

- Day 1 -

Web Development: The Big Picture

Objective:

A very brief overview of Web Development at Evergreen.

A. HTML Pages

1. Dreamweaver is just one of many software applications that assist in creating HTML. HTML or HyperText Markup Language is the 'language' that Web servers use to display Web pages.
2. You can save any Web page you like from most browsers by selecting **File > Save As...** . This is an easy way to copy someone else's color scheme or code. Any HTML page can be opened and edited using Dreamweaver.

NOTE: Dreamweaver templates (covered tomorrow) are the only Web pages specific to Dreamweaver.

B. File Management

1. Understanding where your files are, both on your computer and on the Web server, will make Web Development much easier for you.
2. When defining where you will be modifying your files, you must specify the folder you will be working in on your local computer. This is also called the Local Site.
3. The remote folder on the Web server defines the Web address. This is also called the Remote Site.

C. Parts of a Web Address

A Web address is technically known as a **URL** or Uniform Resource Locator. It is an address that points to a specific location on the Internet.

Using the example <http://www.evergreen.edu/curricular/wddfsi/home.htm>

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|----|---------------------------------|---------------------------------|
| 1. | http: // | protocol prefix with separators |
| 2. | <u>www.evergreen.edu</u> | server and domain name |
| 3. | curricular/ | folder name |
| 4. | wddfsi/ | subfolder name |

