Session 15
1. p. 228 - The Asset Panel contains images, links, external scripts, colors, media.
2. p. 232 - A Library Item is a piece of a page and must be placed in the body of the page.
3. p. 232 - Two methods that can be used to create a Library item: Window - Assets; Window - Library
4. p. 237 - When you edit a Library item and then edit the original file, the other instances of the Library items in your site will change if you choose to update them.
5. p. 237 - When you break a link to a Library item, the result is that changes will not be reflected where the link is broken.
6. p. 238 - You copy a Library item to another site by activating the Library item; selecting the item from the list; clicking triangle at the upper right side of the Assets panel and selecting Copy to Site - designate the site where you want that item to be available.

Session 16
1. p. 242 - The most important thing to do when designing templates is to plan ahead.
2. p. 246, 244 - An editable area in a Dreamweaver template is the title; if made editable by the designer, it is any element that varies in a minor way from page to page.
3. p. 245-6 - Templates can be created by two methods: from an existing document, and from a new document.
4. p. 246 - The title is a head item that can be edited. On any template you can edit an area you have made editable by Modify-Templates-New Editable Region.
5. p. 251 - When you make changes to a template, any page that was created from that template changes.
6. p. 252 - When you edit your template, a page with a broken link between the template and the page must be edited manually.
7. p. 254 - You should use the Assets panel to rename or delete a template because if you just use the Site view to delete a template, the listing will remain in the Assets panel.