



Kompozer

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Digital education has become a growing need for both teachers and students. For this reason, the paper presents the stages of conducting an online lesson using the Kompozer program.

KompoZer is a complete, easy-to-use web design system that can be downloaded from: <https://kompozer.net/>.

This paper presents a structured lesson created in Kompozer with the theme "Peripherals Devices".

1.Crearea paginilor web

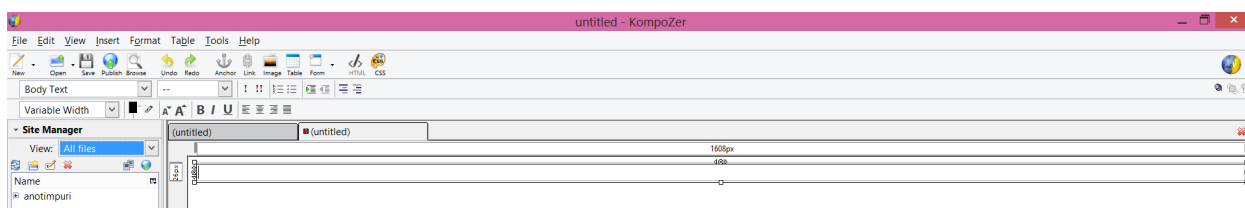
1.1. Creating web pages

File New A Blank document Create.

1.2. Determining the layout of the page

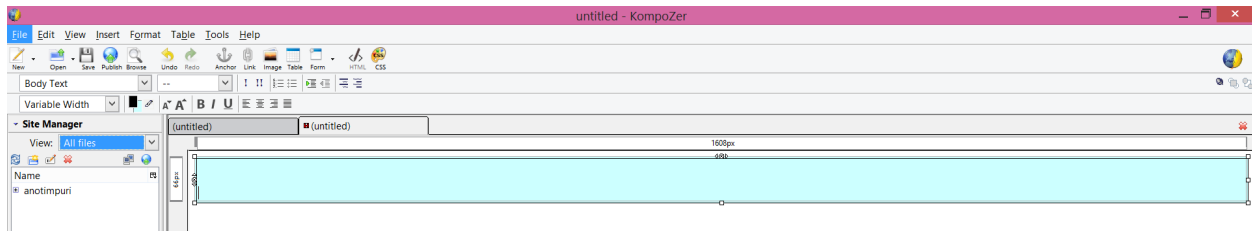
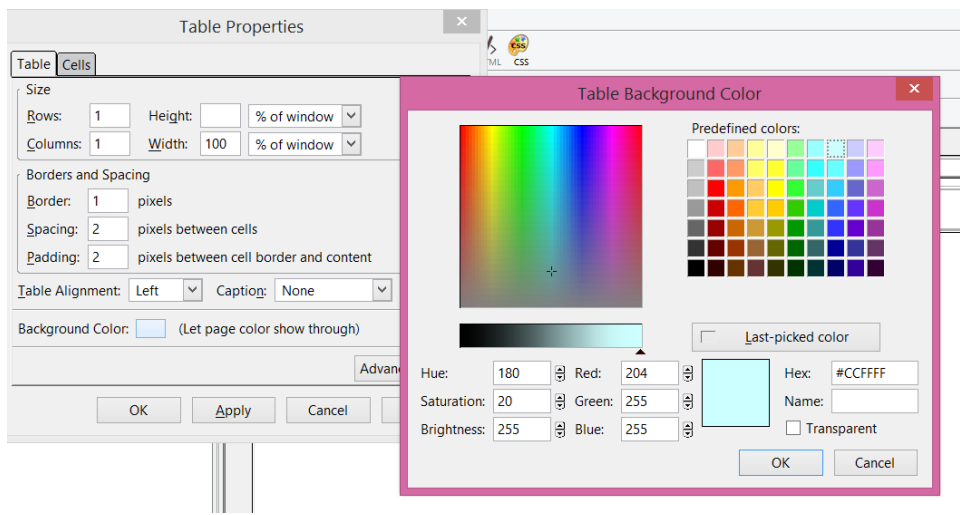
We can structure the page in tabular form.

Insert Table 1x1 OK

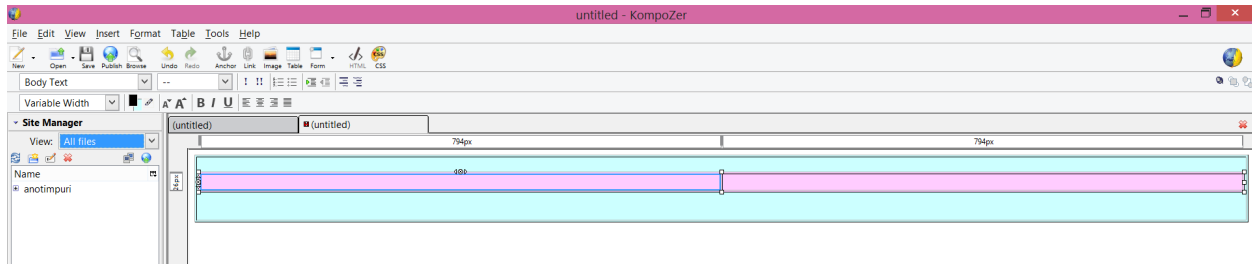


A table background is set.

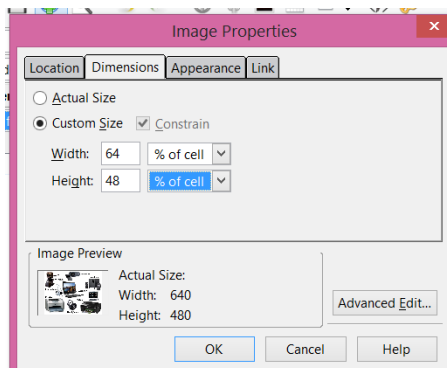
Table Table Properties Background Color choose a color from the color palette Ok.

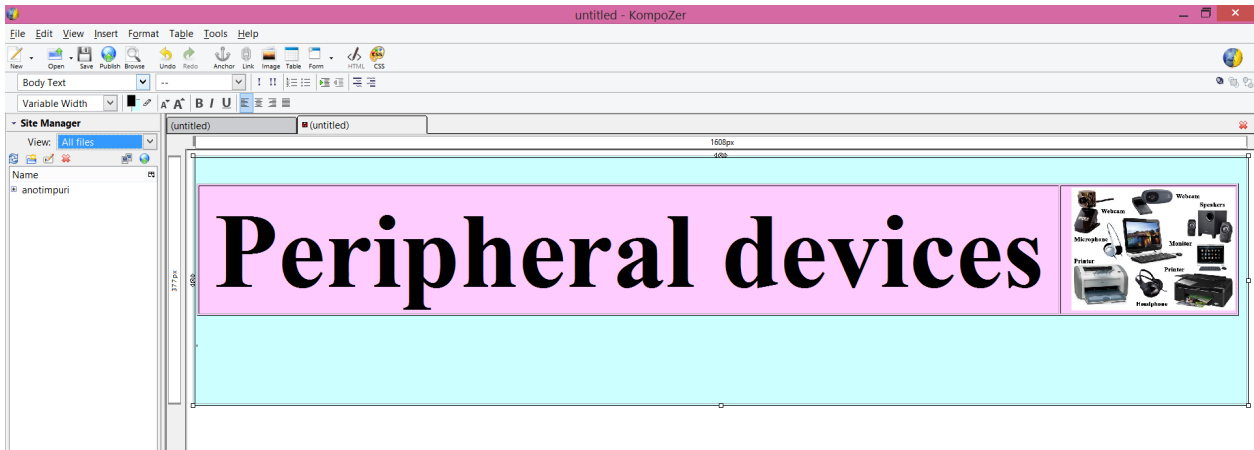


We also insert a table with 2 columns for which we also choose a background.

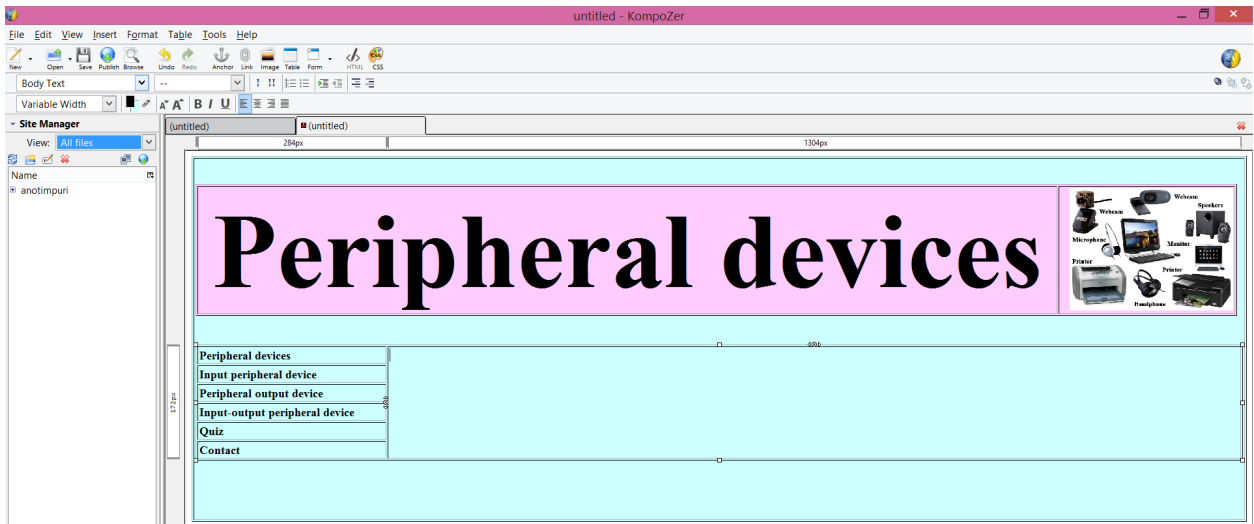


We are adding a representative image for the: Insert Image the image is searched its dimensions are established OK. We insert the image in column 2 of the table and in the first column we enter the title of the lesson.





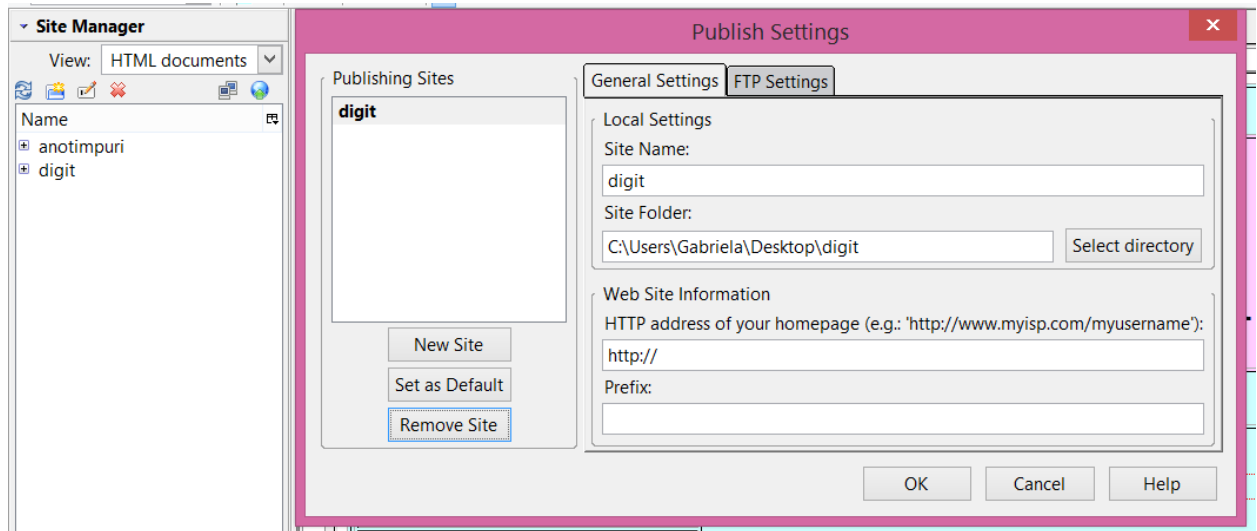
The lesson is structured in tabular form as in the figure:



The file named **index.html** is saved in a folder.

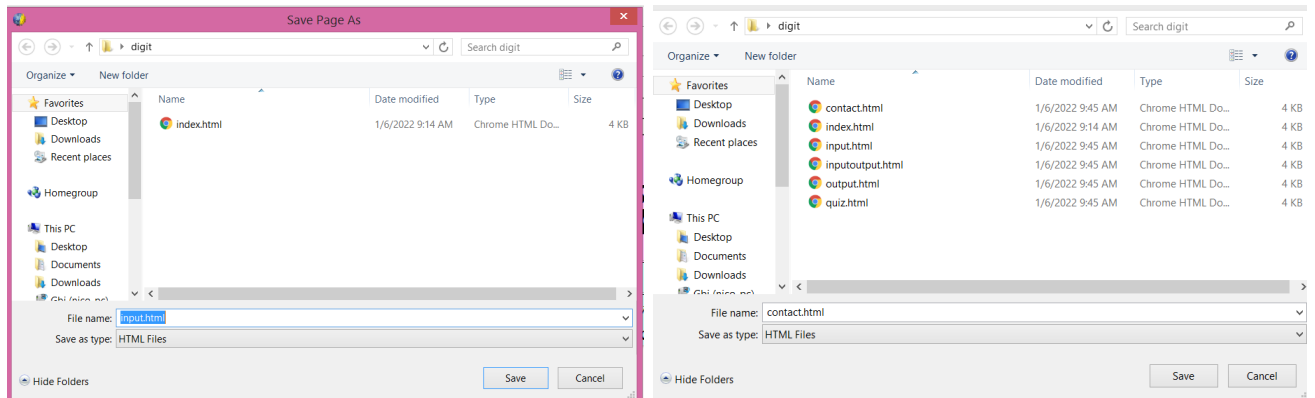
2. Website creation

Click the **Publish**  button in the **Site Manager**, specify the site name and location.



2.1. Creating site page content

The **index.html** file is saved as **input.html**, **output.html**, **inputoutput.html**, **quiz.html**, and **contact.html** in the same folder. (File → Save As → input.html).



The content of each web page is created.

input.html

The screenshot shows a web browser window titled 'input.html' with a navigation bar containing 'input', 'output', 'inputoutput', 'contact', and 'quiz'. The main content area has a pink header with the text 'Peripheral devices' and a small collage of various peripheral devices. Below the header is a grid of 10 numbered items, each with a description and an image:

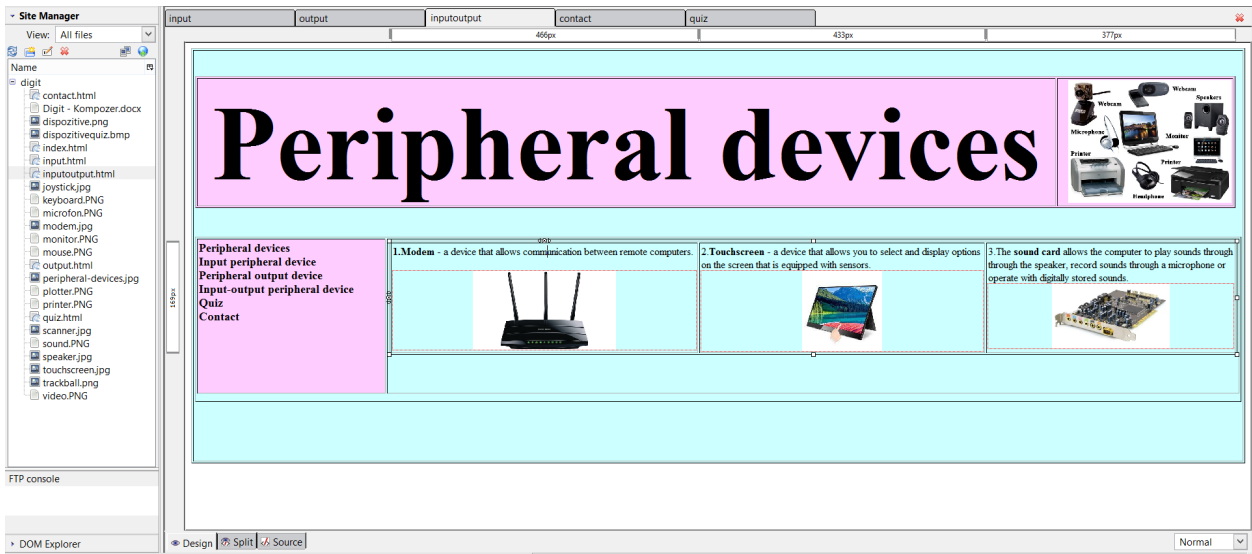
- 1. **Peripheral devices**
Input peripheral device
Peripheral output device
Input-output peripheral device
Quiz
Contact
- 1. **Keyboard** - The keyboard of a computer is similar to that of an ordinary typewriter and has the role of allowing data to be entered into the computer by pressing the keys.
- 2. **Mouse** - is the device that controls the movement of the cursor on the monitor screen and allows the selection or activation of objects on the screen by pressing buttons.
- 3. **Trackball** - mouse-like pointing device. It is basically an inverted mouse used especially in laptops. The movement of the cursor is done by rotating the ball.
- 4. **Optical pencil** - a pencil-like device with an optical sensor on top.
- 5. **Graphics tablet** - device that allows easy introduction of drawings and sketches.
- 6. **Scanner** - device that allows the digitization of images and their introduction into the computer.
- 7. **Joystick**
- 8. **Microphone**
- 9. **Video camera, digital camera**
- 10. **GIS (Geographic Information System)** - allows the introduction of geographical data generally taken from satellites.

output.html

The screenshot shows a web browser window titled 'output.html' with a navigation bar containing 'input', 'output', 'inputoutput', 'contact', and 'quiz'. The main content area has a pink header with the text 'Peripheral devices' and a small collage of various peripheral devices. Below the header is a grid of 4 numbered items, each with a description and an image:

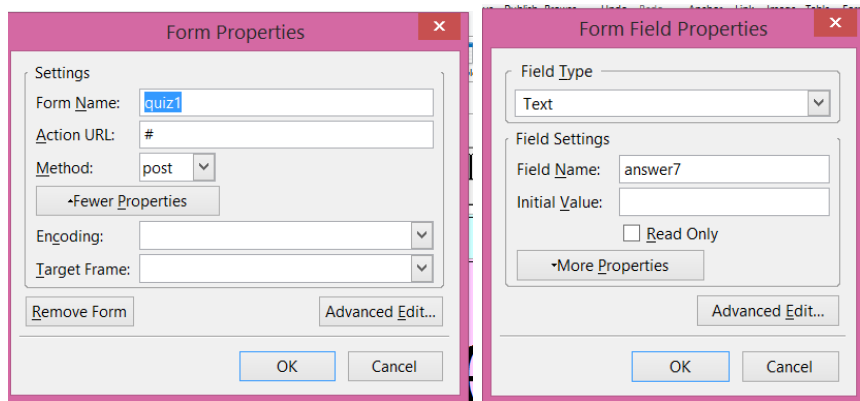
- 1. **Peripheral devices**
Input peripheral device
Peripheral output device
Input-output peripheral device
Quiz
Contact
- 1. **Monitor** - allows on-screen display of program execution results.
- 2. **Plotter** - a device similar to the printer but the paper can be traversed in both meanings, supports large paper sizes and the accuracy of the drawings is very high. It is used for sketches, graphics, drawings, etc.
- 3. **Printer** - is the device that displays information on paper.
- 4. **Speaker** - audio output device.

inputoutput.html

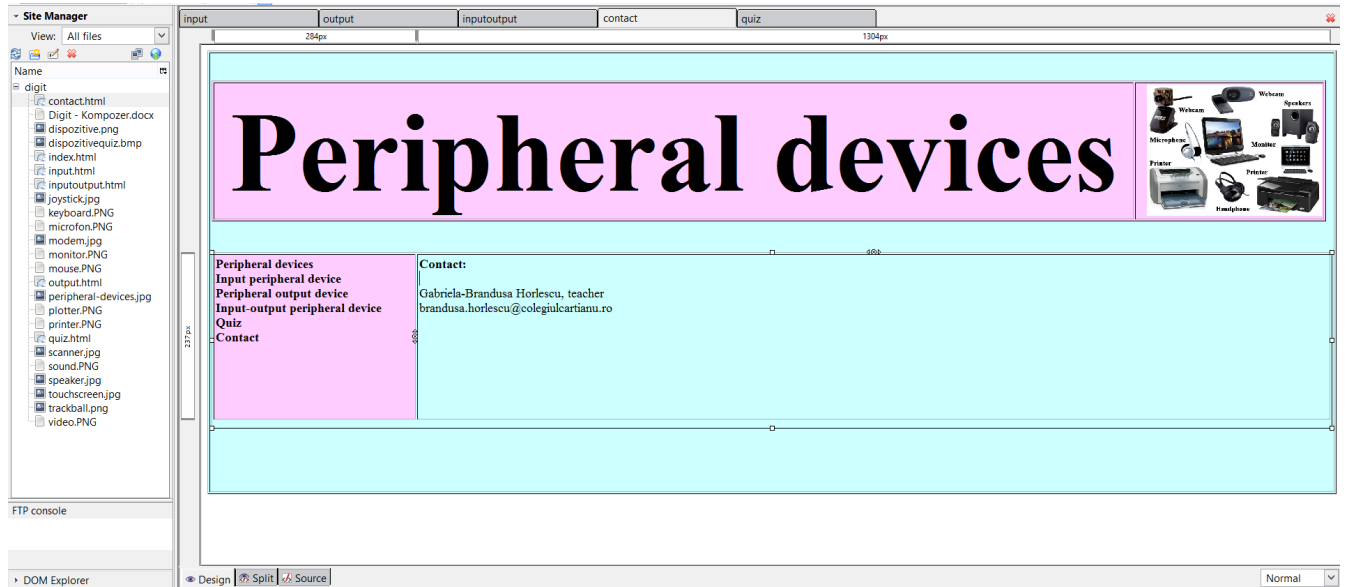


quiz.html













First, an **Insert Form Define Forms** form is created, then a table is inserted in which text fields (**Insert Form Form Field**) are entered for students to complete peripheral devices.



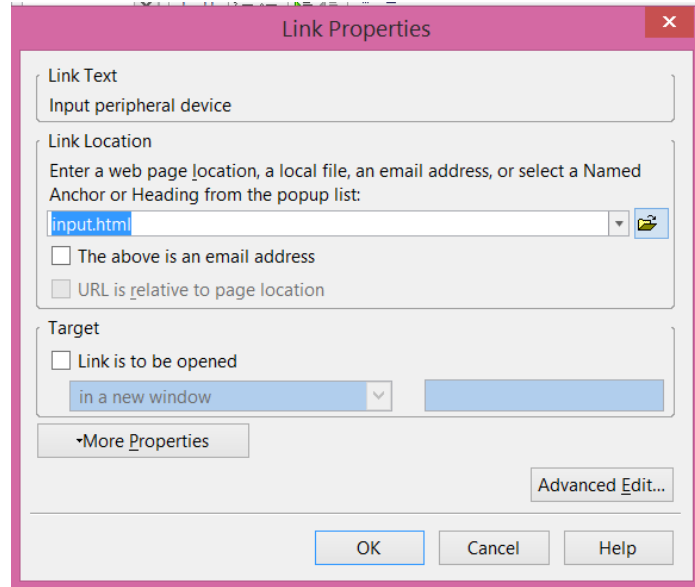
contact.html

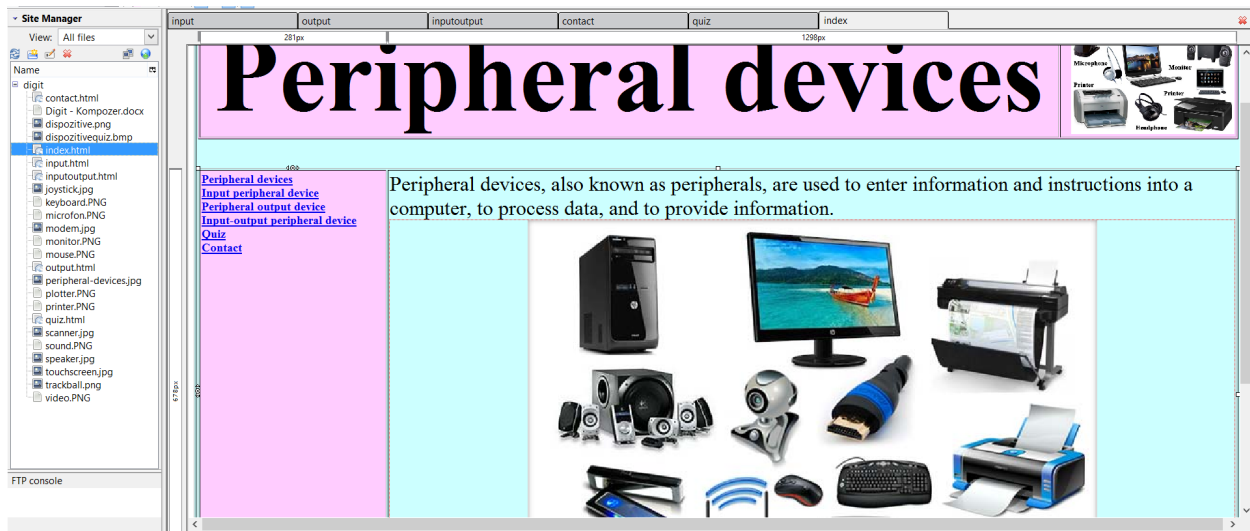


2.2. Linking web pages

The index.html page opens and links to each page created as follows:
Insert  Link , Insert  Link , Insert  Link ,
Insert  Link , Insert  Link , Insert  Link .

Do the same with the other pages created.





2.3. Site testing

Open the **index.html** file in a browser and navigate to the left-hand environment on each webpage.

