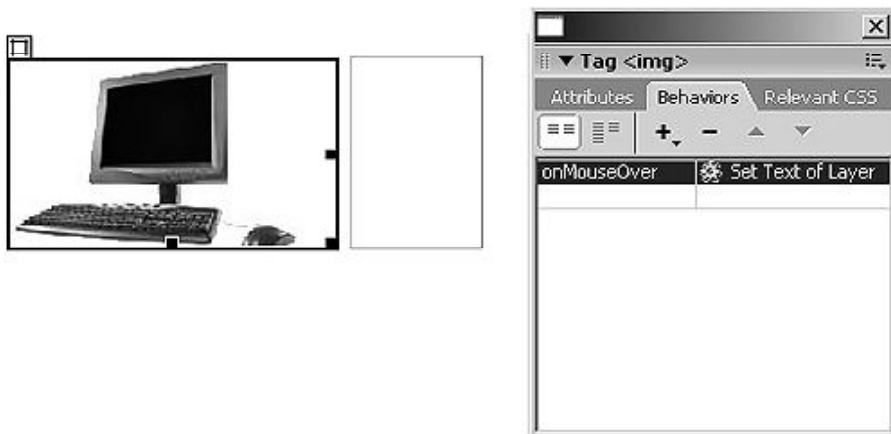


Fig 7.29: Set Text of Layer Seen

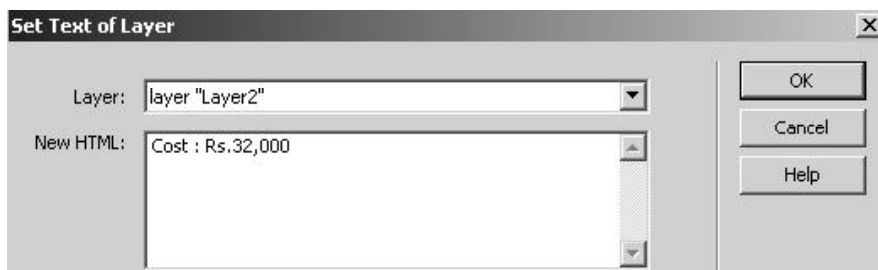


Fig 7.30: Set Text of Layer Window

SET text of text field

This behavior is used when you want to display text in any text box when it is made active.

It is used when you want to pass on some information to the user before he starts filling in the data in the text field.

This behavior works on the text field.

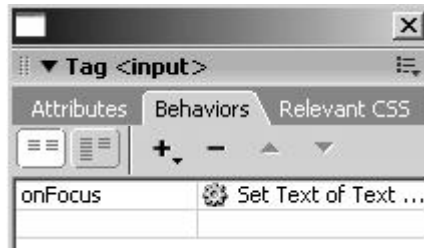


Fig 7.31: Set Text of text field seen

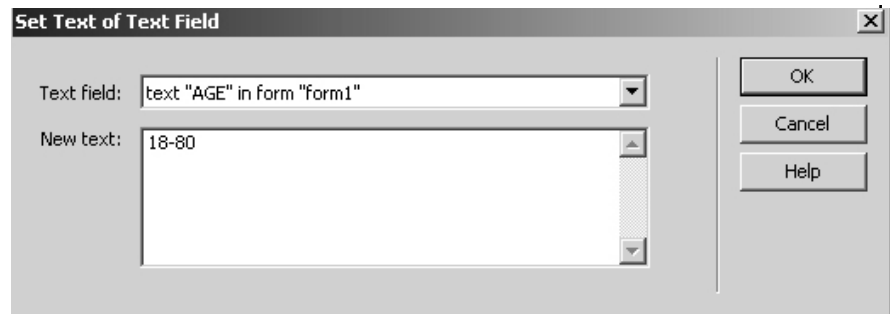


Fig 7.32: Set Text of text field Window

2.16 Show Popup Menu

This behavior is used when you want to create a drop down menu for your website.

It is applied over the image that works like a button.

This is a very useful feature on a web page since it creates sub menus and a handy way of accessing your websites.

Appearance tab is used to set font, size, up, over states, alignment, menu style, bold and italics.

Advanced tab gives cell padding, spacing, width, height, text indent, menu delay, border color, width, shadow, highlight.

Position tab set the menu position, built in ones, or you can set the position using the X, Y co-ordinates.



Fig 7.33: Show Popup Menu Seen

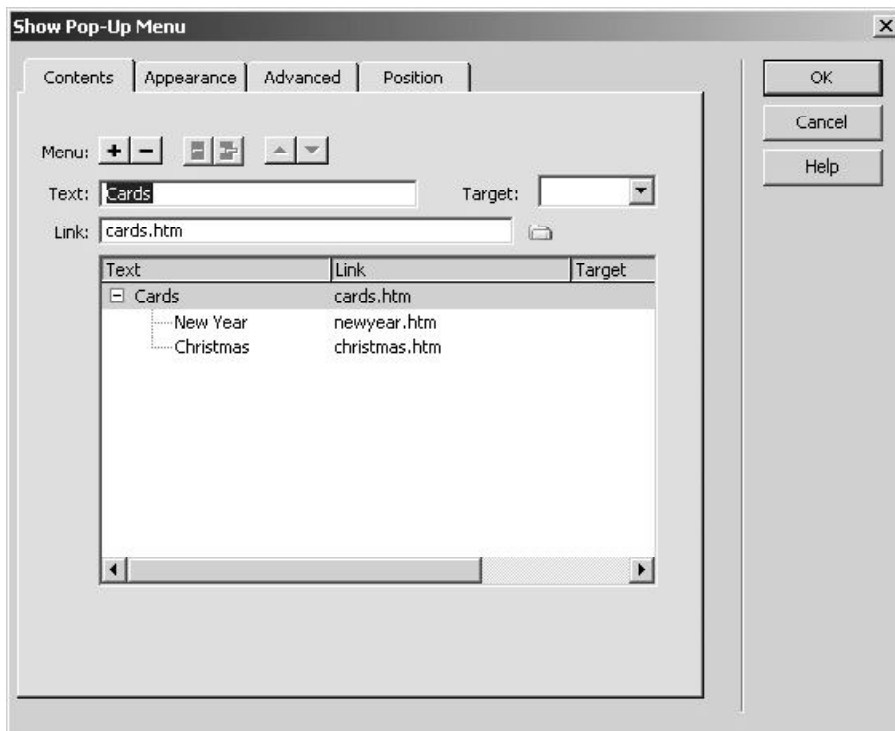


Fig 7.34: Show Pop-up Menu Window

2.17 Show Hide Layers

This behavior is used when you want to show or hide layers of our web page.

It is applied on an image that works like a button.

You Can take 2 buttons. One for show and one for hide. And independently apply this behavior of show and hide on each one of them as shown below.



Fig 7.35: Show/Hide Seen

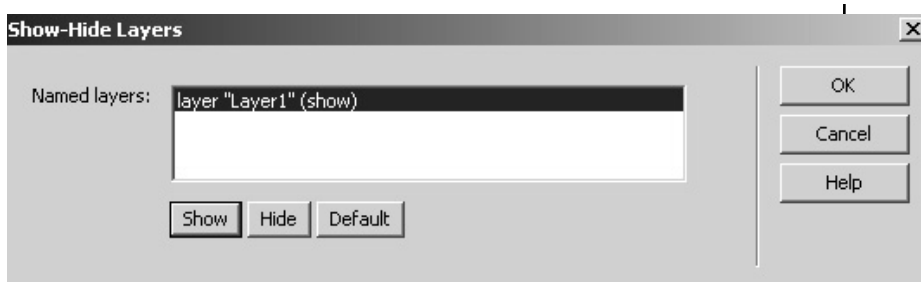


Fig 7.36: Show Layers Window

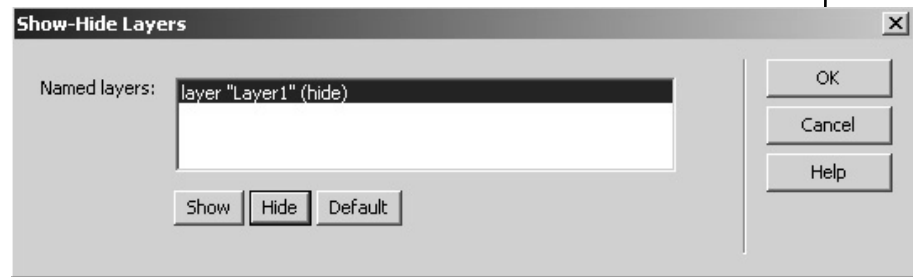


Fig 7.37: Hide Layers Window

2.18 Swap Image / Swap Image Restore

This behavior is used to create roll over images.

Normally used on buttons.

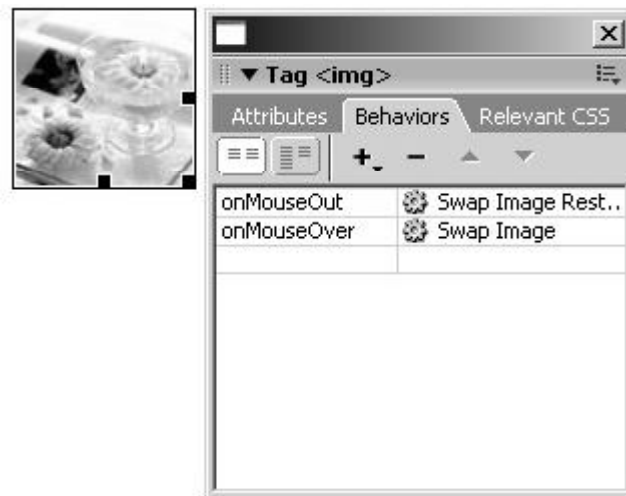


Fig 7.38: Swap Image Restore Seen

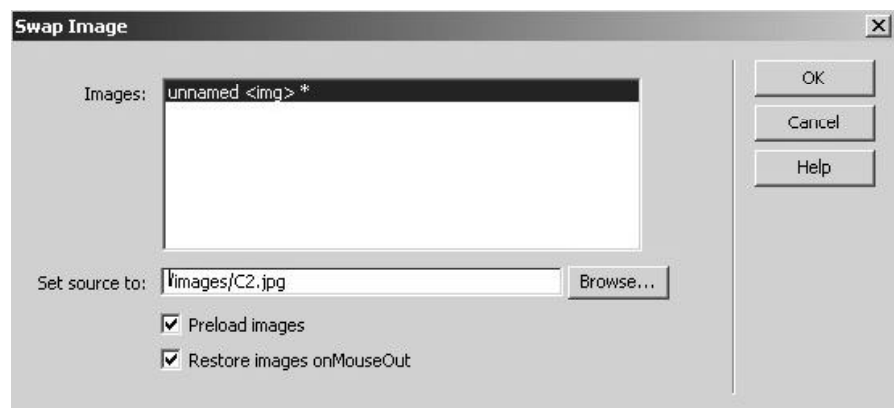


Fig 7.39: Swap Image Window

2.19 Validate Form

This behavior is used on the submit button of a form that you want to validate.

You can validate any text field that is required, proper email address, any numeric validation Eg. age etc.

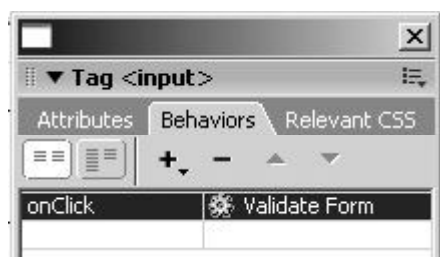


Fig 7.40: Validate Form Seen

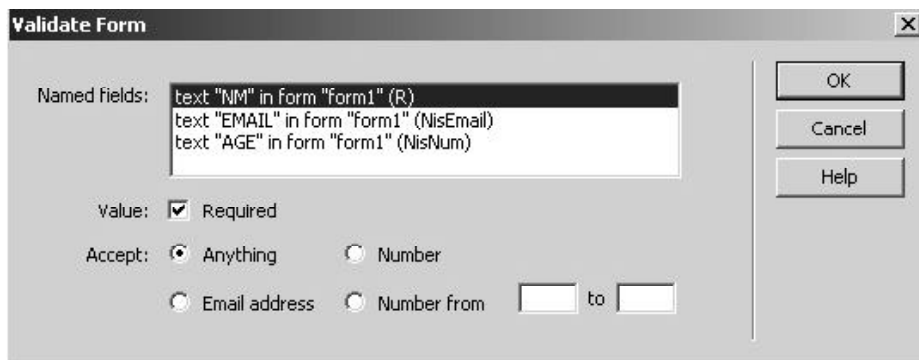


Fig 7.41: Validate Form Window

Summary

1. Behavior inspector allows you to insert various behaviors on your web pages. Behaviors are small scripts that you can add to your web pages, these behaviors are written in javascript or vbscript. Behaviors give you a handy way of controlling powerfully and adding lot many features that are just not possible through plain HTML. Behaviors are written on various elements and they are triggered on events. Behaviors are called when events are triggered.
2. Assigning behaviors: You can assign behaviors to various components of your web pages as per the requirement. Call javascript can be added to head, body or even button, Change property can go over div tag, check plug-in can go in the head or over the body tag, drag AP element is used on layers, effects can go on text, images and layers, go to url is usually written over text, jump menu and jump menu go are automatically added when you add navigation bar to your web page, open browser window is added a button, text that works as button, or even on body, popup message is added to body, text or any element where you want the message to pop up, preload images is normally added to head as you need to load the images before the body gets downloaded, set nav bar image comes on its own when you add navigation bar, set text of container is added to the element, set text of frame is added to frame, etc, set text of status bar can be added on image etc, set text of textfield can be added on the textfiled etc, show-hide behavior is added to the elements when you want to show or hide any components of web page on various events, swap

image and swap image restore is added to image, timeline behaviors are usually added to buttons or images that work as button or text that works as button, validate form is added to various form elements.

3. Checking browser type behavior lets you check the kind of browser the user is using.
4. Check plugins will let you decide if any of the plugins required to run applications on the web page exist on the clients machine or not. If the plug-in is found you can specify the page in the url where you want the viewer to go and if the plugin is missing then you can redirect to the other url and usually this url is the url from where viewer can download that specific plug-in.
5. Control shockwave or flash will allow you to control flash basic features of play, pause, stop, rewind by remaining within the website
6. Drag layer is very useful in websites where you have games where you need to drag and drop elements, like puzzles etc
7. Go to url will allow you to go to any website i.e. very much like anchor tag, you can use go to url which is like hyperlink only and this works well when you want to treat text as a url or a hypertext.
8. Jump menu / jump go to is useful on websites that are huge in navigation, these websites are huge and they have lot of links and navigations to be followed, so jump menu is a very handy way of giving fast access to the viewer to go or navigate to various web links. Also Set nav bar image behavior is useful when you create navigation bar for your website, especially when websites are too huge and large in depth
9. Open browser window allows you to open your content in a secondary window. This is normally used when you want to display your products, secondary information, whereby the main website also remains in the main window and the data that is next important to the viewer pops up in the second window that comes from open browser window.
10. Play Sound lets you control play and stop of sound that goes as background sound to your web pages. You can add sounds to your web pages to make them artistic and pleasing when the viewer is browsing. Sounds can be controlled via play and stop sound behavior, so this gives flexibility to the viewer of listening or stopping the sound as per his need and moods.
11. Popup Message is useful for giving error messages. Because pop up messages are used in error handling and error indication one

must use it in form validation and situations where error is likely to occur.

12. Preload images is one of the most important feature where you can load your images that you feel are heavy in terms of downloading depending upon the bandwidth on that particular page, such that your website does not look incomplete if the images due to size and bandwidth do not download
13. Set text will give you features that are related to text on your website. Set text of container is given to div tag and this div tag works like layer. This is useful when you want to change the text of layer. Set text of frame is added when you want to change the text of frame. Set text of status bar is normally used when you want to display the text in the status bar of the browser window, and set text of textfield is used when you want to display some text in the textfield in the form and this normally on when the user clicks inside the text field of when the cursor is inside that specific textfield by pressing tab. You can display text of that specific field or even other textfield as per your requirement.
14. Show popup menu very useful for creating drop down menus, and these get added on their own when you create drop down menus, so you don't have to necessarily add these behaviors.
15. Show hide layers is again used and can be used in games or to show message or contents that are to be viewed as per the users desire. Again these behaviors are used when you want to hide or show contents of your web page as per viewers needs, normally done games or even in web pages when your website data is too much and you have less space on the screen so you can hide some text or contents and let that appear as and when needed.
16. Swap image / swap image restore is the simple roll over effect that you usually see on buttons. These are also known as roll overs and they are normally added to give dynamism to your web pages and catch attention of the viewer.
17. Validate form again the most important behavior as because if you don't know JavaScript you need to use this behavior as the need of validating the forms is very crucial such that proper, error free, validated and correct data gets submitted on the server.

Self Assessment Test

1. What are behaviors?

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2. What is a dynamic website?

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3. How can a behavior make your website dynamic?

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4. Write down the various form validation behaviors and how are they used?

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5. What is the use of show/hide layer behavior?

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Further Reading

1. Dreamweaver 8 - The Missing Manual
2. Dreamweaver 8 Design and Construction
3. O'Reilly - Dreamweaver MX 2004 The
4. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
5. Dreamweaver MX Templates by Brad Halstead and Murray R. Summers
6. Macromedia Dreamweaver MX 2004: Training from the Source by Khristine Page
7. Dreamweaver MX Bible by Joseph Lowery
8. Dreamweaver MX for Dummies by Janine Warner and Ivonne Berkowitz
9. Macromedia Dreamweaver MX 2004 Magic by Massimo Foti *et al.*
10. Dreamweaver MX 2004: The Complete Reference by Ray West and Tom Muck
11. Dreamweaver MX Web Development by Drew McLellan
12. Dynamic Dreamweaver MX by Bob Regan *et al.*
13. Inside Dreamweaver MX by Patty Ayers, Laura Gutman, Donald Booth

Assignment

APPLYING BEHAVIORS TO YOUR WEBSITE

1. Identify the areas of your website where you can add behaviors.
2. Then do some of the following things:
 - a. Apply validation on your form.
 - b. If you have used layers then make use of some of the layer behaviors.
 - c. Create rollover images.
3. And do as much interactivity as you can do using behaviors.

❖ Learning Objectives:

- The aim of this unit to:
- Understand how to clean up your HTML
- Enhance your website using various snippets
- How to effectively & quickly use commands to enhance your websites

— — — — —
: Structure :
— — — — —

2.1 Introduction**2.2 Recording****2.3 Using HTML Cleanup****2.4 The HTML Clean Up Command****2.5 Dreamweaver's HTML Clean Up Items****2.6 Clean Up Word HTML****2.7 Spell Checking****2.8 Using color schemes****2.9 Format tables****2.10 Sort table****2.11 Create web photo album****2.12 Snippets**

2.1 Introduction

After the hectic work of completing the websites you must be wondering if there were some short cuts and faster methods to do some of the tasks. So command and snippets are two features that Dreamweaver provides you to have fast access to certain applications. Here you shall learn the same and also you will learn how to clean up you HTML once your website is ready. This leads to a well structured HTML on your website precisely running in the browser. This can be achieved by using various cleanup methods that Dreamweaver provides you and it's a must that you use them once your website is ready to be uploaded. HTML clean up feature apart from cleaning the redundant data, etc also generates a report for you, and this report lets you know and gives you the summary of the elements that it has cleaned in your current web page. So it's always advisable to clean up your website using the clean up commands available before you go ahead uploading the website.

2.2 Recording

You can record a temporary command for short-term use.

Dreamweaver maintains only one recorded command at a time; as soon as you start recording a new command, the old one is lost.

To save a new command without losing a recorded one you need to save the command from the History panel.

2.3 Using HTML Cleanup

Dreamweaver automatically works this way in the normal course of events, and the HTML source code it creates is just fine.

However, in the case of documents that were created outside Dreamweaver, human error can easily be introduced.

The same is true when alterations are made with the HTML Source Inspector.

Dreamweaver lets you tighten up your source code so that it is both more technically correct and more comprehensible.

For this function, it provides the Clean Up HTML and the Clean Up Word HTML options on the Commands menu, as described in the following sections.

2.4 HTML Cleanup Command

Table describes the elements that the Clean Up HTML command can handle.

2.5 Dreamweaver's HTML Cleanup Items

Element	Cleanup Action
Empty tags	Removes elements that do not have any content. Such elements have no effect on the Web page.
Redundant nested tags	Removes tags that duplicate each other's effects. Only the outer one is necessary.
Non-Dreamweaver HTML	Removes standard HTML comments. Comments
Dreamweaver HTML comments	Removes comments that Dreamweaver inserts into the code for its own information. These comments are used by the program to keep track of special Dreamweaver features such as library items.
Specific tags	Deletes any HTML tag you specify.
Nested font tags	Combines multiple FONT elements that can be safely mixed without altering their effects.

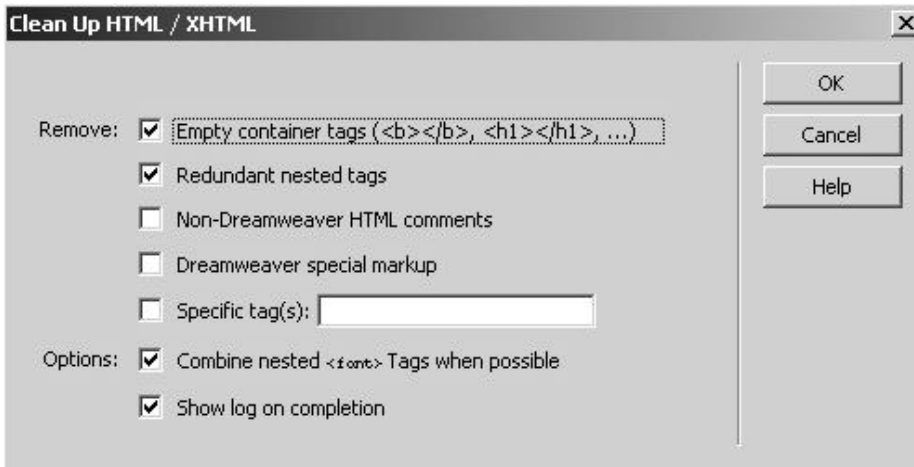


Fig 8.1: Clean Up HTML Window

2.6 Clean Up Word HTML

This command cleans any HTML document that you have using Microsoft Word.

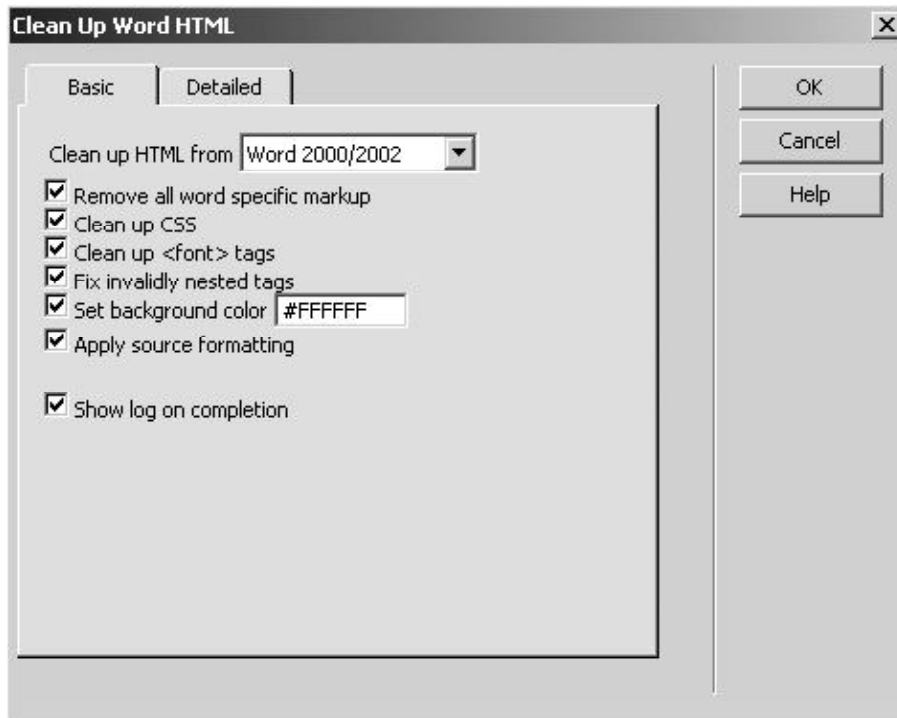


Fig 8.2: Clean Up Word HTML Window

2.7 Spell Checking

Dream weaver's spell checker provides some help.

Of course, no spell checker can overcome all typographical errors.

2.8 Using Color Schemes

Dreamweaver offer a series of present color schemes for the major page elements.

All you need to do is take at look at them and decide which one you want to use.



Fig 8.3: Set Color Scheme Command Window

2.9 Format Tables

You can format your tables using this command

You have preformatted styles that can be straight applied.

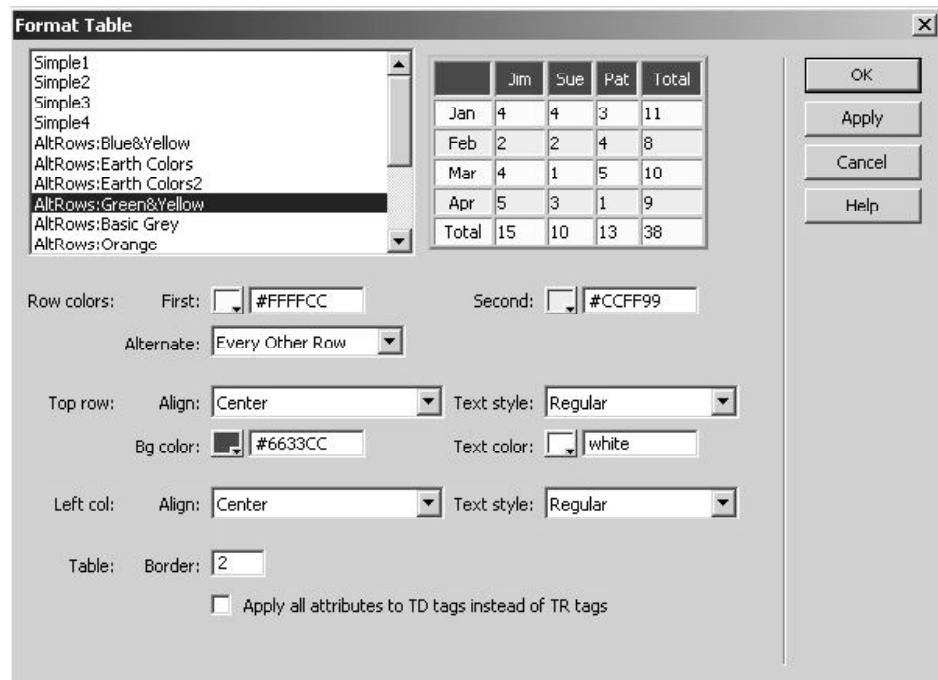


Fig 8.4: Format Table Window

2.10 Sort Table

Sorting of tables can be done numerically as well as alphabetically based upon the table columns in the table.

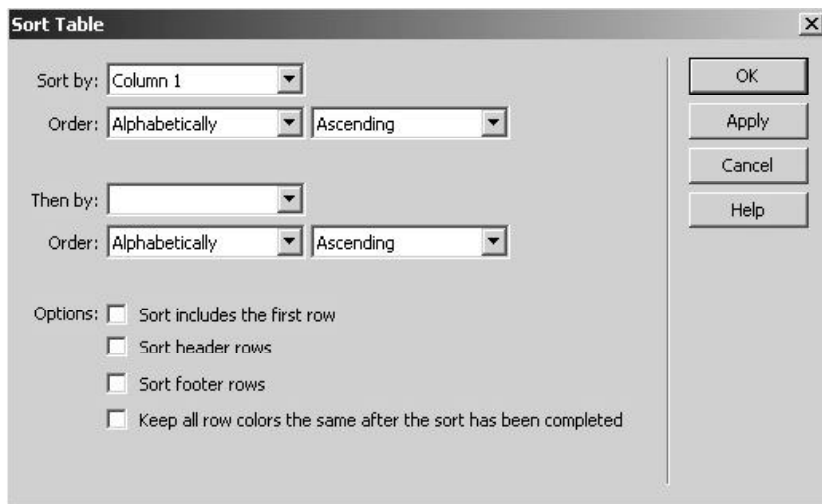


Fig 8.5: Sort Table Window

2.11 Create Web Photo Album

When you use Fireworks to edit images, the images that you place in your web pages are normally exported by Fireworks from a source PNG file.

When you open an image file in Dreamweaver in order to edit it, Fireworks automatically opens the source PNG file, prompting you to locate the PNG file if it cannot be found.

If you want you can set the preferences in Fireworks in order to have Dreamweaver open the inserted image, or you can have Fireworks give you the option to use the inserted image file or the Fireworks source file every time you open an image in Dreamweaver.

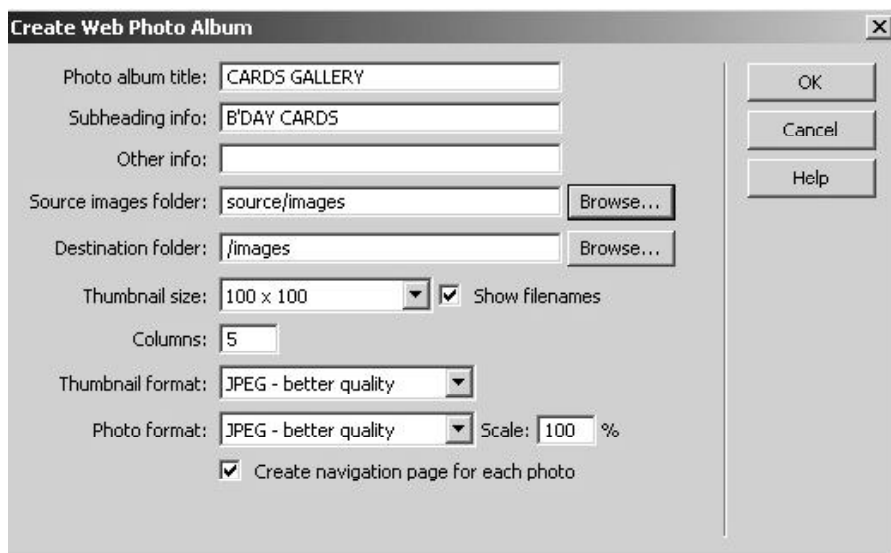


Fig 8.6: Create Web Photo Album

2.12 Snippets

Code snippets let you store content for quick reuse. You can create and insert snippets that are of HTML, JavaScript, CFML, ASP, JSP, and more. Dreamweaver also contains some predefined snippets that can be used as a starting point.

You can create, insert, edit, delete snippets.

You can create snippet folders to manage the snippets created.

As shown below you can insert the elements given below.

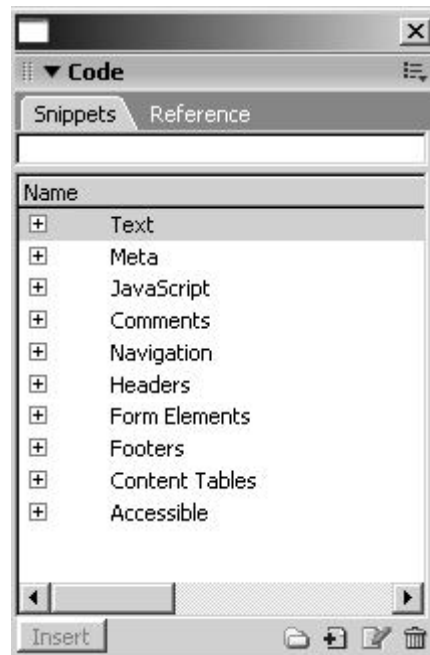


Fig 8.7: Snippets Panel

The purpose of this dialog box is to create or edit a code snippet for the Snippets panel.

Summary

1. Recording helps you in capturing some of the features that you use a lot on your website, or those that are quite tedious, such that you do not have to repeat those steps again, you just have to record and then run it as a command as per your necessity
2. The HTML Clean Up Command allows you to clean undesired HTML.

Dreamweaver's HTML Clean Up Items allows you to clean undesired HTML. Clean Up Word HTML allows you to clean undesired HTML for the pages that are created in MS Word

3. Spell Checking is very important as your website has to be error free and proof read before it goes to the viewers on the WWW. Errors in terms of spellings lead to lack of liking, fame, seriousness and the overall fame and name of the websites goes a bit down.

The overall impression of the website goes down, so one had to be very careful and use this feature of spell checking to keep the website impression which is nothing but a version of your very original company or product.

4. Using color schemes will play a major role to get quick color themes that match your existing color themes of your website and web pages. Also color schemes add to look and feel of your website, the overall and the very first impression goes to the viewer from the color scheme used and also how accordingly you are conceptually using the color scheme on your website.
5. Format tables will save your time when your data is too large. Definitely this is a very useful feature when you have too large a data and you don't want to do manually, so this feature saves your time and helps you to make your contents formatted in the tables.
6. Sort table sorts the data of tables if the data is too dense and this makes easy to refer to the table data. Sorting of data is normally done on websites where data is huge, websites that carry information in the form of logistics, geographical, statistical, products etc. This feature of sorting data in the tables is a very easy, fast and powerful feature and saves lot of manual time of arranging the data in sorted or organized manner in the tables.
7. Web photo album is a wonderful feature that creates a complete photo album for you in fraction of seconds. For web photo album, you need to have organized set of images whose album you want to create and also you need to have software fireworks installed on your computer as the formatting portion of the images is done by dreamweaver in fireworks software.
8. Snippets are very useful and save your time while building websites. Snippets are used normally by web designers and web programmers, snippets are handy and they save time, you can save time of recoding as you can reuse them, snippets are already written and you can use them directly. You can use snippets for scripts, headers and footers,

Self Assessment Test

1. What are snippets?

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2. What is the use of snippets?

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3. Write down various commands that you have in Dreamweaver?

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4. Give the used of each of the above commands written with an example

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5. What is web photo album?

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Further Reading

1. Dreamweaver 8 - The Missing Manual
2. Dreamweaver 8 Design and Construction
3. O'Reilly - Dreamweaver MX 2004 The
4. Macromedia Dreamweaver MX 2004: Visual QuickStart Guide by J. Tarin Towers
5. Dreamweaver MX Templates by Brad Halstead and Murray R. Summers
6. Macromedia Dreamweaver MX 2004: Training from the Source by Khristine Page
7. Dreamweaver MX Bible by Joseph Lowery
8. Dreamweaver MX for Dummies by Janine Warner and Ivonne Berkowitz
9. Macromedia Dreamweaver MX 2004 Magic by Massimo Foti *et al.*
10. Dreamweaver MX 2004: The Complete Reference by Ray West and Tom Muck
11. Dreamweaver MX Web Development by Drew McLellan
12. Dynamic Dreamweaver MX by Bob Regan *et al.*
13. Inside Dreamweaver MX by Patty Ayers, Laura Gutman, Donald Booth
14. Sams Teach Yourself Macromedia Dreamweaver MX in 24 Hours by Betsy Bruce

Assignment

USING SNIPPETS

1. Make use of snippets on our web pages.
2. Usage of navigations etc.
3. Create a photo album that is part of your main websit



**Dr. Babasaheb
Ambedkar
Open University**

**BCADES-108
WEB PROTOTYPING**

Block

4

STYLING WEBSITES

UNIT 1 CSS PART 1

UNIT 2 CSS PART 2



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ROLE OF SELF INSTRUCTIONAL MATERIAL IN DISTANCE LEARNING

The need to plan effective instruction is imperative for a successful distance teaching repertoire. This is due to the fact that the instructional designer, the tutor, the author (s) and the student are often separated by distance and may never meet in person. This is an increasingly common scenario in distance education instruction. As much as possible, teaching by distance should stimulate the student's intellectual involvement and contain all the necessary learning instructional activities that are capable of guiding the student through the course objectives. Therefore, the course / self-instructional material are completely equipped with everything that the syllabus prescribes.

To ensure effective instruction, a number of instructional design ideas are used and these help students to acquire knowledge, intellectual skills, motor skills and necessary attitudinal changes. In this respect, students' assessment and course evaluation are incorporated in the text.

The nature of instructional activities used in distance education self-instructional materials depends on the domain of learning that they reinforce in the text, that is, the cognitive, psychomotor and affective. These are further interpreted in the acquisition of knowledge, intellectual skills and motor skills. Students may be encouraged to gain, apply and communicate (orally or in writing) the knowledge acquired. Intellectual- skills objectives may be met by designing instructions that make use of students' prior knowledge and experiences in the discourse as the foundation on which newly acquired knowledge is built.

The provision of exercises in the form of assignments, projects and tutorial feedback is necessary. Instructional activities that teach motor skills need to be graphically demonstrated and the correct practices provided during tutorials. Instructional activities for inculcating change in attitude and behavior should create interest and demonstrate need and benefits gained by adopting the required change. Information on the adoption and procedures for practice of new attitudes may then be introduced.

Teaching and learning at a distance eliminates interactive communication cues, such as pauses, intonation and gestures, associated with the face-to-face method of teaching. This is particularly so with the exclusive use of print media. Instructional activities built into the instructional repertoire provide this missing interaction between the student and the teacher. Therefore, the use of instructional activities to affect better distance teaching is not optional, but mandatory.

Our team of successful writers and authors has tried to reduce this.

Divide and to bring this Self Instructional Material as the best teaching and communication tool. Instructional activities are varied in order to assess the different facets of the domains of learning.

Distance education teaching repertoire involves extensive use of self- instructional materials, be they print or otherwise. These materials are designed to achieve certain pre-determined learning outcomes, namely goals and objectives that are contained in an instructional plan. Since the teaching process is affected over a distance, there is need to ensure that students actively participate in their learning by performing specific tasks that help them to understand the relevant concepts. Therefore, a set of exercises is built into the teaching repertoire in order to link what students and tutors do in the framework of the course outline. These could be in the form of students' assignments, a research project or a science practical exercise. Examples of instructional activities in distance education are too numerous to list. Instructional activities, when used in this context, help to motivate students, guide and measure students' performance (continuous assessment)



PREFACE

We have put in lots of hard work to make this book as user-friendly as possible, but we have not sacrificed quality. Experts were involved in preparing the materials. However, concepts are explained in easy language for you. We have included many tables and examples for easy understanding.

We sincerely hope this book will help you in every way you expect.

All the best for your studies from our team!

WEB PROTOTYPING

Block 1 INTRODUCTION

UNIT 1 INTRODUCTION TO DREAMWEAVER, CREATING WEBSITES & WEB PAGES, USING DREAMWEAVER'S, HTML FACILITIES, URL & LINKS

Introduction, Dreamweaver Layout, Insert Bar, The Document Toolbar, Document Window, Panel Groups, Property Inspector, Tag Inspector, Files Panel, The Status Bar, Creating web sites and web pages, Creating new pages and folders, Saving pages, Opening existing pages, Working with Text, Page Properties, Links

UNIT 2 THE COMMON OBJECTS, TEXT, HTML, MEDIA, WORKING WITH IMAGES

Introduction, HyperLink, Email Link, Named Anchor, Tables, Image, Media, Date, Comments, Tag Choose, Working With Images, Inserting Images, Image Properties

UNIT 3 TABLES

Introduction, Inserting Tables, Table Setting, Table Properties, Row Properties, Cell Properties, Rowspan, Colspan, Adding and removing rows and columns, Resizing tables. Rows, columns, Tabular data, Layout object, Layout mode, Layout table properties, Layout cell properties, Expanded tables mode, Inserting rows and columns in a table created using expanded mode

Block 2 DYNAMIC WEB

UNIT 1 FORMS

Introduction, Using Forms, Form Controls, Properties

UNIT 2 FRAMES, LIBRARY, PALLETTE, ASSETS SERVICES

Introduction, Usage of Frames, Inserting Frames, Planning Frames, Saving Frames and Framesets, Frames Window, Frame Properties, Frameset Properties, Splitting Frames, Deleting Frames, Frame names and navigation links, The library palette, Using Assets Panel

UNIT 3 LAYERS AND ANIMATION

Introduction, Usage of Layers, Inserting Layers, Viewing inserted layers, Preventing layer overlap, Layer properties, Converting layers to tables, Animation through layers, Adding timelines

Block 3 INTERACTIVE WEB

UNIT 1 BEHAVIORS

Introduction, Using Behavior inspector, Assigning behaviors, Checking browser type, Check plugins, Control shockwave or flash, Drag layer, Go to url, Jump menu / jump go to, Open browser window, Play Sound, Popup Message, Preload images,

Set nav bar image, Set text, Show popup menu, Show hide layers,
Swap image / swap image restore, Validate form

UNIT 2 COMMANDS AND SNIPPETS

Introduction, Recording, Using HTML Cleanup, The HTML
Clean Up Command, Dreamweaver's HTML Clean Up Items,
Clean Up Word HTML, Spell Checking, Using color schemes,
Format tables, Sort table, Create web photo album, Snippets

Block 4 STYLING YOUR WEBSITES

UNIT 1 CSS PART 1

Introduction, Style control with style sheets, Advantages,
External style sheet, Embedded style sheet, Inline style sheet,
Creating new style using class attribute, Type Category

UNIT 2 CSS PART 2

Introduction, Background Category, Block Category, Box
Category, Border Category, List Category, Position Category,
Extensions Category

BLOCK 4 : STYLING WEBSITES

Cascading style sheets are a recent addition to HTML pages. Cascading Style Sheets are a way of controlling the way the browser displays the page. For the experienced designer, Cascading Style Sheets will be a welcome feature that will save a lot of time normally spent on repetitive style formatting commands. You can control the spacing and indentation, etc. Cascading Style Sheets will give you much more control over the text on the page.

Block Objective

After learning this block, you will be able to understand:

- Use of CSS
- Advantage of CSS
- Types of CSS
- Various attribute as CLASS
- Learn how to use Text related CSS
- Use of Background Category
- Use of Block Category
- Use of Box Category
- Use of Border Category to enhance the look and feel of the website
- How to use List related CSS
- How to use Position related CSS
- How to use Extension Category to make your website dynamic in terms of graphics, animation and multimedia.

❖ Learning Objectives:

The aim of this unit is:

Use of CSS

Advantage of CSS

Types of CSS

Various attribute as CLASS

Learn how to use Text related CSS

: Structure :

1.1 Introduction**1.2 Style control with style sheets****1.3 Advantages****1.4 External style sheet****1.5 Embedded style sheet****1.6 Inline style sheet****1.7 Creating new style using class attribute****1.8 Type Category**
-----**1.1 Introduction**

Cascading style sheets are a recent addition to HTML pages. Cascading Style Sheets are a way of controlling the way the browser displays the page. For the experienced designer, Cascading Style Sheets will be a welcome feature that will save a lot of time normally spent on repetitive style formatting commands. You can control the spacing and indentation, etc. Cascading Style Sheets will give you much more control over the text on the page.

There are 3 types of Style sheets:

1. Inline styles
2. Embedded style sheets
3. Linked style sheets

We will cover the concepts behind all three.

Microsoft Internet Explorer (3.0 and above) and Netscape Communicator 4.0 provide the most wide-ranging support for cascading style sheets at this time.

You can find the specifications for the evolving CSS standard at the W3C Consortium's Web page at <http://www.w3.org/>.

1.2 Style Control With Style Sheets

With cascading style sheets as a Web designer you can dramatically improve the methods of working with important style issues.

Such as fonts, including specific features such as font size, font weight, font style.

The controls extend beyond basic typographic functions to margins, indents, color, graphics and a myriad of other options.

Basically if you can display it with HTML, you can control it with a style sheet.

1.3 Advantages

Styles are certain kind of formatting rules.

Styles give great flexibility and control of the exact page appearance, from precise positioning of layout to specific fonts and styles.

Styles controls many properties of the file which cannot be handled by html alone.

Major advantage of css is that they give easy update facility.

1.4 External Style Sheet

An external style sheet is the best when the style is applied to many pages.

With an external style sheet method you can change the look of your entire Web site by just changing one file. Each page must be linked to the style sheet with the help of the <link> tag.

The <link> tag goes inside the head section.

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<head>
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```
<link rel="stylesheet" type="text/css" href="mystyle.css">
```

```
</head>
```

1.5 Embedded Style Sheet

An internal style sheet should be used when a single document has a unique style.

You define internal styles in the head section with the <style> tag.

```
<head>
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```
<style type="text/css">
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```
body {background-color: red}
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```
p {margin-left: 20px}
```

```
</style>
```

```
</head>
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1.6 Inline Style Sheet

An inline style should be used normally when you have to apply a unique style to a single occurrence of an element.

In order to use inline styles you have to use the style attribute in the relevant tag.

The style attribute can contain any CSS property.

`<p style="color: red; margin-left: 20px"> This is a paragraph </p>`

In Dreamweaver you can use styles from Window->Css Styles



Fig 9.1: CSS Styles Panel

1.7 Creating New Style Using Class Attribute

You can create a new style by clicking on the + icon that you see in the above window. You would then get the following window.

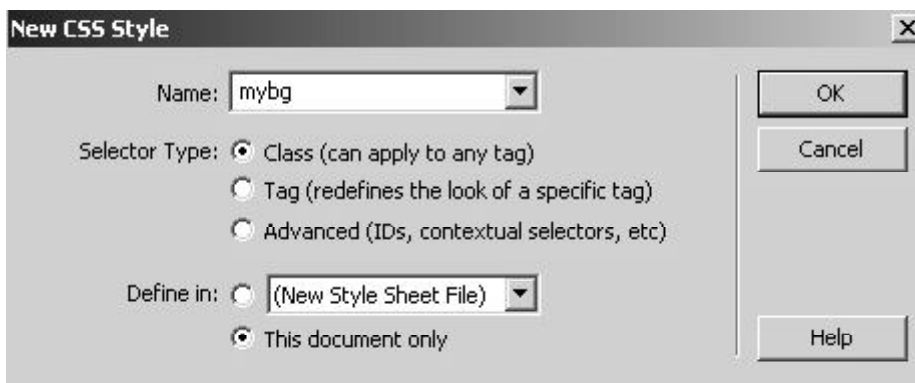


Fig 9.2: New CSS Style Window

1.8 Type Category

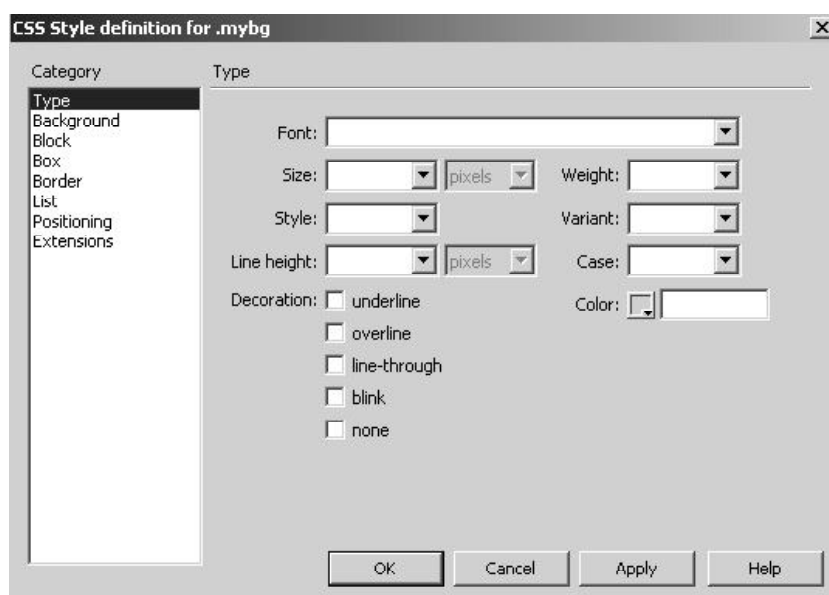


Fig 9.3: Type Category

With this category you can do the following settings. Usually goes with text related tags.

Font sets the font family (or series of families) for the style. Browsers will display text in the first font in the series that is installed on the user's system. For compatibility with Internet Explorer 3.0, list a Windows font first. The font attribute is supported by both browsers.

Size defines the size of the text. You can choose size by selecting the number and the unit of measurement, or you can choose a relative size. The size attribute is supported by both browsers.

Style does Normal, Italic, or Oblique as the font style. The default setting is Normal. The style attribute is supported by both browsers.

Line Height sets the height of the line on which the text is placed. This setting is traditionally called *leading*. Select Normal to have the line height for the font size calculated automatically, or enter an exact value and select a unit of measurement. The line height attribute is supported by both browsers.

Decoration will add an underline, overline, or line-through to the text, or makes the text blink. The default setting for regular text is None. The default setting for links is Underline. When you set the link setting to the value 'none; you can remove the underline from links by defining a special class. The decoration attribute is supported by both browsers.

Weight will apply a certain or relative amount of boldface to the font. Normal is equivalent to 400; Bold is equivalent to 700. The weight attribute is supported by both browsers.

Variant sets the small caps variant on text. Dreamweaver will not display this attribute in the Document window. The variant attribute is not supported by Navigator.

Case will allow you to capitalize the first letter of every word in the selection or set the text to all uppercase or lowercase. The case attribute is supported by both browsers.

Color sets the text color. The color attribute is supported by both browsers. After doing these settings you get to see the following in the Css Styles window.

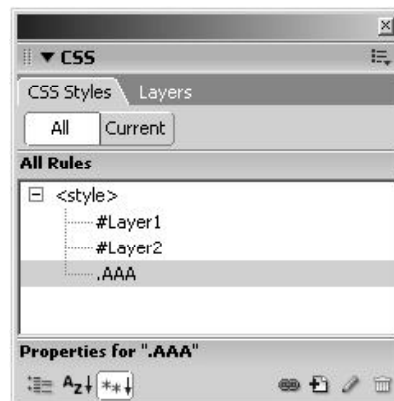


Fig 9.4: Style Applied

When you right click on the created style you get the following from which you can choose apply to apply the new style on the appropriate tag.

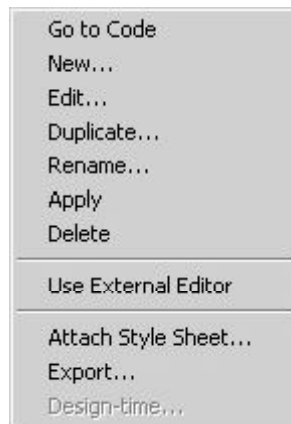


Fig 9.5: Menu to apply New Style

Go to Code:

Open the style sheet's coded view and the Rule window.

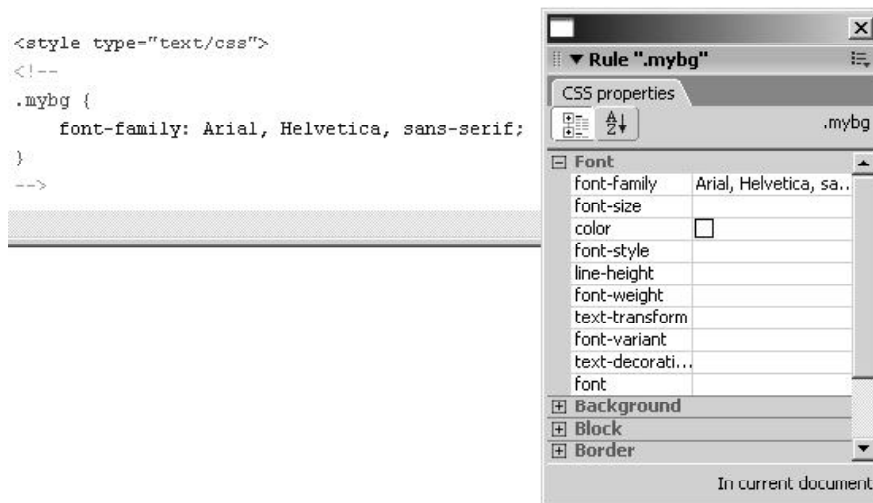


Fig 9.6: Style Sheet Coded Window and Rule Window

New: Creates a new Style sheet

Edit: Allows you to edit the originally created style sheet

Duplicate: Crates a duplicate style sheet of the originally created style sheet

Rename: This will change the name of the style created.

Delete: This is used to remove or delete the created style.

Apply: Apply is used to apply the created style to the respective tag.

Summary

1. Style control with style sheets is very useful as it will tell you which of the style sheet you need to use. Advantages of course will encourage you to use more and more CSS, also using style sheets you are saving your time of writing properties again and again, you can create style sheets and reuse them as many times you want,

style sheets also provide you certain properties that pure HTML lacks and hence gives you better edge in designing and enhancing your web pages.

2. External style sheet play a major role when you want to apply same set of CSS styles of multiple pages and they save your time. External style sheets are normally used when you want to apply specific set of properties on all or many pages of your website, so you don't have to write the style individually for each web page, instead write your style in a file, save that as some name with an extension of .css and then mention that file name in the src attribute of Link tag that is part of the head element.
3. Embedded style sheet is very useful when you have one set of styles to be applied on that particular web page. Embedded style sheets are written when you want to create styles for individual pages. You create individual styles for various elements as per your requirement for that specific page and you include that style in the style tag that is written between the head and the body elements of your web page. Because this style is inserted between the head and body of your web page you call it as embedded style sheet.
4. Inline style sheet give you a power when you want to control or apply style of one individual element and the element that has to be different from other elements. Inline style sheet is written as a style attribute to any specific element where you want to apply the property. This will hence apply the property to that specific element or tag only and hence you call this type of style sheet as inline style sheet.
5. Creating new style using class attribute: Class attribute carries the name of the class that you have created in the style sheet. This class name has to be written in quotes. Class feature of CSS is normally used when you want to create group of properties separately, you can club the properties and put them in a group and this group is known as a class, you can give a name to this class, and this class name is then in turn mentioned in the class attribute of any specific element where you want to apply the properties of that class. Class is a very effective and powerful way of using embedded style sheets or even external style sheets.
6. Type Category will give your various CSS styles that are related to text that plays a major role on your websites. Type category allows you to set properties related to font, size, style, weight, variant, line height, case, decoration & color. As you can clearly and easily see that all these properties are applicable on text and hence they have been clubbed together under the type category in Dreamweaver.

Self Assessment Test

1. What is a style sheet

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2. Why do you call it a style sheet?

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3. How many types of style sheets are there?

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4. Explain each of the style sheets with each example

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5. What features do you have in type category?

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Further Reading

1. CSS Mastery.
2. CSS Web Site Design.
3. CSS the developers guide.
4. CSS the missing manual.
5. Transcending CSS.
6. The art of science of CSS.
7. Beginning CSS web development.
8. The Zen of CSS Design
9. Develop First class websites
10. Pro CSS Techniques
11. Stylin' CSS
12. The Ultimate CSS Reference

Assignment

ENHANCING SITE USING BASIC CSS & STYLES

1. Create your own css file.
2. Apply styles & style sheet.

❖ Learning Objectives:

This unit will describe

Use of Background Category

Use of Block Category

Use of Box Category

Use of Border Category to enhance the look and feel of the website

How to use List related CSS

How to use Position related CSS

How to use Extension Category to make your website dynamic in terms of graphics, animation and multimedia.

: Structure :**2.1 Introduction****2.2 Background Category****2.3 Block Category****2.4 Box Category****2.5 Border Category****2.6 List Category****2.7 Position Category****2.8 Extensions Category**

2.1 Introduction

Cascading style sheets are a recent addition to HTML pages. Cascading Style Sheets are a way of controlling the way the browser displays the page. For the experienced designer, Cascading Style Sheets will be a welcome feature that will save a lot of time normally spent on repetitive style formatting commands. You can control the spacing and indentation, etc. Cascading Style Sheets will give you much more control over the text on the page.

Here in this unit you shall be studying how CSS is used on text, layer, tables, lists, how to position layers, images, on the web page, how to make your website dynamic, etc. All these features you shall learn by studying the Background Category, Block Category, Box Category, Border Category, List Category, Position Category & Extensions Category. All these features of CSS enhance your website, make them dynamic and more powerful in term so visual appearance.

2.2 Background Category

You use the Background category of the CSS Style Definition dialog

box to define background settings for a CSS style. You can apply background properties to any tag in a web page.

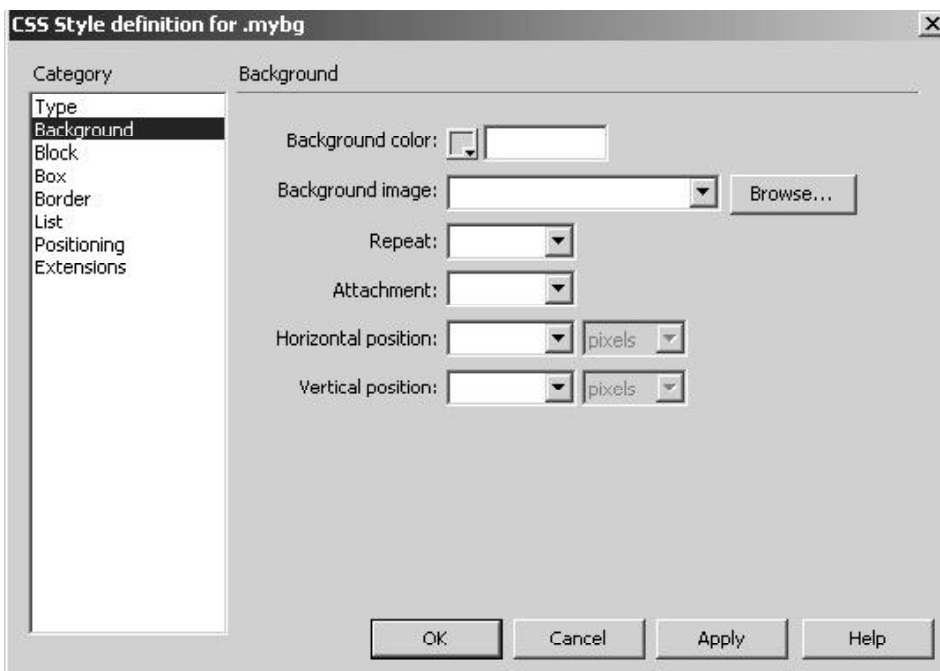


Fig 10.1: Background Category

With this category you can do the following settings. Usually goes with body tag.

Background Color sets the background color for the element. Background Image sets the background image for the element

Repeat decides whether and how the background image is repeated. The Repeat attribute is supported by both browsers.

No Repeat will display the image once at the beginning of the element. Repeat will tile the image horizontally and vertically behind the element.

Repeat-x and Repeat-y will display a horizontal and vertical band of images, respectively. Images get clipped to fit within the boundaries of the element.

Attachment decides whether the background image is fixed at its original position or scrolls along with the content. Note that some browsers may treat the Fixed option as Scroll. This is not Netscape Navigator. Horizontal Position and Vertical Position show the first position of the background image in relation to the element. This is used to align a background image at the center of the page both vertically and horizontally. The position is relative to the Document window, not to the element if the attachment property is set to Fixed. This attribute is not Netscape Navigator.

2.3 Block Category

Block category is used to define spacing and alignment settings for tags and attributes.

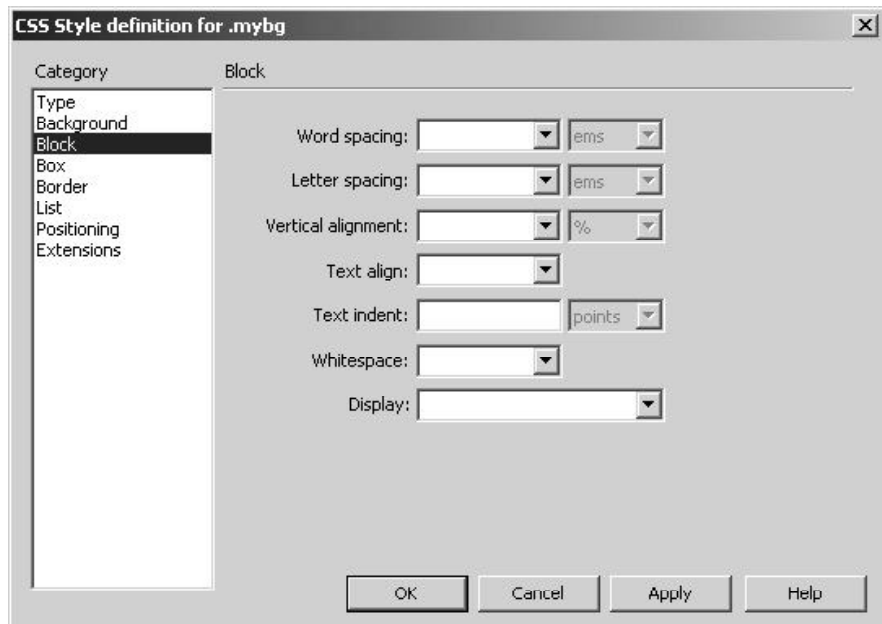


Fig 10.2: Block Category

With this category you can do the following settings. Usually goes with text related tag.

Word Spacing sets the spacing between words. To set a specific value, in the pop-up menu, select Value, then enter a numeric value. In the second pop-up menu, select a measurement unit.

Letter Spacing increases or decreases the space between letters or characters. In order to reduce the space between characters specify a negative value, for example (-4). Letter spacing settings override justified text settings.

Vertical Alignment sets the vertical alignment of the element to which it is applied. Dreamweaver shows this attribute in the Document window only when it is applied to the tag.

Text Align sets how text is aligned within the element. The Text Align attribute is supported by both browsers.

Text Indent specifies how far the first line of text indents. A negative value may be used to create an outdent, but the display depends on the browser. Dreamweaver displays this attribute in the Document window only when the tag is applied to block-level elements. The Text Indent attribute is supported by both browsers.

Whitespace decides how white space within the element is handled. You have three options: Normal collapses white space; Pre handles it as if the text were enclosed in pre tags (that is, all white space, including spaces, tabs, and returns, is respected); Nowrap specifies that the text only wraps when a br tag is encountered.

Display tells whether an element is displayed and if so how it is displayed. None turns off the display of an element to which it is assigned.

2.4 Box Category

Box category is used to define settings for tags and attributes that control the placement of elements on the page.

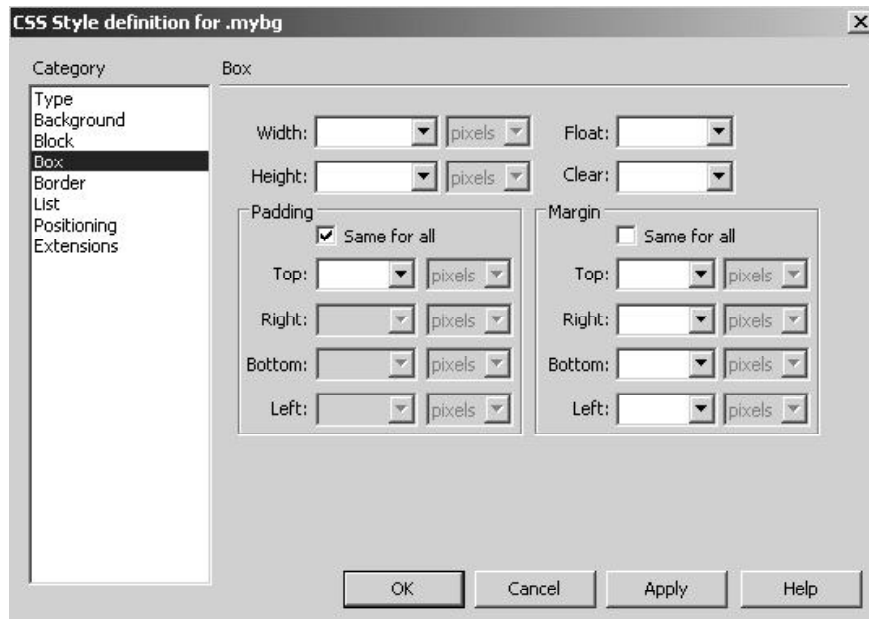


Fig 10.3: Box Category

With this category you can do the following settings. Usually goes for table, img tag.

Width and Height sets the width and height of the element.

Float will set which side other elements, such as text, layers, tables and so on, will float around an element. Other elements wrap around the floating element as usual. The Float attribute is supported by both browsers.

Clear defines the sides that do not allow layers. The Clear attribute is supported by both browsers.

Padding shows the amount of space between the content of an element and its border (or margin if there is no border). Deselect the Same For All option if you have to set the padding for individual sides of the element.

Same For All will set equal padding attributes to the Top, Right, Bottom, and Left of the element to which it is applied.

Margin shows the amount of space between the border of an element (or the padding if there is no border) and another element. Dreamweaver will display this attribute in the Document window only when it is applied to block-level elements (paragraphs, headings, lists, and so on). You need to Deselect Same For All in order to set the margin for individual sides of the element.

Same For All will set the same margin attributes to the Top, Right, Bottom and Left of the element to which it is applied.

2.5 Border Category

Border category is used to define settings, such as width, color, and style, for the borders around elements.

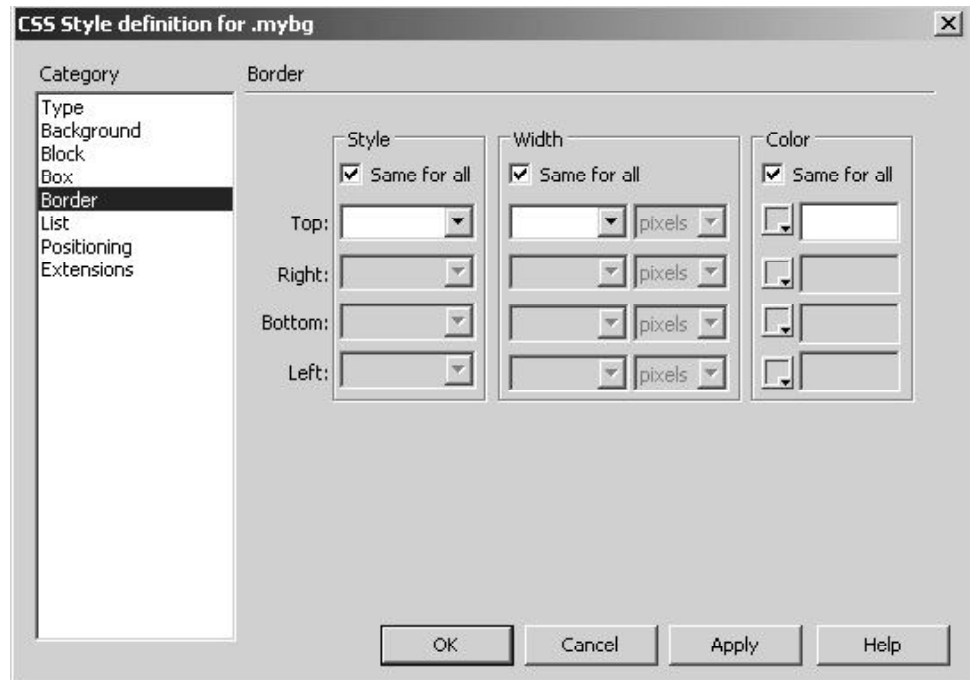


Fig 10.4: Border Category

With this category you can do the following settings. Usually goes for tables, images, paragraphs etc.

Style sets the style appearance of the border. The way the style appears depends on the browser. You need to check the final result in the browser. The style attribute is supported by both browsers. You have to deselect Same For All in order to set the border style for individual sides of the element.

Width sets the thickness of the element's border. The Width attribute is supported by both browsers. Use deselect Same For All in order to set the border width for individual sides of the element.

Color sets the color of the border. You can set the color of each side independently but the display depends on the browser. You have to deselect Same For All in order to set the border style for individual sides of the element.

2.6 List Category

List category is used to define list settings, such as bullet size and type, for list tags.

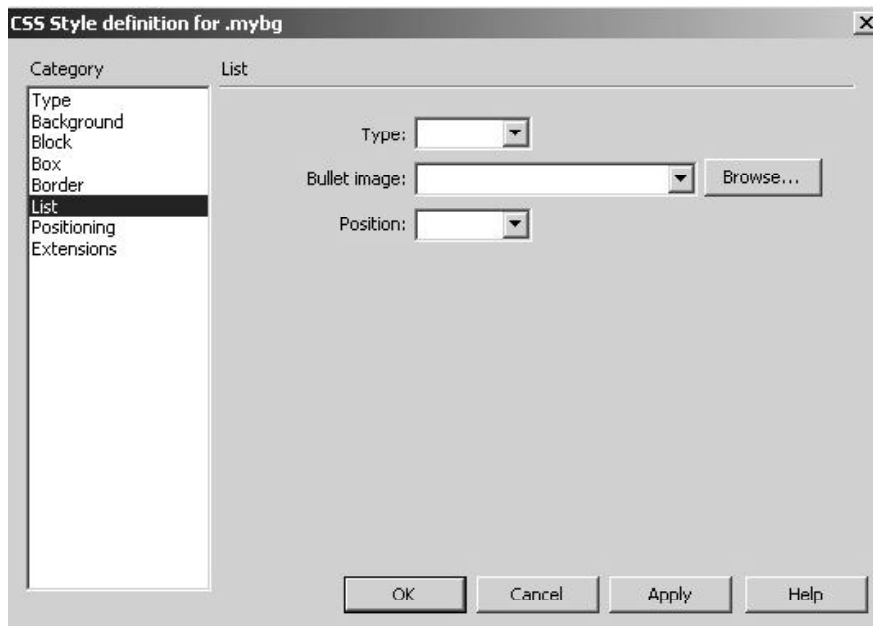


Fig 10.5: List Category

With this category you can do the following settings. Usually goes for ordered, unordered lists.

Type sets the appearance of bullets or numbers. Type is supported by both browsers.

Bullet Image lets you specify a custom image for bullets. Click Browse to browse to an image, or type the image's path.

Position will set whether list item text wraps and indents (outside) or whether the text wraps to the left margin (inside).

2.7 Position Category

The Positioning style attributes change the tag or block of selected text into a new layer using the default tag for defining layers as set in the Layer preferences.

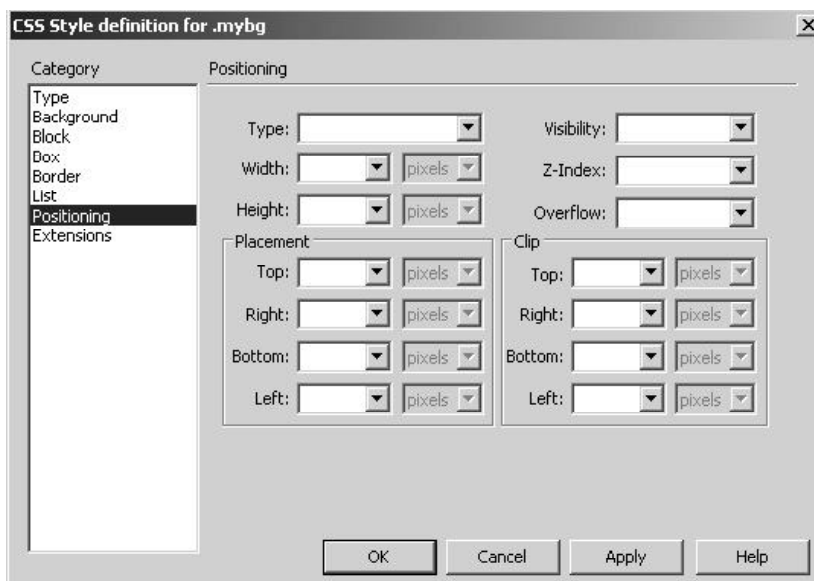


Fig 10.6: Position Category

With this category you can do the following settings.

Type decides how the browser should position the layer as follows: Absolute will place the layer by using the coordinates that you entered in the Placement boxes relative to the top left corner of the page.

Relative will place the layer by using the coordinates that you entered in the Placement boxes relative to object's position in the text flow of the document. This option is not displayed in the Document window.

Static places the layer at its location in the text flow.

Visibility decides the initial display condition of the layer. If you do not specify the visibility property it will by default in most browsers inherit the parent's value. Select one of the following visibility options:

Inherit will inherit the visibility property of the layer's parent. If the layer has no parent, it will be visible.

Visible displays the layer contents irrespective of the parent's value.

Hidden will hide the layer contents irrespective of the parent's value.

Z-Index determines the stacking order of the layer. Higher numbered layers appear above lower-numbered layers. Values can be positive or negative.

Overflow decides what happens if the contents of a layer exceed its size. These properties control how this expansion is handled and it is as follows:

Visible increases the layer's size so that all of its contents are visible. The layer expands down and to the right.

Hidden maintains the layer's size and clips any content that doesn't fit. No scroll bars are provided.

Scroll adds scroll bars to the layer regardless of whether the contents exceed the layer's size.

Auto makes scroll bars appear only when the layer's contents exceed its boundaries. This option is not displayed in the Document window.

Placement specifies the location and size of the layer. The browser interpretation on the location depends on the setting for Type. Size values are overridden if the content of the layer exceeds the specified size.

The default units for location and size are pixels. For CSS layers, you can also specify the following units: pc (picas), pt (points), in (inches), mm (millimeters), cm (centimeters), (ems), (exs), or % (percentage of the parent's value). The abbreviations should follow the value without a space.

Clip defines the part of the layer that is visible. If you specify a clipping region, you can access it with a scripting language such as JavaScript and manipulate the properties to create special effects such as wipes. These wipes can be set up by using the Change Property behavior.

2.8 Extensions Category

The Extensions style attributes include filters, page break, and pointer options, most of which aren't supported in any browser or are supported only in Internet Explorer 4.0 and above.

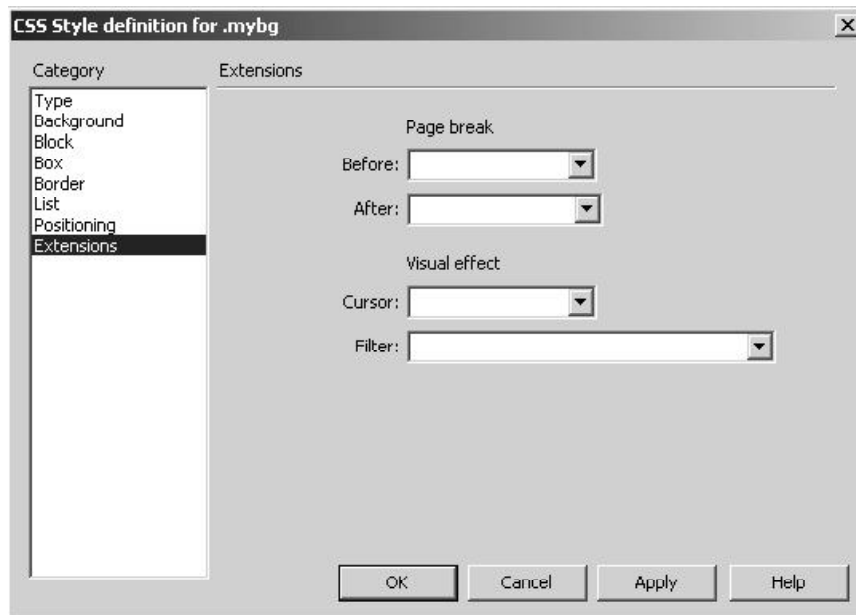


Fig 10.7: Extensions Category

With this category you can do the following settings.

Pagebreak will force a page break during printing either before or after the object controlled by the style. Select the option you want to set in the pop-up menu. This option is not supported by any 4.0 browser, but support may be provided by future browsers.

Cursor will change the pointer image when the pointer is over the object controlled by the style. Select the option you want to set in the pop-up menu.

Filter if applied will give special effects to the object controlled by the style, including blur and inversion. Select an effect from the pop-up menu.

Summary

1. Background Category allows you to apply CSS on the page and you can control the background color, image placed in the background, and control the repeating feature of the image that is placed in the background. You can create properties related to background color, background image, repeat, attachment, horizontal position & vertical position.
2. Block Category controls word, letter spacing, alignment, indentation, whitespace, and the display feature. All these settings give you properties related to text again.
3. With Box Category you can apply padding, control margins, width and height and float and clear features on tables, images and layers. You can set the width height, float, clear, padding and margin, these are applied for tables, layers, page.

4. Border Category allows you to play with various artistic border styles when you work with tables. As the name says you can use these properties for tables. Tables play a major role in designing layouts for your website.
5. List Category gives you an easy and artistic feature to control and create beautiful lists that enhance the appearance of your lists on your web pages. Here you can set the type, bullet and position. Using the list category you can really give an artistic look and feel to your text that goes as lists. Lists indeed are one of the major components of text in typography.
6. Position Category gives you all features to control your layers powerfully.
 This category allows you to set the type, width, height, visibility, Z-Index, overflow of a layer, you can even set the placement and clip feature of layer. Again a power CSS property for layers and layers play a major role in these days layouts called as liquid layouts.
7. Extensions Category give your page break features and a whole set of visual effects to be controlled. This category is useful when you want to set the page break using the before and after feature, you can give artistic style to your cursor using the cursor feature and can give dynamic and artistic effects to images using filter feature of this category. Later using JavaScript you can even animate these filters on images and generate interesting 2d or image based animations that are light and easy to run on your web pages under various kinds of browsers.

Self Assessment Test

1. Explain Background Category?

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2. Explain Block Category?

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3. Explain Box Category?

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4. Explain Position Category?

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5. Explain Extensions Category?

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Further Reading

1. CSS Mastery
2. CSS Web Site Design
3. CSS the developers guide
4. CSS the missing manual
5. Transcending CSS
6. The art of science of CSS
7. Beginning CSS web development
8. The Zen of CSS Design

9. Develop First class websites
10. Pro CSS Techniques
11. Stylin' CSS
12. The Ultimate CSS Reference

Assignment

ENHANCING SITE USING BASIC CSS & STYLES

1. Create your own css file.
2. Apply styles & style sheet.

Glossary

Courtesy <http://www.kperspectives.com>

Nested AP Div Tag.

Nesting doesn't necessarily mean that one AP div appears inside another AP div; rather, it means that the HTML of one AP div is written inside the code for another

Dreamweaver Behaviors

Behaviors are Dreamweaver's many pre written JavaScript programs that let you add rollover images and other interactivity to your pages.

Cell

A cell holds one piece of data for a particular row. Cells are created when you add tables to your web site.

Class Style (CSS).

A class style is one that you create, name, and attach manually to text or an HTML tag. A class style may be used more than one time on a page.

Class styles are great for bringing consistency to your web page. You can also create great looking navigation and roll overs using the **Dreamweaver css class style.**

Cloaking

Cloaking lets you exclude specified folders and files from all site operations.

This works great when I want to keep my photoshop files in the same folder as my web site files, but do not want them to upload to the server.

Div Tag.

The Div Tag is an HTML element that has no inherent formatting properties; you use it to mark a logical grouping of elements, or a division, on the page.

A div tag should only be used once per a page. To apply a style several times on one page you should use the class rule in css.

Liquid Layout

A liquid design adjusts to fit the browser's width-whatever it may be. Your page gets wider or narrower as your visitor resizes the window.

While this type of design makes the best use of the available browser window real estate, it's more work to make sure your design looks good at different window sizes.

My SQL.

This is a database that stores information and relies on SQL for processing the data. My SQL provides an application program interface for different languages (PHP is what the KP Training Solutions focuses on). The programmer (you) then puts all three together (mysql, sql, and php) to develop their web site.

PHP

PHP is a scripting language, originally designed for producing dynamic web pages. PHP is a widely-used scripting language that is made for web development and can be embedded into HTML. It generally runs on a web server, taking PHP code as its input and creating web pages as output.

Dreamweaver recordset .

A recordset is a data structure that contains a group of database records. A recordset can include an entire database table, or a subset of the table's rows and columns. These rows and columns are retrieved by a database query that is written in sql (structured query language).

Spam, Phishing, Spoofing, and Spambot

What is spam? The definition of spam usually include the aspects that email is unsolicited and sent in bulk. "UCE" refers specifically to "unsolicited commercial e-mail.

What is Phishing? Phishing is an email fraud method in which the perpetrator sends legitimate-looking email in attempt to gather personal and financial information from recipients.

What is Spoofing? Spoofing refers to email that appears to have been sent from someone other than the real sender. Virus writers and individuals who send junk email or "spam", typically want the email to appear to be from an email address that is not their own. Thus, the email can not be traced back to the originator.

What is a Spambot? This is a program designed to collect, or harvest, e-mail addresses from the Internet in order to build mailing list for sending unsolicited e-mail.

Sticky Text.

When you are a visitor on a site and trying to sign up to be a user or enter any data into a form and have an error occur, there is nothing more frustrating than the form clearing, you then need to re-enter all of that data. Sticky text is what keeps your data in the form even after an error has occurred. This will make your web site visitors a lot less frustrated.

Tables

A table is a grid of rows and columns that intersect to form cells.

Though tables are not the best way to layout your web site anymore, they do work great for displaying data within you css layout.

Tag Style (CSS).

A Tag style is one that applies globally to an individual (predefined) HTML tag, as opposed to individual selections.

An example of a tag is: H1, H2, form, body...

User Authentication.

The process of authenticating a user, i.e. of checking that a user is who they claim to be. Common user authentication is by means of a username and password.

Validating a Form

What does it mean to validate a form?

When you validate a form you are checking the contents of specified text fields. You are ensuring that the site visitor has entered the correct type of data.

Some interesting layouts



Fig 1: Layout 1

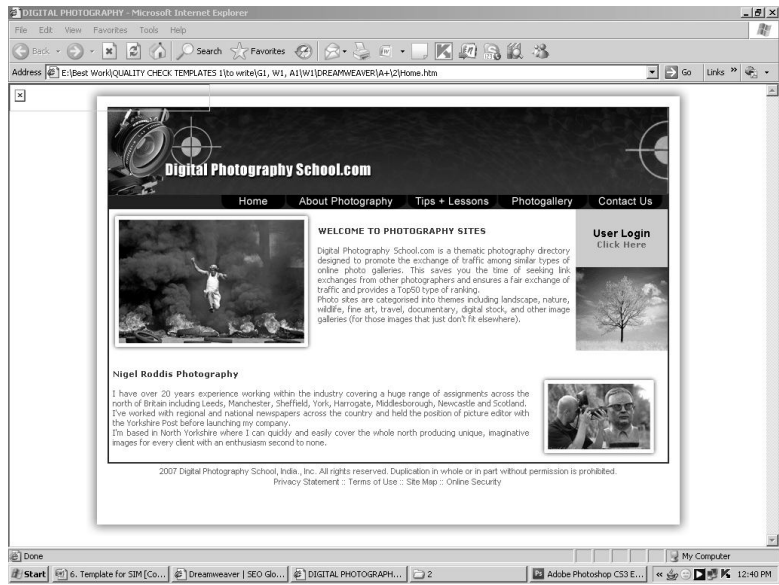


Fig 2: Layout 2



Fig 3: Layout 3

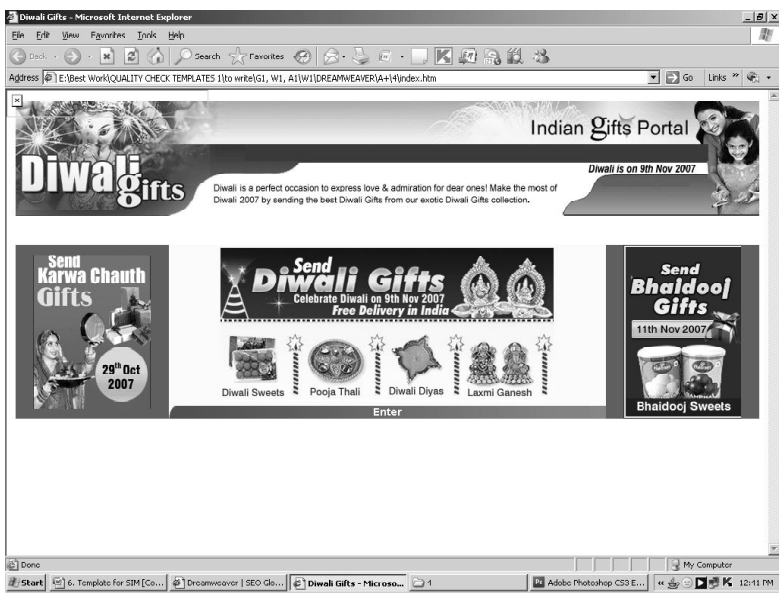


Fig 4: Layout 4

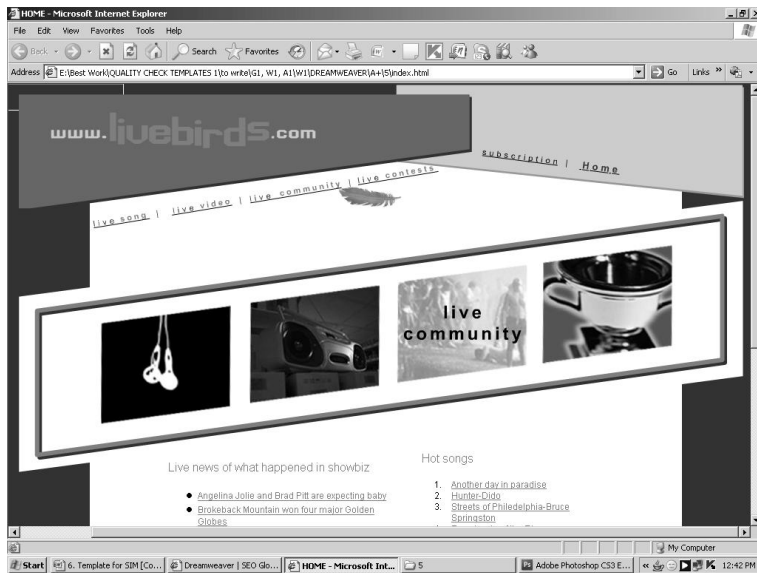


Fig 6: Layout 6

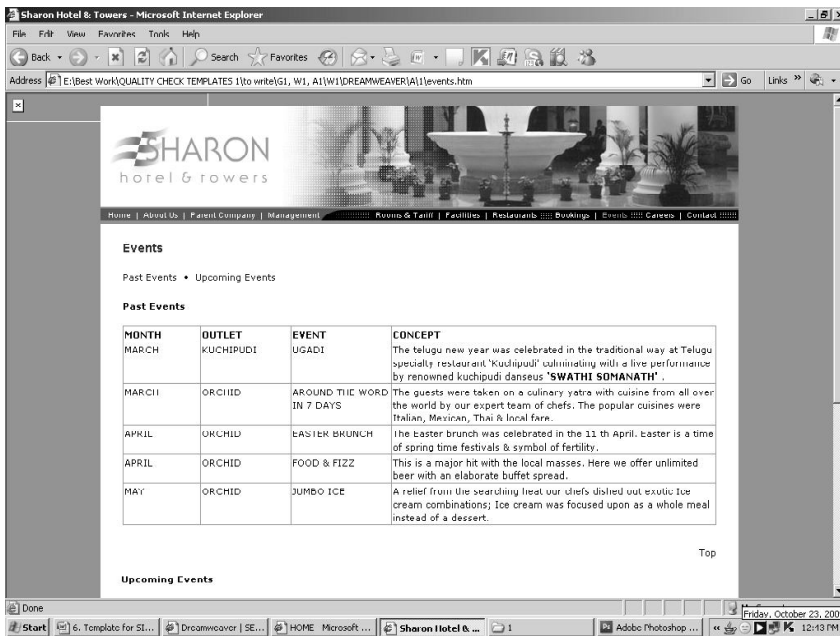


Fig 7: Layout 7



Fig 8: Layout 8

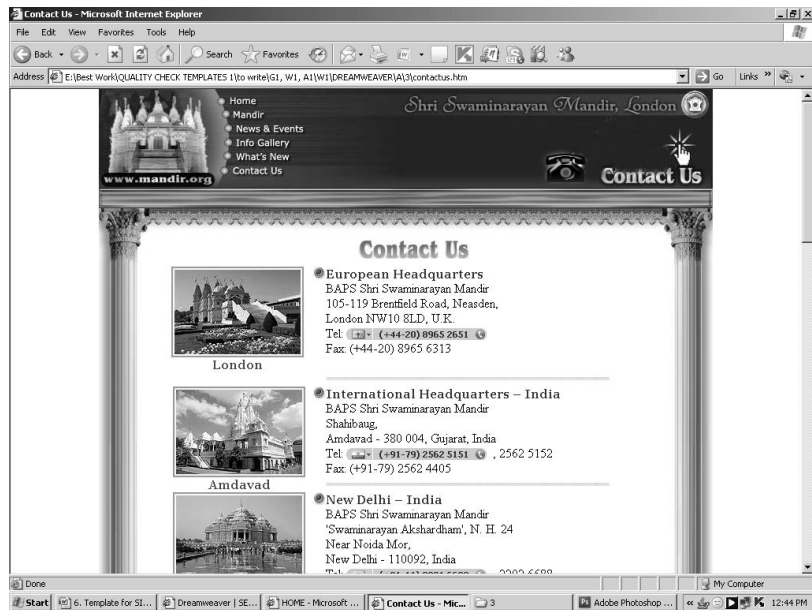


Fig 9: Layout 9



Fig 10: Layout 10

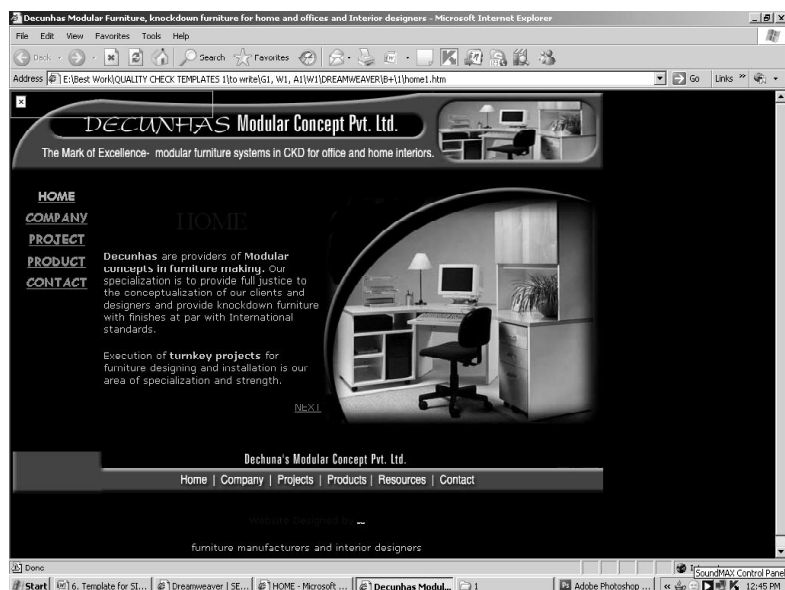


Fig 11: Layout 11

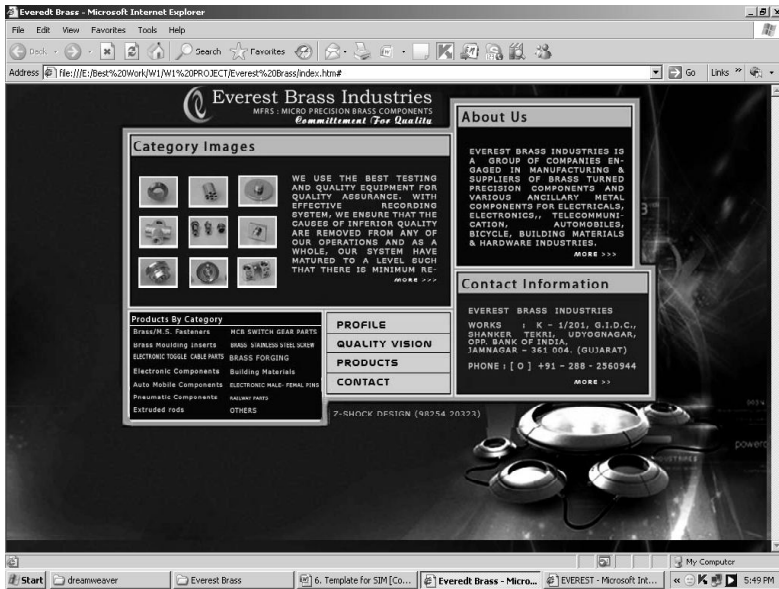


Fig 12 : Layout 12

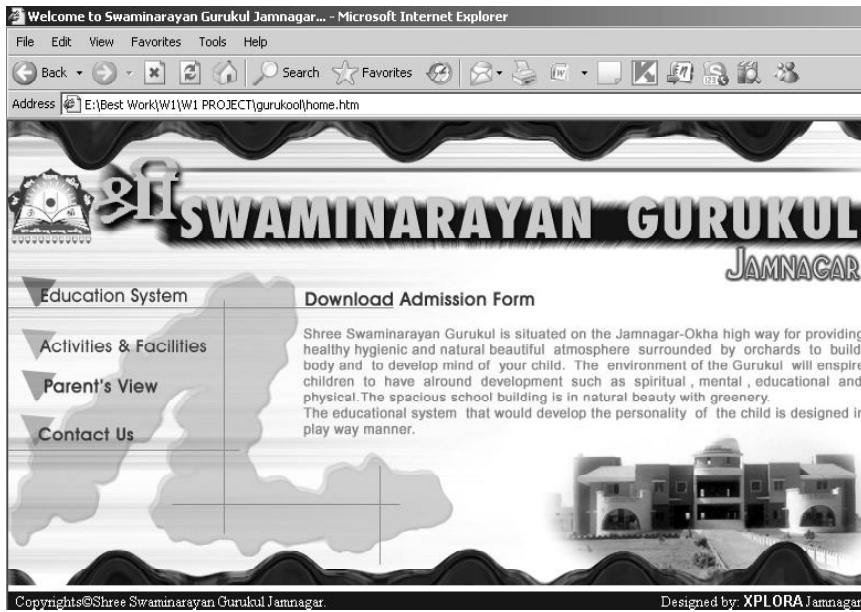


Fig 13 : Layout 13



Fig 14 : Layout 14

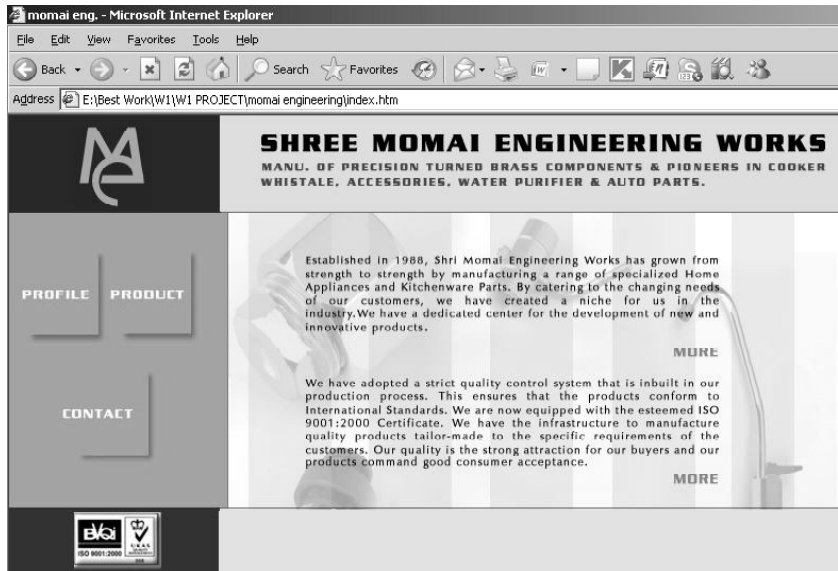


Fig 15: Layout 15

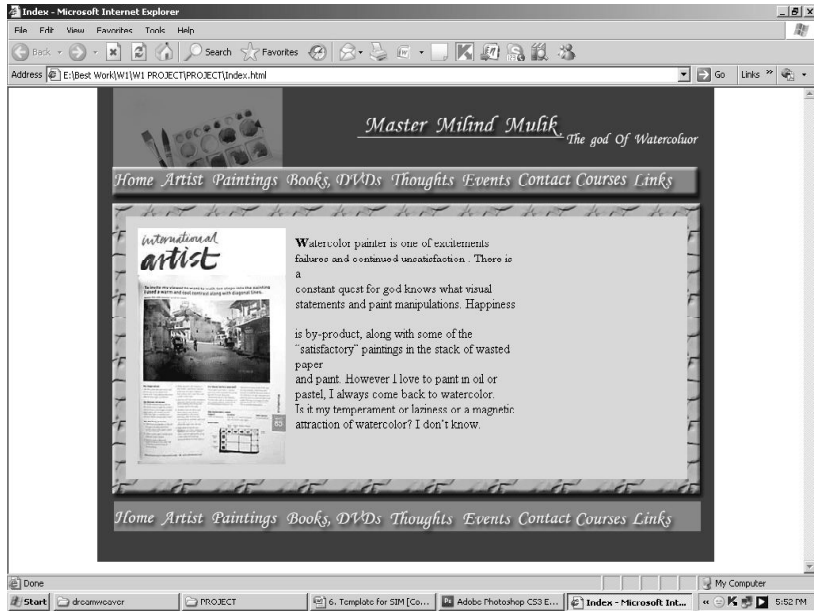


Fig 16: Layout 16

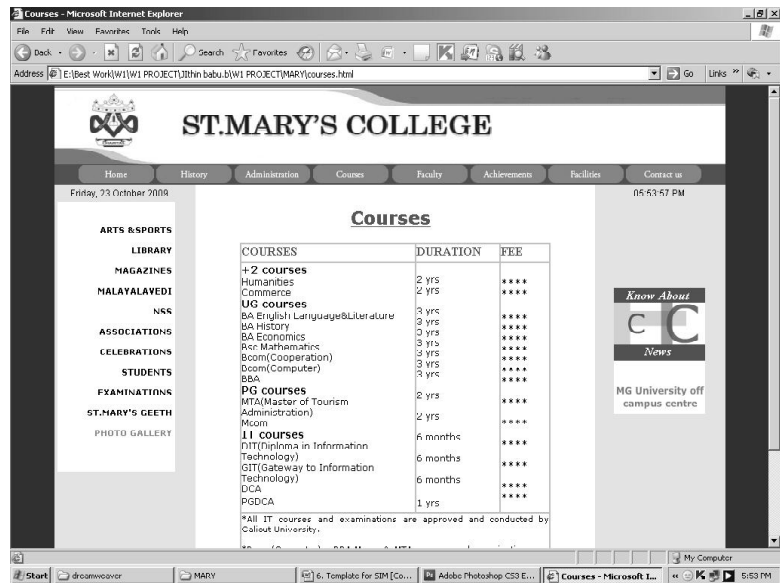


Fig 17: Layout 17

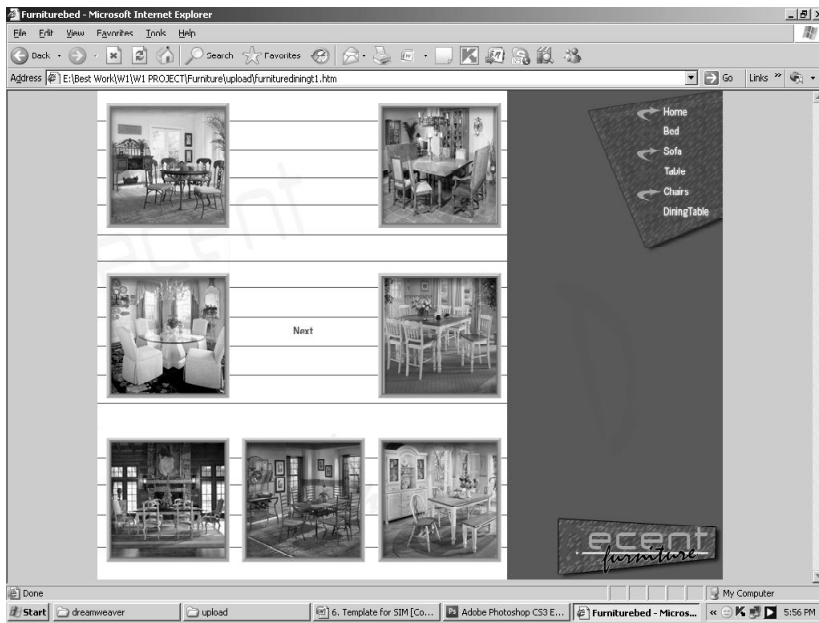


Fig 18: Layout 18

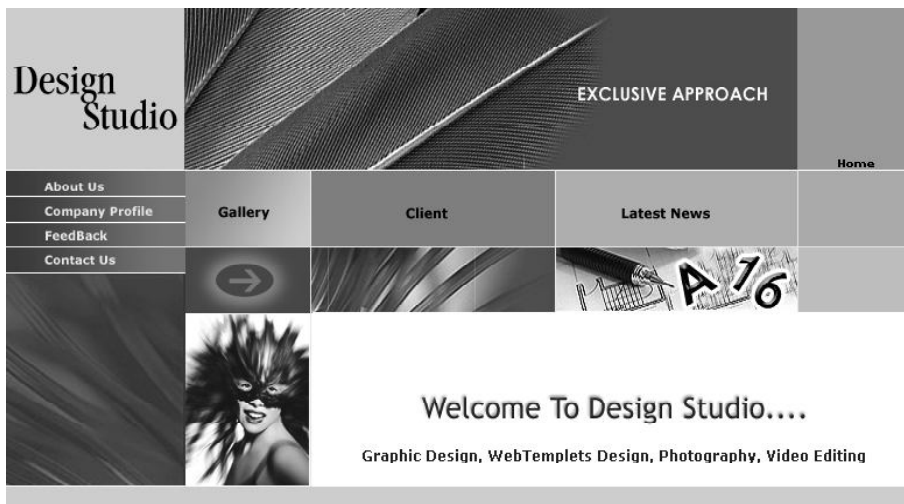


Fig 19: Layout 19



Fig 20: Layout 20



Fig 21: Layout 21



Fig 22: Layout 22

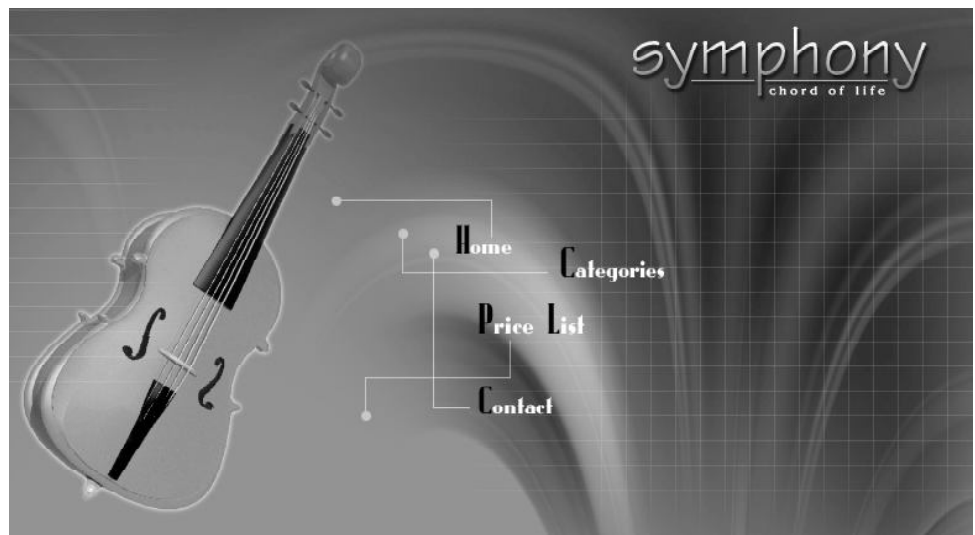


Fig 23: Layout 23



Fig 24: Layout 24



Fig 25: Layout 25



Fig 26: Layout 26

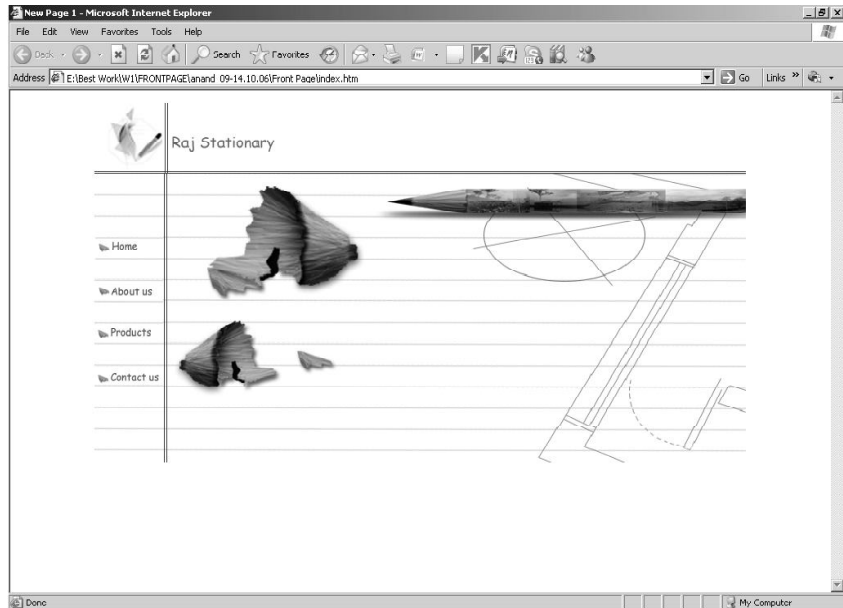


Fig 27 : Layout 27

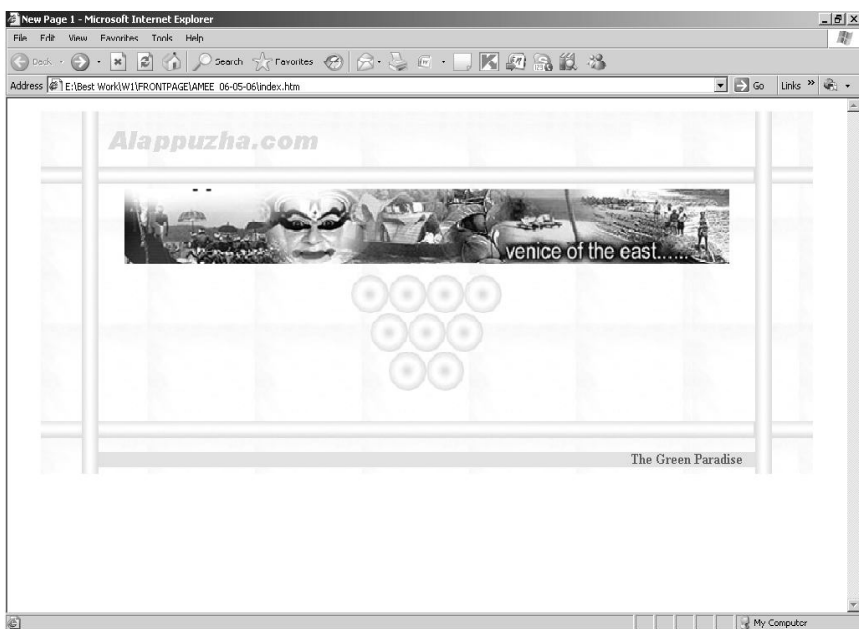


Fig 28 : Layout 28

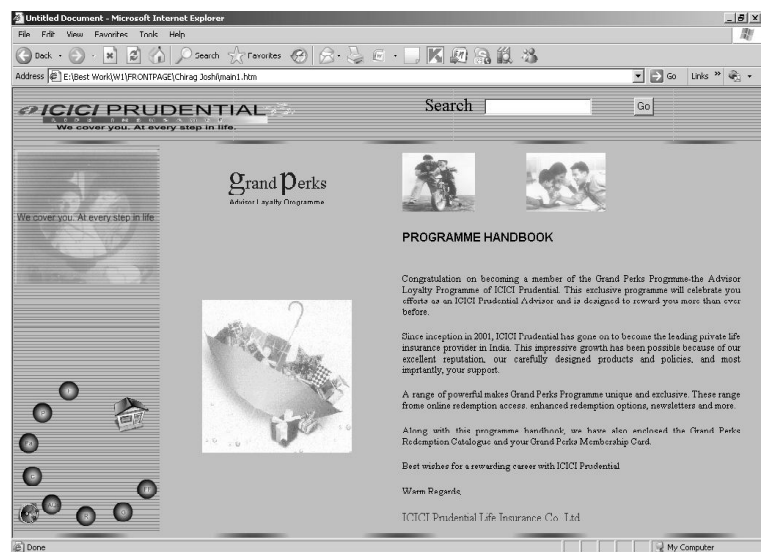


Fig 29: Layout 29

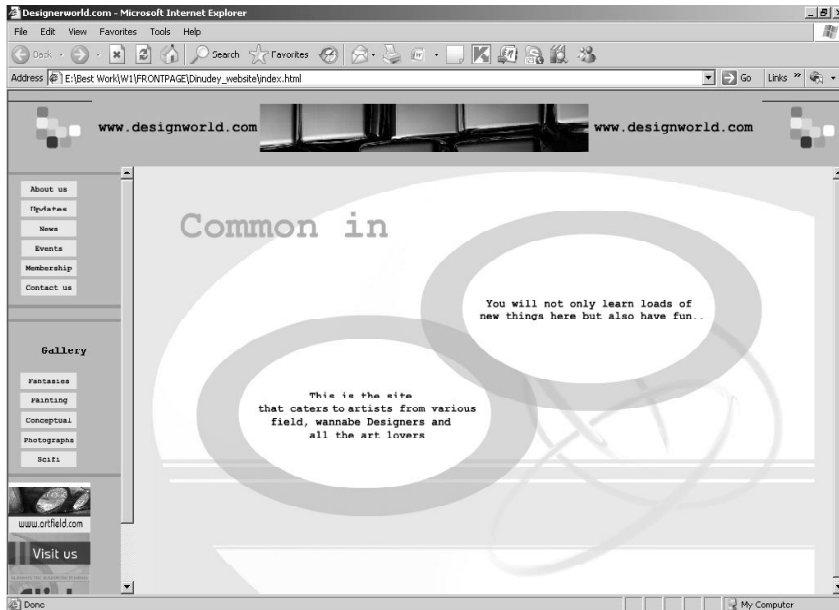


Fig 30 : Layout 30



Fig 31 : Layout 31



Fig 32: Layout 32

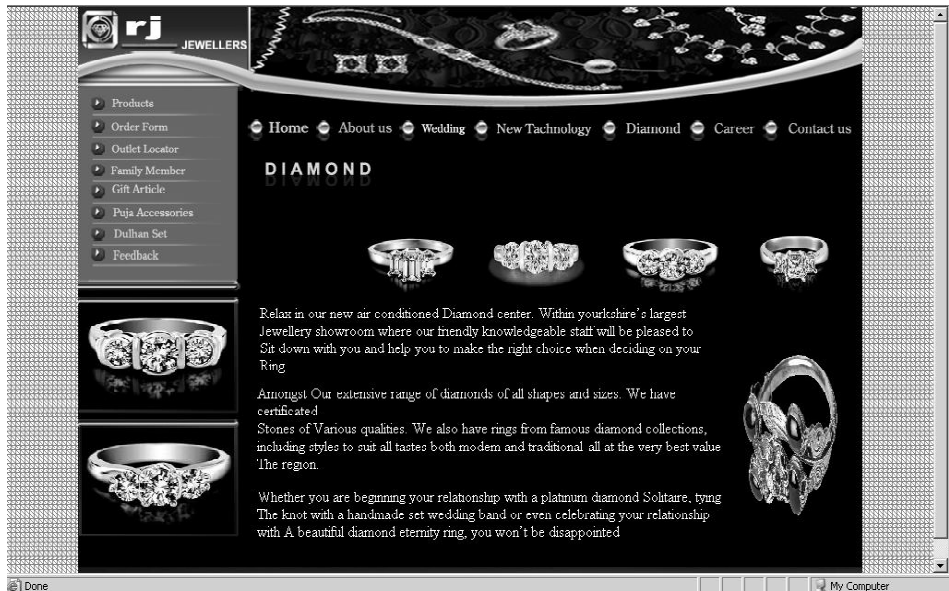


Fig 33: Layout 33




Fig 34: Layout 34



Fig 35: Layout 35

FORWARD THINKING. THE MAIN RESOURCE



- ▶ HOME
- ▶ ABOUT US
- ▶ CONTACT US
- ▶ PRODUCTS
- ▶ ACHIEVEMENTS
- ▶ CLIENTS
- ▶ INQUIRIES

APPLICATION FORM (* fields are required)

Name of the Company	:	<input type="text"/>
Person Concerned	:	<input type="text"/>
Email-ID	:	<input type="text"/>
Department	:	<input type="text"/>
Designation	:	<input type="text"/>
Company's General Product Line	:	<input type="text"/>
Input RPM	:	<input type="text"/>
Input I/P / kW	:	<input type="text"/>
Ratio	:	<input type="text"/>
Output RPM	:	<input type="text"/>
Service Sector	:	<input type="text"/>
Application	:	<input style="height: 40px;" type="text"/>

(Give your application Shortly)

Fig 36: Layout 36

GYROS
assured
GEARS

FORWARD THINKING. THE MAIN RESOURCE



- ▶ HOME
- ▶ ABOUT US
- ▶ CONTACT US
- ▶ PRODUCTS
- ▶ ACHIEVEMENTS
- ▶ CLIENTS
- ▶ INQUIRIES

GYROS ASSURED GEARS SITEMAP

- Home
- About Us
- Contact Us
- Achievements
- Clients
- Inquiries
- Products
 - More Information About Product Overview
 - Products Catalogny
 - Aerator Drive Gear Boxes
 - AL-Nu Worm Gear Box
 - Bevel Gear Box
 - Extruder Helical Gear Box
 - Helical Shaft Mounted Speed Reducer
 - Helical Bevel Geared Motors
 - Helical Gears EP Series
 - Heliworm Geared Motor with solid Shaft
 - Inline Helical Gear Motors
 - Parallel Shaft Helical Gear Boxes
 - Planetary Gear Units
 - Series "E"

Fig 37: Layout 37

bp
BAROQUE





- ▶ HOME
- ▶ ABOUT US
- ▶ OUR FACILITIES
- ▶ PRODUCTS
- ▶ OUR STRENGTH
- ▶ CONTACT US

WEL COME

Company name came into existence as start up with just product in 1903. We are now an international specialty pharma company with over 7000 people, 17 manufacturing locations (including three in the USA and one in Hungary), two research centers and a presence in 30 countries. We are one of the leading pharma companies in India, a rank that we've now been at for more than 5 year (IMS-OR's stockist Audit, August 2007).

The portal gives you extensive list of the manufacturers of drug and pharmaceutical manufacturers. It also contains the valuable information pertaining to the drug manufacturing with the names of various drugs. An international generic drug manufacturer and a pharmaceutical wholesaler, based in USA. Our products profile includes finished pharmaceutical dosage forms, Bulk Drugs, Active pharmaceutical ingredients and private label vita-mine and supplement manufacturing..

Pharmaceutical Industry Overview
Here is the detail market report of Indian pharma industry. Get know industry's growth, its export destinations, market size and many more

Pharmaceutical Industry Statistics
Statistics of pharma industry will broaden your insight and present the complete picture of Indian pharma industry

Pharmaceutical Glossary
Glossary of pharma industry will enhance your knowledge relating to the industry and make you sound about the terminology that are used on the regular basis in this

Fig 38: Layout 38

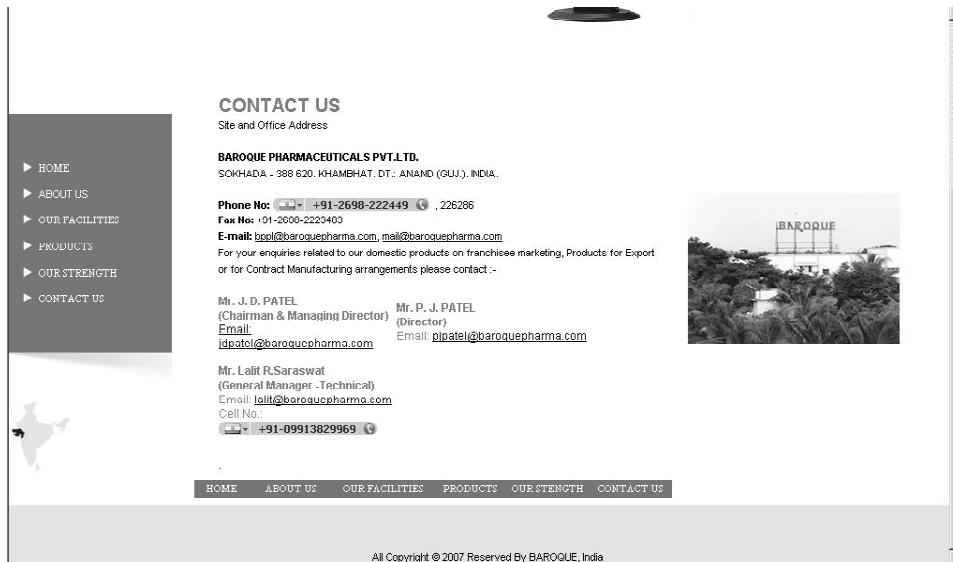


Fig 39: Layout 39

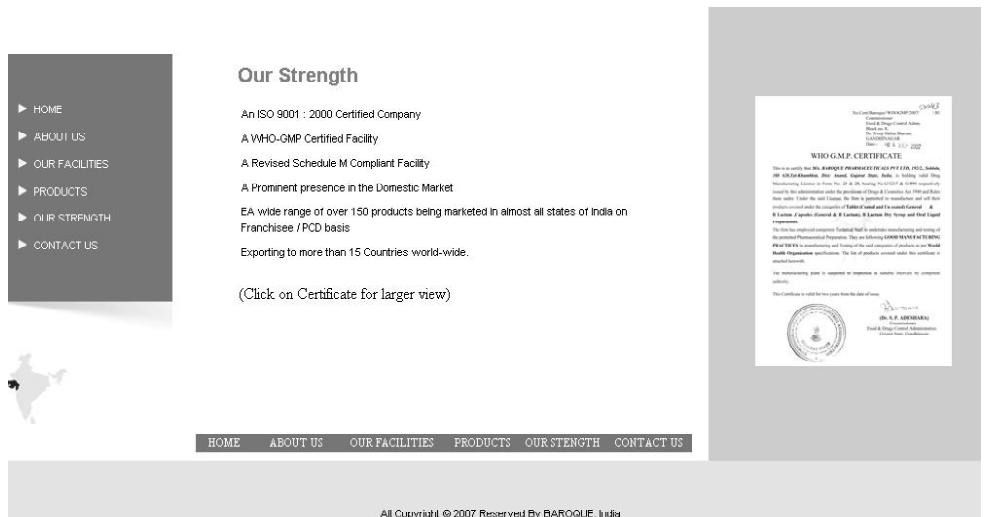


Fig 40: Layout 40

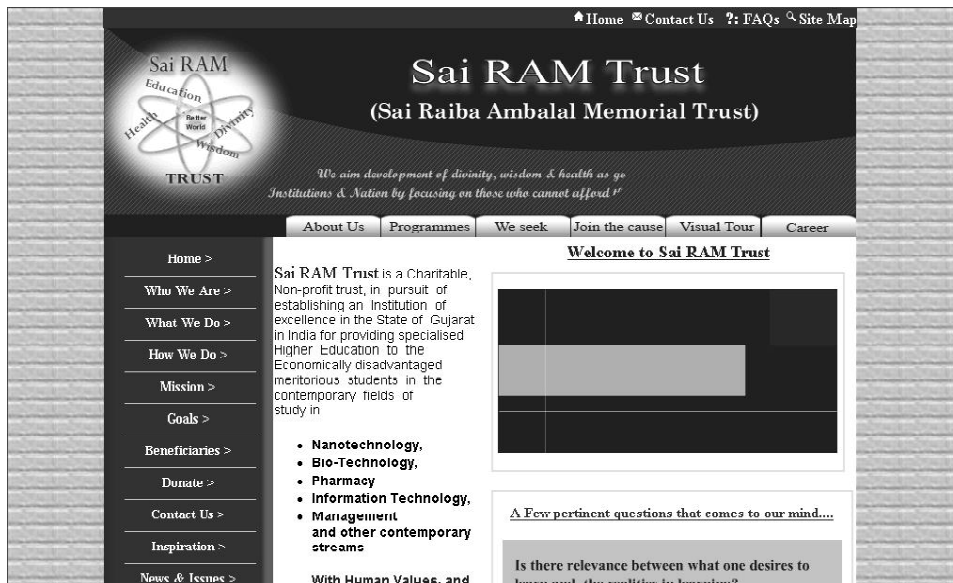


Fig 41: Layout 41



Fig 42: Layout 42

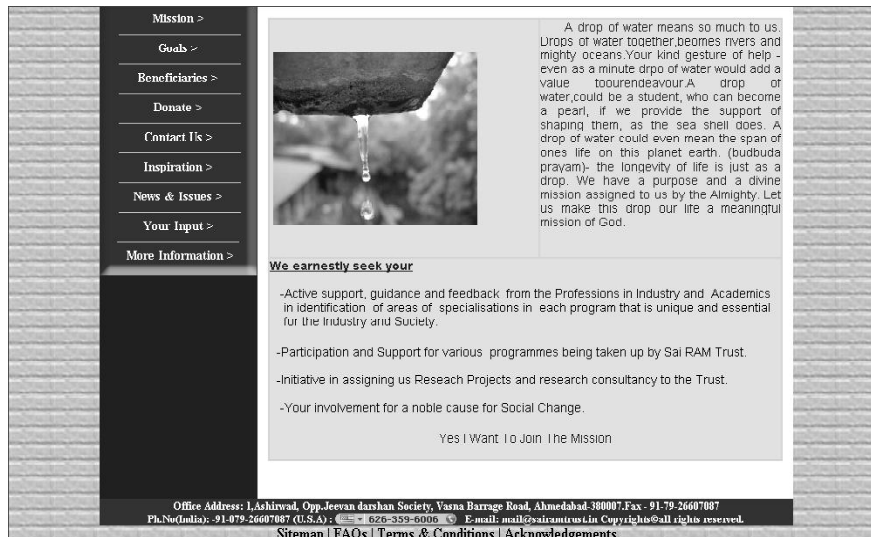


Fig 43: Layout 43

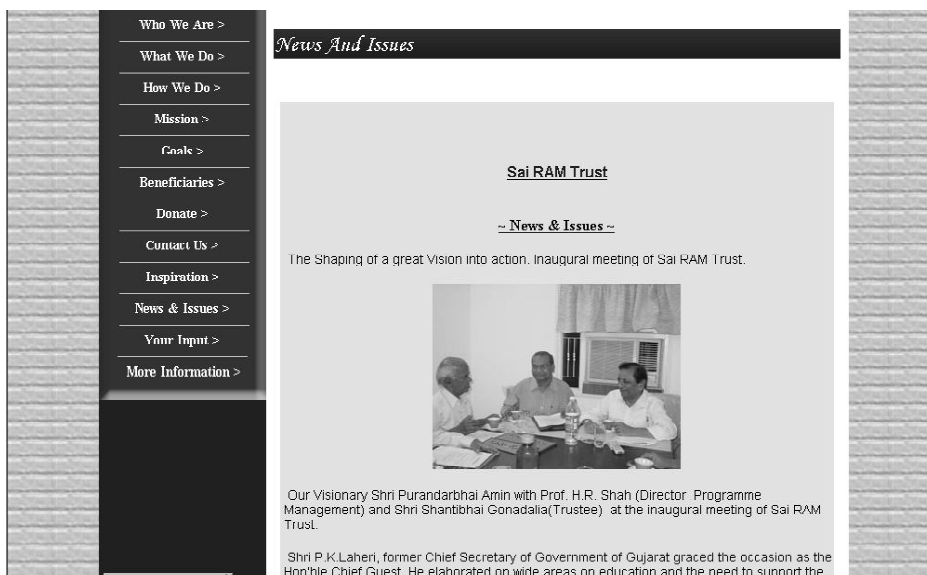


Fig 44: Layout 44



Fig 45 : Layout 45



Fig 46 : Layout 46



Fig 47 : Layout 47

<p>Franchise Enquiry</p> <p>CONTACT FOR FRANCHISING: Mr. Ashish Pandya (Director) Head Office: R/7, Paramisikh Chambers, 2nd floor, Nr. Kunthunath Derasar, Opp. P.C.Brothers, Surendranagar 363 001, Mahaile: 98258 99993, 92276 06898 Email: timesystem@yahoo.co.in</p> <p style="text-align: center;">Franchise Enquiry</p> <p>Name: <input type="text"/></p> <p>Email: <input type="text"/></p> <p>Mobile no.: <input type="text"/></p> <p>City for which franchised centre required: <input type="text"/></p> <p>Brief introduction about you and/or your company: <input type="text"/></p> <p style="text-align: center;"><input type="button" value="Submit"/> <input type="button" value="Reset"/></p>	<ul style="list-style-type: none"> Home About Us Our Services Photo Gallery Student's Data Courses Facilities Contact Us 
---	--

Fig 48 : Layout 48



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HOME ABOUT US SERVICES PORTOFOLIO GALLERY CONTACT US

INQUIRY FORM

Full Name :

Birthday :

Address :

City : Pin No:

Email:

Fig 49: Layout 49



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Fig 50: Layout 50



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Fig 51: Layout 51



Fig 52 : Layout 52

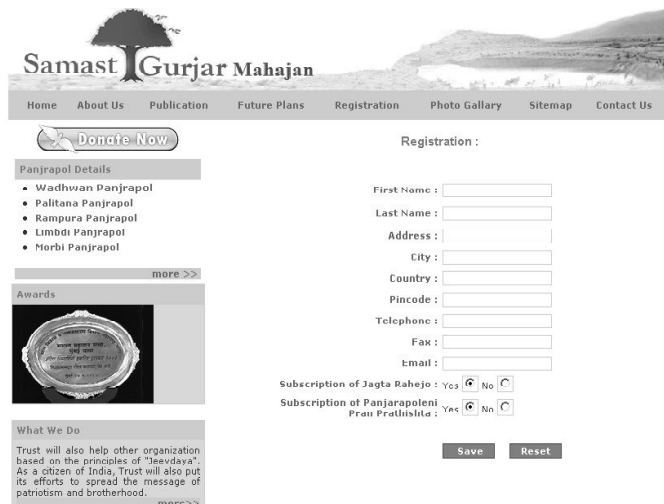


Fig 53 : Layout 53

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What We Do

Trust will also help other organization based on the principles of "Sevodaya". As a citizen of India, Trust will also put its efforts to spread the message of patriotism and brotherhood.

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Virangam
Wankaner
Aadesar
Rampura
Limbdi
Morbi
Wadhawan

Fig 54 : Layout 54

What We Do

Trust will also help other organization based on the principles of "Sevodaya". As a citizen of India, Trust will also put its efforts to spread the message of patriotism and brotherhood.

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After Doing Development Stabic Of Panjrapole Land

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WOMENS WEAR

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T-SHIRTS
TUNICS
KURTIS
FROCKS
SKIRTS
SALWAAR SUITS

ACCESSORIES

JEANS

STRAIGHT
SKINNY
BOOTCUT

TOPS

SHIRTS
T-SHIRTS
TEES

ACCESSORIES

Fig 56: Layout 56



Fig 57 : Layout 57



Fig 58 : Layout 58

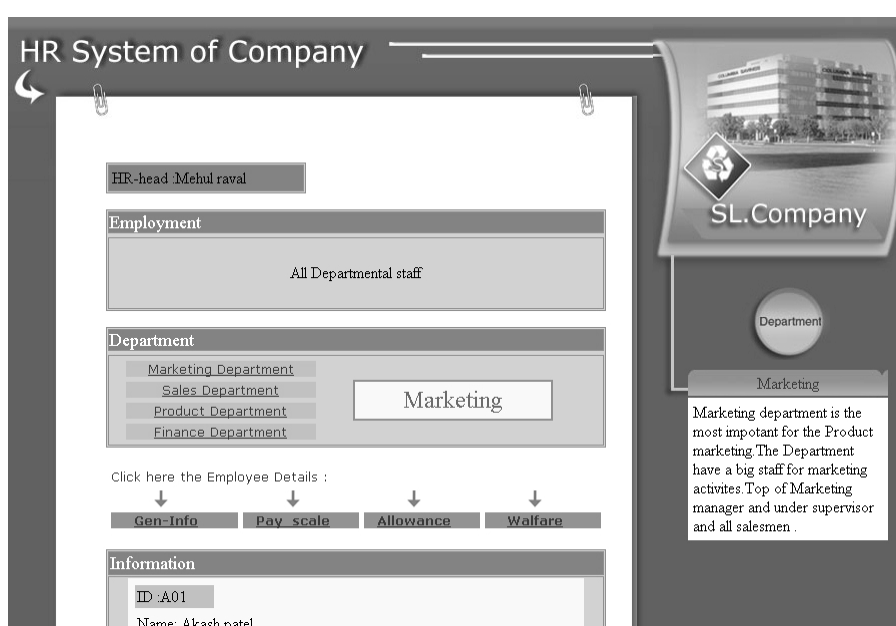


Fig 59 : Layout 59



Fig 60 : Layout 60



Fig 61 : Layout 61



Fig 62 : Layout 62

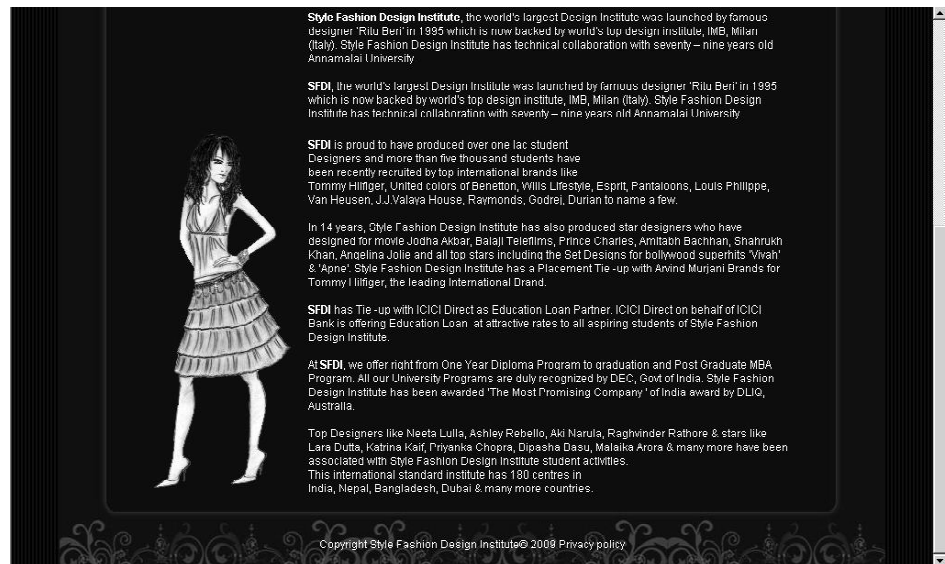


Fig 63 : Layout 63

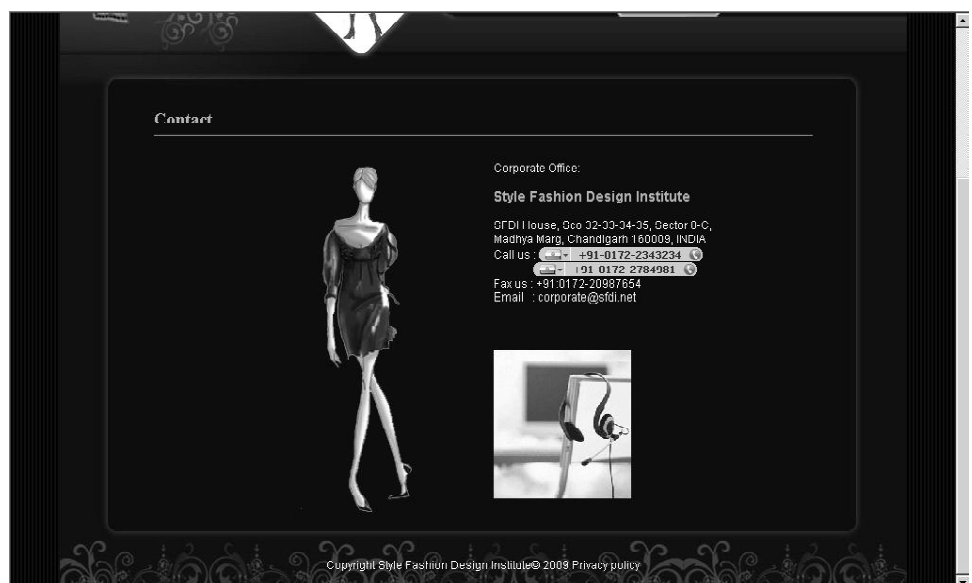


Fig 64 : Layout 64



Fig 65 : Layout 65



Fig 66 : Layout 66



Fig 67 : Layout 67

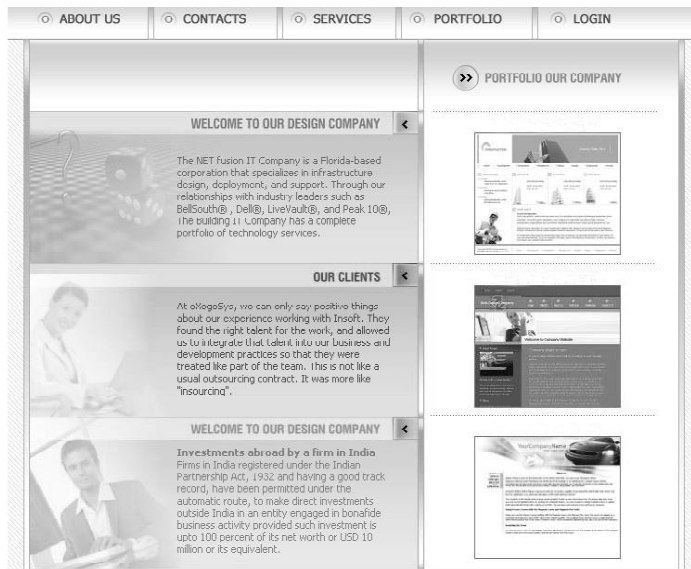


Fig 68 : Layout 68

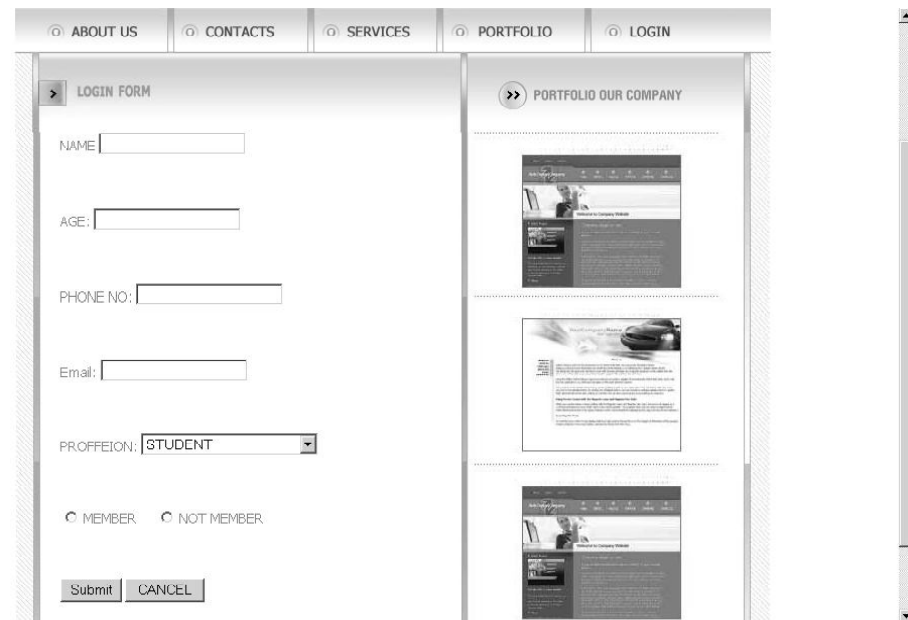


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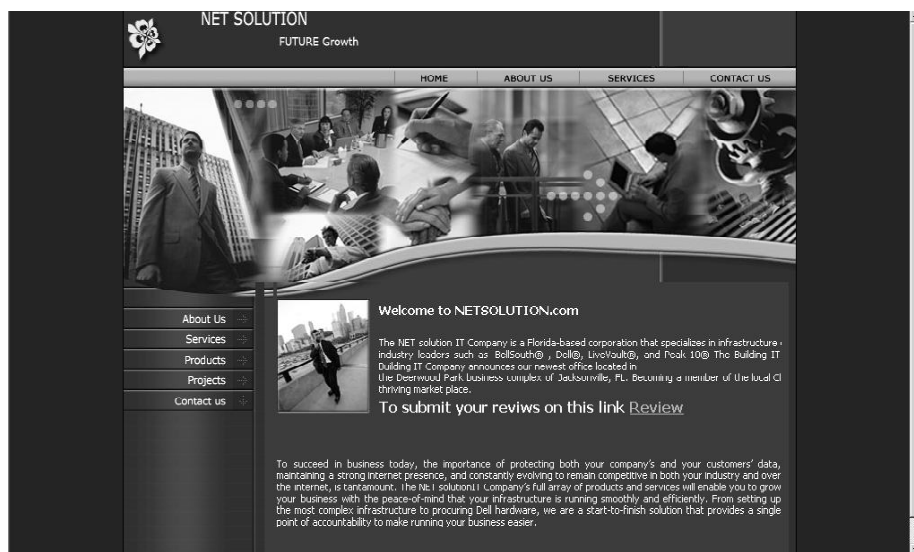


Fig 70 : Layout 70



Fig 71 : Layout 71

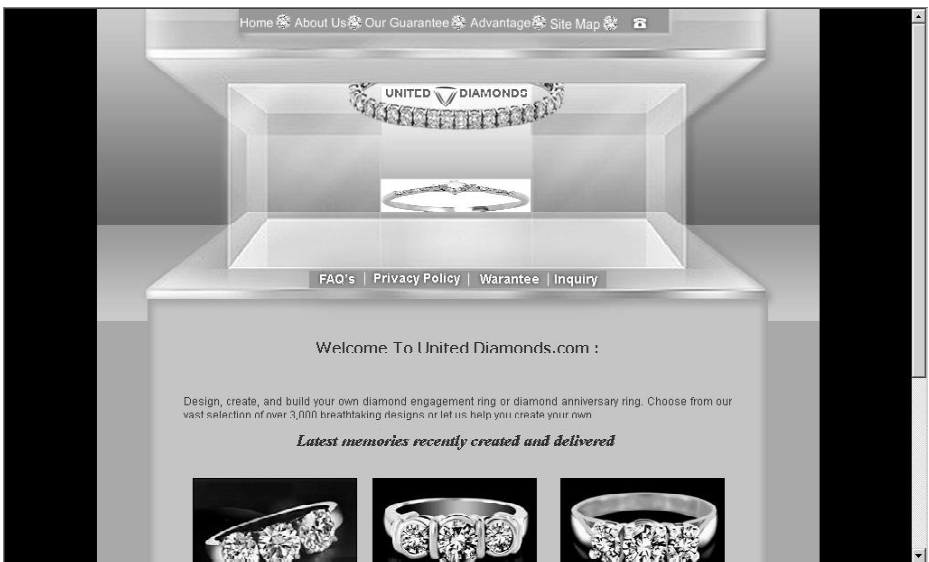


Fig 72 : Layout 72



Fig 73: Layout 73

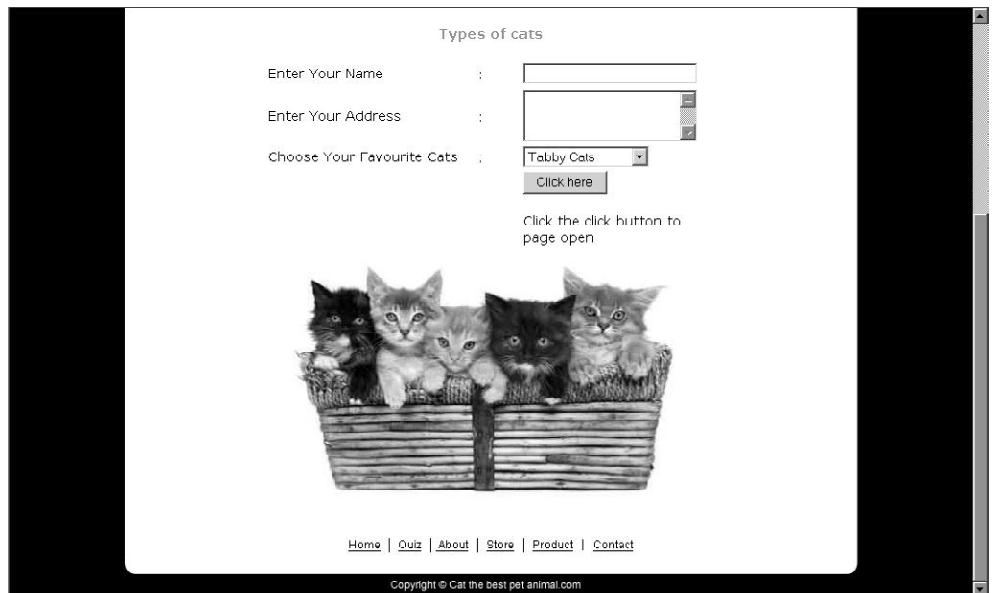


Fig 74: Layout 74



Fig 75: Layout 75



Fig 76 : Layout 76



Fig 77 : Layout 77



Fig 78 : Layout 78



Fig 79 : Layout 79



Fig 80 : Layout 80

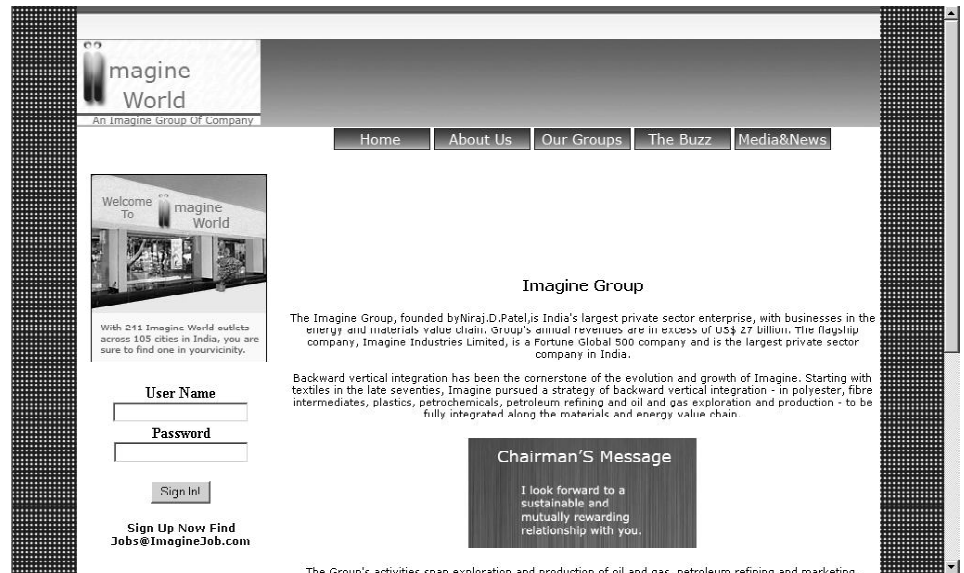
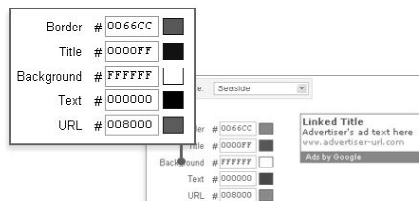


Fig 81 : Layout 81

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Fig 82 : Layout 82



Fig 83 : Layout 83

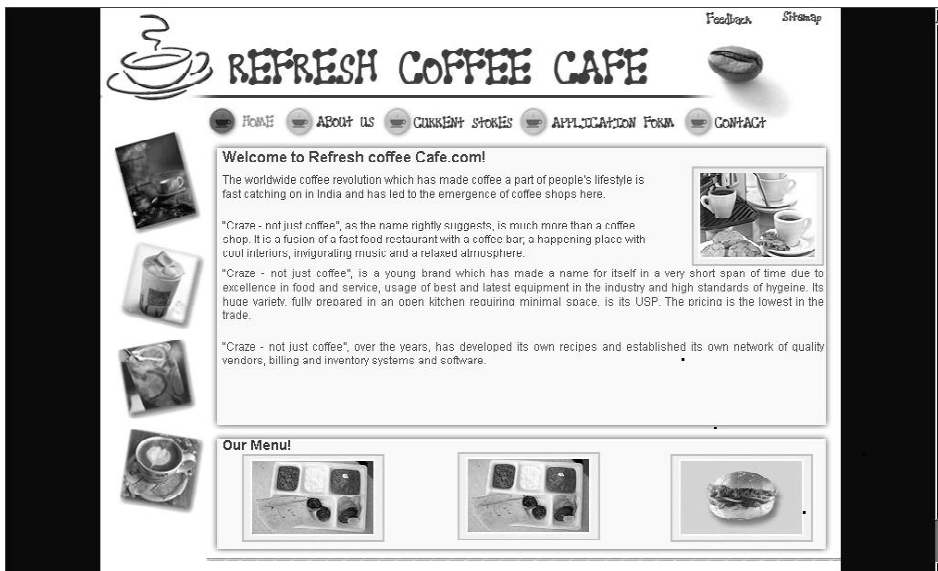


Fig 84 : Layout 84