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This is the 110th "Adobe Classroom in a Book" volume which we have carefully studied, including all 7 of them for Dreamweaver (Dw). The first one for CS3: Dw 9.0 was simple and incomplete. The second one (CS4: Dw 10.0) was challenging where it didn't need to be. When Jim Maivald took over the Dw CIB series for CS5: Dw 11.0, the learning doors flew wide open. We had some technical issues with the previous edition (Dw CC: 13.0). We're not saying that something was wrong with that edition. The challenge was with something otherwise fabulous: Adobe keeps updating the app, with new features. That's what Creative Cloud (CC) apps are supposed to do. Adobe has promised to make them better and better, every few months. However, following lessons to the letter, in CIB, or any other structured education, was made a little more difficult by the frequent updates.

Why an Adobe Professional Needs This Book

We've been designing websites for twenty years. Our first client was NBC News. That makes us web/mobile gurus, right?

Nothing could be further from the truth. The internet and mobile devices are a huge technology, which we'll never be able to claim that we have mastered.

We are a couple Adobe Community Professionals (ACPs). We run an Adobe/Apple Authorized Training Center which is in partnership with the Virginia higher education system. We do our best to study all 16 of the core desktop apps which come with the full Adobe Creative Cloud subscription. That's no small effort, in itself.

We know many people who work in Dreamweaver who know more about the app than us. Many have been using it longer than we have. Adobe Dreamweaver goes back to the days of Macromedia. While Macromedia's Dw was focusing on the needs of web developers, Adobe had beat Macromedia to the market with a more designer oriented PageMill and when Macromedia continued to gain marketshare, Adobe acquired GoLive. The designers in us signed onto those two now defunct Adobe products.

To set the stage, Adobe launched Muse CC, as a very designer-oriented web design app, which we once were greatly disappointed in, and now admire. Some of the Muse team used to work on InDesign. Muse is a very different deal than Dreamweaver. To do great in-depth web/mobile work, you have to get under the hood with code. Muse isn't in that business. It's all visual implementation.

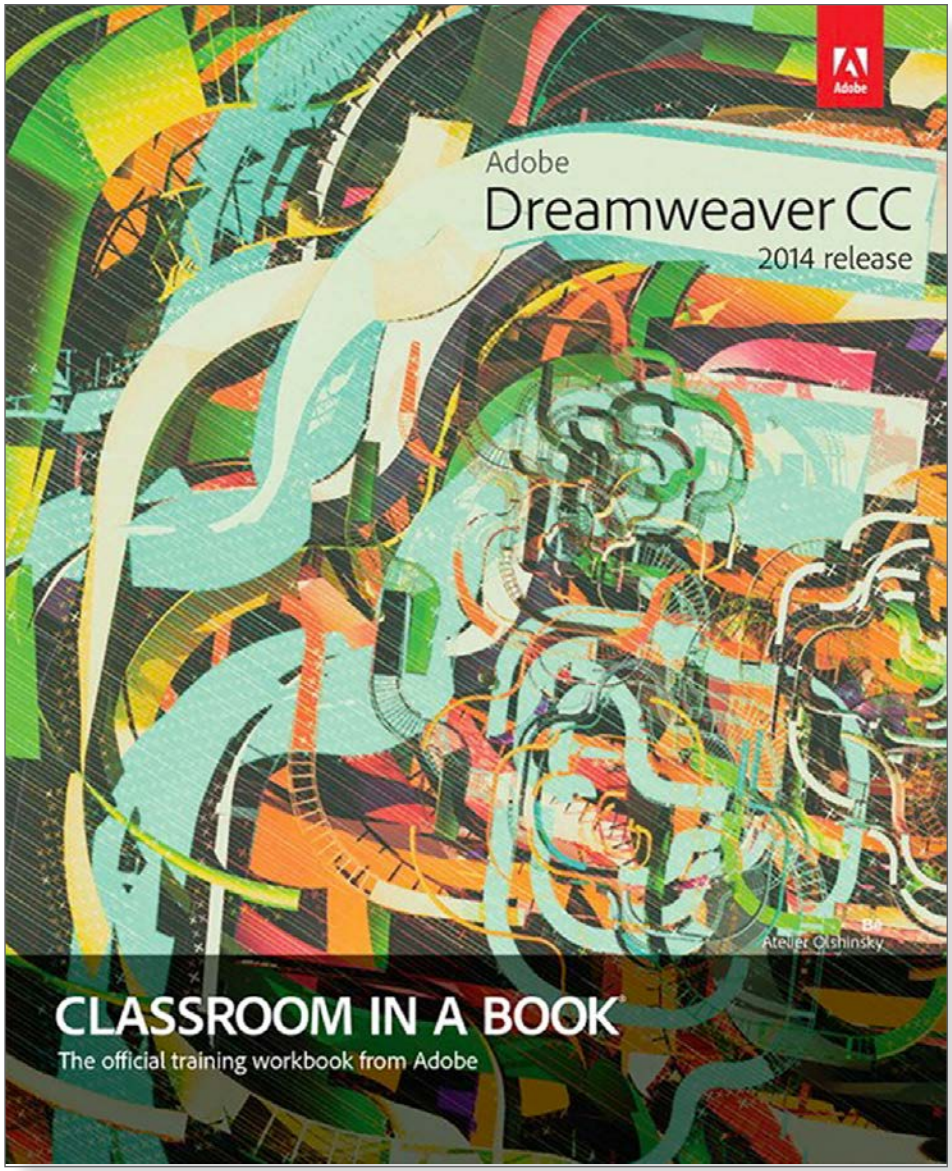
However, to make it more interesting, if you want to do world-class web development, you do not have to have Adobe Dreamweaver to do it. This is unlike how Adobe Photoshop is at the foundation of pixel-based graphics, or Adobe InDesign owns publishing, or Adobe Illustrator has a grip on vector graphics.

We've seen internet coders operate huge corporate websites with no more software than the free text editors that Apple and Microsoft include in their operating systems. Those people have no need for Dreamweaver. Yes, Dw has huge tools for them, but, for some (not all) of them, it's not their software of choice, even though Dreamweaver has no monster app competitors.

Why's that important in relationship to this book?

We want you to understand something. There's a certain kind of Dw user. That means there's a certain kind of reader that this CIB reaches out to. Since you can subscribe to the monthly Adobe CC deals and get all those 16 core desktop apps, and a whole bunch more, there are long-range users of other CC apps who now want to get on board with Dw. They might also be coming to Dreamweaver CC after working with Muse CC.

A little over a year ago, Adobe changed-up Adobe Flash Professional, once again, and jumped into HTML Canvas. That too opened the door, in a small way, to Dw. Adobe also introduced a rag-tag group of little "Edge" apps, not all of which



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(well… hardly any of which) have really garnered much love from the CC subscribers. In fact, Adobe discontinued work on one of them, so far. Nevertheless, it's the job of this book's publisher, Adobe Press, part of the Peachpit Press family, to touch on what some users may need to know.

Does this mean that Adobe Press is in the business of promoting Adobe apps, through these books? We have heard those allegations before. What CIBs do well is prepare readers for getting their certification in Adobe apps. Doing that requires you to know a few things about other Adobe apps. Hence, we have spotted traces of Adobe Edge Animate in this book. But, that doesn't mean it's in here to promote it.

Our Disclaimers

The author of this book is no stranger to us. Many well-known authors, instructors, and presenters for creative professionals are buddies of ours. We cross paths with this book's author. Like many of our fellow ACPs, we interact with plenty of people at Adobe, chat it up on our websites and social media venues, etc., etc. That said, when it comes to speaking our minds on educational materials, some of these "buddies" of ours need to run for cover when we speak our minds on their work.

Another disclaimer is that there are 3 big publishers of books for creative professionals. With three books of our own and making annual contributions to the books of others, we work with all those publishers. Pearson Educational, which owns Peachpit Press, asked us to do some technical editing on this book, and, we were too busy to accept the offer.

Though we hear about restaurants or hotels paying people to write reviews about their businesses, without ever having been there, none of those three publishers have ever paid us, or anyone we know, a penny to write a review, especially since some of our reviews can be very direct.

Chapter 1 - Customizing Your Workspace

Let's get started. For a web design newbie, this might be the most important chapter in the book. If you're used to any of the CC apps like Illustrator (Ai), InDesign (Id), Muse (Mu), and/or Photoshop (Ps), you have gotten comfortable with the UI (user interface). When you first open Dreamweaver, it's okay to think, "Huh?" Dw not only fails to resemble those other CC apps, it doesn't even look like it's something from this century. We and many of our technology friends have battered the Dreamweaver team about that, over and over again.

This chapter breezes right passed that and gets down to work with the usual Design View/Code View and the sometimes popular Split View, plus the now pumped-up Live View (slow down to study the latter). The book smoothly guides you through this before getting into how the usual CC panels work.

If you have been around Dw, before, put on the brakes at page 26. This is where it goes into the new Extract panel. This is where you bring in content from Photoshop, a cool panel which Adobe teams will surely expand upon to create a cohesive experience over a few CC apps.

If your brain starts to feel a little boggled, you might want to take a break before going on to the Property Inspector panel on page 30. From this point forward, some more of HTML and CSS starts to crawl in. You need to know this, but clear your mind so you are clear on this.

Workspace Tour 16-17
Switch + Split Views 17-20
- Design View 17
- Code View 18
- Split View 18-19
- Live View 19
- Live Code 20
- Inspect Mode 20

Panels 21-24
- Minimizing 21-22
- Closing Panels + Panel Groups 22-23
- Floating 23
- Dragging 23
- Grouping, Stacking, Docking 24

Select a Workspace Layout 24-25
Extract 26
Adjust Toolbars 27
Personalize Preferences 27
Create Custom Keyboard Shortcuts 28-29
Property Inspector 30
- HTML Tab 30
- CSS Tab 30
- Image Properties 30
- Table Properties 30

Related Files Interface 31
Tag Selectors 32
CSS Designer 33-34
Element Quick View 35
Element View 35
Explore, Experiment, Learn 36

Old hands at web projects and all things Adobe CC can finish this chapter in 20 or 30 minutes. Newbies should not rush through this. You must understand every paragraph.

Chapter 2 - HTML Basics

There was a time when you could shelter the web designers from HTML coding. As previously mentioned, Adobe created Muse (Mu) from scratch. Doing the heavy-lifting of today's web/mobile design cannot happen without getting your hands HTML dirty.

How complex can learning HTML be?

It one of those "acquired tastes." There's a difference between understanding the coding basics and expecting someone to hand code a website. Fear not, this book doesn't expect you to build a car, just know how to inflate the tires, check the oil, and be sure there's some gas in the tank.

This chapter does its best to be as gentle as possible with the reader. It's a mile-marker chapter. If you're not HTML-tested, you might want to set aside a couple hours for this. Nothing about it is demanding. Take it slow. If you are someone who feels a need to know every word on every page, you look at the tags on page 56, and don't understand half of it, it's okay.

Should the chapter leave you feeling set back, take a break, come back the next day. If it still seems daunting, rethink if Dw is right for you. Ask yourself if Mu is a better possibility. But, we

suggest you at least work through chapter 5 before you considering baling out.

If the first chapter made you think, "I can do all of this in Design View," please know that you might be able to get by that way for a while. That's primarily how we work. However, we now touch up code a little everyday. 3 or 4 years ago we could go a month without looking at Code View.

What's HTML . . . 40
HTML Beginnings . . . 40-41
Basic Code Structure . . . 41
Write Your Own Code . . . 42-50
HTML Syntax . . . 42-43
Insert HTML Code . . . 43-44
Format Text w/HTML . . . 44
Apply Inline Formatting . . . 45
Add Structure . . . 45-46
Write HTML in Dreamweaver . . . 47-51
Something Missing? . . . 50
Recommended Books on HTML4 . . . 51
Frequently Used HTML4 Codes . . . 51-52
HTML Tags . . . 51-52
Character Entities . . . 53
HTML5 Overview . . . 53-47
What Happened to XHTML? . . . 54
What's New in HTML5 . . . 55
HTML5 Tags . . . 55-56
Semantic Web Design . . . 57-58
New Techniques + Technology . . . 58

This chapter is also important in helping you to understand what the Design View is doing when it's generates the source code for you.

Chapter 3 - CSS Basics

By the end of 1997, Macromedia launched Dreamweaver 1.0. It was originally talked down by many as being too tied to coding. Some claimed that boring websites came from Dreamweaver since the program was so tied cascading style sheets (CSS). As the underlying code of the internet developed, CSS was firmly rooted in the best practices of most significant web presences.

We mention all of this because to some people who are not well versed on web technology it would seem CSS3 is something you might be able to skip. Some new InDesign (Id) users skip paragraph styles and character styles, all the time.

Websites need to play nicely with web browsers. Using CSS is both the best way to do that, while opening yourself up to a fabulously exciting array of powerful opportunities to make sweeping changes to entire websites, the way Id does to huge documents.

Dw CIB uses all the best conventions for teaching CSS. Then it goes a few steps further employing visuals and concepts which are better than most we've seen. It takes the reader through an excellent explanation of what CSS is all about:

What's CSS . . . 62
HTML vs CSS Formatting . . . 63-64
HTML Defaults . . . 64-65
HTML 5 Defaults . . . 65-66
Browser-Website Relationships + Statistics . . . 67
CSS Box Model . . . 68-69
Previewing the Completed File . . . 69-70
Formatting Text . . . 71-89
CSS Rule Syntax . . . 72
Cascade Theory . . . 73-76
Inheritance Theory . . . 76-79
Descendant Theory . . . 79-83
Classes and Ids . . . 81-82
Descendent Selectors . . . 82-83
Specificity Theory . . . 83
Calculating Specificity . . . 84
Code Navigator . . . 84-87
CSS Designer . . . 87-89
Multiples, Classes, IDs . . . 89-92
Apply Formatting to Multiple Elements . . . 90
CSS Shorthand . . . 90-91
Create Class Attributes . . . 91
Create ID Attributes . . . 91-92
Format Objects . . . 92-110
Width . . . 92-97
Fixed Width . . . 93-94
Relative Width . . . 94-95
Relative or Not . . . 95-97
Borders + Backgrounds . . . 97-101
Borders . . . 97-98
Backgrounds . . . 98-101
Positioning . . . 102-104
Height . . . 105
Margins and Padding . . . 105-107
Margins . . . 106-107
Add Padding . . . 107-108
Normalization . . . 108-109
Final Touches . . . 109-110
CSS3 Overview + Support . . . 110-112
CSS3 Features and Effects . . . 111-112
Additional CSS Support . . . 112

Again, don't allow this to discourage you if you are not understanding every single item covered. By way of example, we appreciate how the book starts taking you through the theories of cascading, inheritance, descendance, and specificity. It's well explained with good examples, however, this slowed down some newbies, in previous editions of this book. As you get more and more used to Dreamweaver, when things don't seem to be working with your web pages, these pages will become much appreciated reference sections.

The book claims you'll need 2 hours for this. We know people who wanted to learn all things Dw CIB. It took them better than 3 hours, in a few separate short sessions.

Chapter 4 - Web Design Basics

We applauded this chapter when it first appeared in the CS5 edition as a much bigger chapter. The lack of this is the downfall of many web-based educational resources.

Even if you are not a designer, you need this chapter. Think of it as well thought-through organization. Don't let it concern you if you feel you are not inclined toward pencil and paper layouts. Anyone can do doodles

The focus has been on smart planning for smooth execution. By the time you complete this chapter, you will have created a page in Dw.

Added to this edition is work with Adobe Generator, an important part of the design process. We have a feeling that you'll be hearing more and more about Generator, so please do not skip that section, either.

Develop a New Website ... 116-117
The Purpose of the Website? ... 116
Who is the Audience? ... 116
How Do They Get There? ... 117
Responsive Web Design ... 118
Scenario ... 119
Thumbnails and Wireframes ... 119-123
Create Thumbnails ... 119-120
Create Page Designs ... 120-121
Desktop or Mobile ... 121
Create Wireframes ... 122-123
Create Web Assets w/Adobe Generator ... 123-127
Adobe Generator ... 124-125
Export Assets from Photoshop ... 125-127
Create Multiple Assets w/Generator ... 127-128

Chapter 5 - Creating a Page Layout

For those books which mimic a users manual, this is where they get started. Of course, CIB has used 128 pages to introduce you to how you get to this point where you begin to build a page. In our minds, that's the essential pathway.

Though you have learned a few things about CSS Designer, already, here's where you get down to business. Currently, the CSS Designer panel is foundational to using Dw from the vantage point of taking visual control. Toss a bookmark into page 144 as a future reference page to the CSS Designer panel.

Welcome Screen ... 132-133
Previewing the Completed File ... 133-134
Predefined Layouts ... 134-139
CSS Designer ... 139-143
Rules of Order ... 144
Type ... 145-154
Typeface vs Font ... 146
Edge Web Fonts ... 149-151
Web-Hosted Fonts ... 151
Font Stacks w/Web Fonts ... 152-153
Specify Font Size ... 153-154
Create a CSS Background ... 155-163
Add a Background Image ... 155-157
Define Values ... 158
Add Other Background Effects ... 158-162
Create Custom CSS Styling ... 162-163
Modify Existing Content ... 163-172
Add New Items to a Navigation Menu ... 164-166
Hyperlink Pseudo-Class ... 167
Styling a Navigation Menu ... 167-172
Building Semantic Content ... 172-175
Position Elements w/Element Quick View ... 175-177
Insert Placeholder Text ... 177-178
Insert HTML Entities ... 178-179
Validating HTML Code ... 179-180

Some of this CIB talks about Edge web fonts. To us, Adobe's Typekit makes more sense for CC subscribers. Admittedly, Typekit is discussed, too.

We do greatly appreciate the amount of space which has been devoted to type. Other books focus more on the technology of Dw than teaching how to create great visuals. That's where this CIB excels.

Chapter 6 - Designing for Mobile Devices

Don't skip this chapter by thinking, "All I need to do is design web pages. The mobile thing isn't for me." Understanding how you adapt a website to a mobile device could easily drift into your future. In developing for the internet, you always want to have in the back of your mind how you'll adapt to a mobile app.

Responsive Design ... 184-186
Media Type Property ... 184-185
Media Queries ... 185
Media Query Syntax ... 185-186
Previewing the Completed File ... 186-189
Mobile-Ready vs Mobile-Optimized ... 189
Media Queries ... 190-195
Identify Media Queries ... 190-191
Target Media Queries ... 191-192
Target Selectors ... 192-195
Troubleshoot Styles Across Media Queries ... 195-199
Element Quick View ... 198-200
Add Rules to a Media Query ... 201-203
Edge Inspect ... 203-204
More on Media Queries ... 204

Not to sound like we have gone negative on all things Edge, this chapter wraps up with how to use Edge Inspect to test on a mobile device.

Chapter 7 - Working with Templates

Some well-known Dreamweaver educators tell us not to bother teaching templates. They don't see them as relative to advanced web development. We would not consider pulling templates from site development any more than we would from any other app. Templates are a powerful feature.

This is proven on page 210 where the lesson looks at taking embedded style sheets and moving them out to an external file. Make some changes to your external CSS and it'll not only ripple across an entire website but it could change the look of a series of sites which reflect a single branding, over thousands and thousands of pages.

Previewing the Completed File ... 208-210
Move Embedded CSS to an External File ... 210-213
Create a Template from an Existing Layout ... 213-215
Insert Editable Regions ... 215-217
Insert Metadata ... 217-219
Produce Child Pages ... 220-226
Create a New Page ... 220-221
Add Content to Child Pages ... 221-224
Update a Template ... 224-226

Such power sounds big and complex but this CIB shows how simple changes make huge changes.

If reading this does not convince you, or the power has not sunk in, when you get to page 220 and the lesson turns to child pages, it should begin to make sense.

Chapter 8 - Working with Text, Lists, and Tables

Some people will try to tell you that internet tables are something leftover from twenty years ago.

Have you received a visually-based e-mail, today? Chances are, it was created using tables. So, yes, the table on a web page does go back to when the internet was rooted in research univer-

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sities. However, creative minds will discover how to use them to do some very cool things.

Previewing the Completed File ... 230-232
Creating + Styling Text ... 232-239
Import Text ... 232-234
Alternate HTML4 Workflow ... 234
Create Semantic Structures ... 234-235
Create Headings ... 235-237
Add Other HTML Structures ... 237-239
Create Lists ... 239-248
Create Indented Text ... 243-247
Make It Responsive ... 247-248
Create + Style Tables ... 248-268
Create Tables from Scratch ... 249-251
Copy and Paste Tables ... 252
Style Tables w/CSS ... 252-254
Style Table Cells ... 254-256
Control Table Display ... 254-258
Insert Tables from other Sources ... 258-260
Adjust Vertical Alignment ... 260-261
Add + Format Caption Elements ... 261-262
Make Tables Responsive ... 262-268
Spellcheck Web Pages ... 268-269
Find + Replace Text ... 270-273
Completing the Lesson ... 273

It's true that this chapter is rooted in technologies which took hold in the previous century, yet they are made interestingly new again in this book. Unless we told you it was old school made fresh, you may have never known it. But be aware of this and that others may question your use of tables and lists.

Pay no attention to them and just do cool work.

Chapter 9 - Working with Images

This is one of those CIB chapters which could become a book of its own. Squeezing this into just 27 pages means it only gives you the basics, but it's an admirable and inspiring job of it.

Some people have their way of using Dreamweaver for doing things with images. This chapter tries to offer as many of the available options as possible. Page 292 gets into the realities of higher resolution devices. However, missing from the drag and drop section is the use of Adobe Bridge, one of those cases in point of how much cannot be squished into a single CIB anymore. But, that doesn't prevent you from exploring this on your own.

Web Image Basics ... 278-283
Vector Graphics ... 278
Raster Graphics ... 278-280
Resolution ... 279
Size ... 280
Color ... 280-281
Raster Image File Formats ... 281-283
GIF ... 281
JPEG ... 282
PNG ... 282-283
Preview Projects ... 283-284
Insert an Image ... 284-285
Adjust Image Positions w/CSS Classes ... 285-286
Insert Panel ... 286-287
Insert Menu ... 287-289
Insert Non-Web File Types ... 289-291
Image Size w/High Resolution Devices ... 292
Photoshop Smart Objects ... 292-294
Copy + Paste Images from Photoshop ... 295-298
Adapt Images to Smaller Screens ... 297-298
Insert Images by Drag and Drop ... 298-301
Make Images Responsive ... 300-301
Optimize Images w/the Property Inspector ... 302-303
Dreamweaver Graphic Tools ... 304

Please bookmark page 304 or make a copy of it. That chart of Dreamweaver's graphic tools is a keeper.

Chapter 10 - Working with Navigation

Haven't you already done all this hyperlink stuff? Well, you did get a taste of it but now it's time to apply that into how the website visitors find their way around, smoothly getting from one place to another.

All of that could get tedious, on a big website. Knowing navigation, as second nature, is essential. You need to keep your head in the game, so study this carefully.

Hyperlink Basics ... 308-309
Internal + External Hyperlinks ... 308
Relative vs. Absolute Hyperlinks ... 308-309
Preview Project ... 309-311
Create Internal Hyperlinks ... 312-317
Create Relative Links in Design View ... 312-315
Create a Home Link ... 315-316
Update Links in Child Pages ... 316-317
Create an External Link ... 318-320
Create an Absolute Link in Live View ... 318-320
Set Up email Links ... 320-322
Create an Image-Based Link ... 322-324
Create an Image-Based Links Using Element View ... 322-323
Create Text Links w/Element View ... 323
Avoiding email Robots ... 324
Target Page Elements ... 324-329
Create Internal Targeted Links ... 324-326
Create a Link Destination w/id ... 327-328
Create a Destination Link in Element View ... 328-329
Target id-Based Link Destinations ... 329
Check the Page ... 329-330
Add Destination Links to the Same Page ... 330

Chapter 11 - Adding Interactivity

You have now reached a point in the book where you have invested about a half of a work week's typical hours. Don't have you eyes on a clock as if it's 4:38p.

Yes, interactivity has evolved and yes there are sexier ways of handling this. However, this chapter provides you with the basics which must be learned. Study this one carefully, especially the jQuery and widgets.

Dreamweaver Behaviors Overview ... 334-335
Preview Projects ... 336
Dreamweaver Behaviors ... 337-346
Apply a Behavior ... 339-340

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Apply a Swap Image Restore Behavior . . . 340-341
Remove Applied Behaviors . . . 341-342
Add Behaviors to Hyperlinks . . . 342-344
Make It Responsive . . . 344-346
jQuery Accordion Widgets . . . 346-360
Insert a jQuery Accordion Widget . . . 347-348
Customize a jQuery Accordion . . . 349-355
Edit Dynamic jQuery Styling . . . 355-360

Chapter 12 - Working with Web Animation and Video

From the first sentence on page 364, the author imparts great knowledge on the topic of animation and video on the internet. This is something akin to knowing what happens in the photographic darkroom days before comprehending what printing in Photoshop is all about.

You'll hear plenty of stories about how this ought to be done. Unless you have the complete picture, you will not be able to make wise decisions of your own. This chapter is a rapid fire day in an intense college master class. Fortunately, you can devour it at your own speed.

Web Animation + Video Overview . . . 364
Preview Projects . . . 365-366
Edge Animate . . . 366
Add Web Animation to a Page . . . 367-371
Down-Level Stage/Static Poster in Edge Animate . . . 371
Add Web Video to a Page . . . 372-374
Buggy Video . . . 375
HTML5 Video Options . . . 376-378

Chapter 13 - Publishing to the Web

We are not the first people to say that managing a website in Dreamweaver is an archaic, painful process. There's no way this CIB can make what is clunky and in sore need of Adobe's redesign a fun chapter.

The fact that this is a book and not a working website makes this all the more difficult. The reader cannot go through the mundane tasks of pushing projects out to a remote web hosting server from his/her desktop.

We've been doing this for around 20 years, when it seemed simple and elegant in GoLive. Getting used to it in Dreamweaver did not entail throwing any Macs out the window. Yet, today we can do this in our sleep.

Dreamweaver's Microsoft Windows 2.0-like Files panel doesn't make any of this easier. Yet, as the saying goes, "It is what it is." And, somehow this CIB's author makes it all seem doable with the teaching expertise of someone who has been in the classroom trenches

Define a Remote Site . . . 382-389
FTP . . . 389
SFTP . . . 389
FTP over SSL/TL5 (implicit) . . . 389
FTP over SSL/TL5 (explicit) . . . 389
Local/Network . . . 389
WebDav . . . 389
RDS . . . 389
Set Up a Remote FTP Site . . . 383-387
Troubleshoot FTP Connections . . . 386
Install a Testing Server . . . 387
A Remote Site on a Local or Network Web Server . . . 388-389
Cloaking Folders + Files . . . 389-391
Wrapping Up a Publishing Project . . . 391-394
Prelaunch Checklist . . . 394
Put the Site Online . . . 394-397
Synchronize Local + Remote Sites . . . 397-399
Synchronization Options . . . 398

Your project is to not give up. Keep your cool. Learn everything this chapter has to offer.

Here's the saving grace: once you're building a real website and managing one for the first time, this chapter will be your new best friend. It's your website management user's manual.

Conclusion

We probably use Dreamweaver more than any other of the 16 core Adobe desktop apps which come with the full CC subscription (around 365 days a year). It's also very low on our list of favorites. It's not fun. It's not creative.

Yet, somehow, the Adobe Dreamweaver CC 2014 CIB team not only turned this into a learning experience, which makes Dreamweaver lessons inspiring enough to want to do more. They have clearly made this both the best CIB on Dw, and easily the best book on Dreamweaver, ever.

It's 5 stars all the way.