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46 <P>Build your Web site on paper before you start building it in a HTML Editor (i.e. Adobe
    Dreamweaver &#174; ). Sketching out a Web site map, with rectangles representing Web pages and
    arrows representing links, can help you to visualize the size and scope of your project. Use
    sticky notes if you want to move pages around as you plan your Web site.</P>
47
48 <P><B>2. Gather Your Content</B></P>
49 <P>Before you start building your Web site, gather all of the elements that you want to use.
    Gathering all of your materials together in the beginning makes it easier for you to organize
    your Web site once you start building it. Below are the following content that you might need
    to gather:</P>
50 <UL>
51 <LI>Text</LI>
52 <LI>Images</LI>
53 <LI>Hyperlinks</LI>
54 <LI>Tables</LI>
55 <LI>Forms</LI>
56 <LI>Frames</LI>
57 </UL>
58
59 <P><B>3. Define Your Audience</B></P>
60 <PRE>Identifying your target audience can help you to decide what kind of content
61 to offer on your Web site. It is important to know whether visitors of your site are using
62 the latest Web browser technology and how fast they can view advanced features,
63 such as multimedia.</PRE>
64
65 <P><B>4. Host Your Finished Web Site</B></P>
66 <BLOCKQUOTE>To make you finished Web site accessible on the Web, you need to store, or host, it
    on a Web server. Most people have their Web sites hosted on a Web server at a commercial
    Internet service provider (ISP) or at their company or university.
67 </BLOCKQUOTE>
68
69
70 <H5>Source: Teach Yourself Visually Macromedia Dreamweaver 8 by Janine Warner </H5>
71
72
73 </BODY>
74 </HTML>
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