

# Dreamweaver MX: Level 3 (Windows)

**Course Length:** 1 day

## Course Description

*Dreamweaver MX: Level 3* is a hands-on instruction book that will introduce you to the basics of creating database-driven Web sites with Macromedia Dreamweaver MX.

**Target Student:** This course is designed for Web developers and others who need to create and manage data-driven Web sites.

**Prerequisites:** To ensure your success, we recommend you first take the following courses or have equivalent knowledge:

- *Dreamweaver MX: Level 1*
- *Dreamweaver MX: Level 2*
- *HTML 4.01: Web Authoring Level 1*
- *Access: Level 1*

**Delivery Method:** Instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

**Benefits:** After completing this course, students will be able to create database-driven Web sites using Macromedia Dreamweaver MX.

## Performance-Based Objectives

- Determine what server technology to use for a database-driven site, and set up a database-driven site in Dreamweaver.
- Create recordsets, and display fields and images on the page.
- Create a master list of items that links to a detail page, and create a page to display the results of a search form.
- Link form elements to recordsets.
- Create pages to insert, update, and delete records.

## **Course Content**

### **Lesson 1: Creating a Database-driven Site**

Topic 1A: Components of a Database-driven Site

Topic 1B: Setting up a Database-driven Site

### **Lesson 2: Working with Recordsets**

Topic 2A: Creating Recordsets

Topic 2B: Displaying Records

Topic 2C: Paging Through Recordsets

### **Lesson 3: Creating Detail, Search, and Results Pages**

Topic 3A: Creating Master-Detail Pages

Topic 3B: Creating Search and Results Pages

### **Lesson 4: Dynamic Form and HTML Elements**

Topic 4A: Creating Dynamic Form Elements

Topic 4B: Dynamic HTML Elements: Alternating the Color of Table Rows

### **Lesson 5: Administering Database Records**

Topic 5A: Inserting Records

Topic 5B: Editing and Deleting Records