

Stuff to fix

- Repetition: what JS can and can't do in FE/BE
- Poor continuity: the game example shows GETs for various resources, but only in the next chapter do we say why that is
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Stuff to remove

- DNS seems out of place
- connection timeout / refused
 - if we keep them, reorder to have success last
- maybe remove mention of "TCP" and "port 80" from the connection slides
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