

Web app development: Assignment 1

1

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1)

Request:

HEAD /regenradar/nederland HTTP/1.1
host:weer.nl

Response:

HTTP/1.1 301 Moved Permanently
Date: Wed, 21 Nov 2018 10:50:19 GMT
Server: Apache
Status: 301 Moved Permanently
Location: <http://www.weer.nl/regenradar/nederland>
Content-Type: text/html; charset=UTF-8

Request:

HEAD /regenradar/nederland HTTP/1.1
host:www.weer.nl

Response

HTTP/1.1 200 OK
Age: 0
Cache-Control: max-age=600
Content-Type: text/html; charset=utf-8
Date: Wed, 21 Nov 2018 10:51:59 GMT
Server: nginx/1.12.0
Vary: Accept-Encoding
Via: 1.1 varnish-v4
X-Cache: MISS
X-Powered-By: PHP/5.5.26
X-Varnish: 1052218297
Connection: keep-alive

Request:

GET /regenradar/nederland HTTP/1.1
host:www.weer.nl

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Response

HTTP/1.1 200 OK
Accept-Ranges: bytes
Age: 38
Cache-Control: max-age=600
Content-Type: text/html; charset=utf-8
Date: Wed, 21 Nov 2018 10:51:59 GMT
Server: nginx/1.12.0
Vary: Accept-Encoding
Via: 1.1 varnish-v4
X-Cache: HIT
X-Powered-By: PHP/5.5.26
X-Varnish: 1058301783 1052218298
transfer-encoding: chunked
Connection: keep-alive

3185

<!DOCTYPE html>
<HTML> (...) </html>

1.2) Yes

1.3) The X in both fields denotes that this field is not an http standard header field. The X-Cache is used by this server to indicate if the returned response was given to the user via use of a 'squid'/cache server or not.

1.4) Cache-control is used to direct the usage of the cache, in this case only the max age of the response is given. This indicates how old the message may be at maximum for it to still be of any use.

2)

Request:

PUT /put HTTP/1.1
host: httpbin.org
content-type: text/plain
content-length: 5

Response:

HTTP/1.1 200 OK
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Wed, 21 Nov 2018 10:43:59 GMT
Content-Type: application/json

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Content-Length: 289
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Via: 1.1 vegur

```
{
  "args": {},
  "data": "yeeee",
  "files": {},
  "form": {},
  "headers": {
    "Connection": "close",
    "Content-Length": "5",
    "Content-Type": "text/plain",
    "Host": "httpbin.org"
  },
  "json": null,
  "origin": "145.94.221.57",
  "url": "http://httpbin.org/put"
}
```

The server stops reading the message after it's reached the point where it thinks there is no more characters to be read because of the content-length header

3.1) Login in logs you in and displays a succes message.

3.2)

Request:

HEAD /basic-auth/user/passwd HTTP/1.1
host:httpbin.org

Response:

HTTP/1.1 401 UNAUTHORIZED
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Wed, 21 Nov 2018 11:06:24 GMT
Www-Authenticate: Basic realm="Fake Realm"
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Content-Length: 0
Via: 1.1 vegur

Request:

HEAD /basic-auth/user/passwd HTTP/1.1

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host:httpbin.org
authorization: Basic dXNlcjpwYXNzd2Q=

Response:

HTTP/1.1 200 OK
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Wed, 21 Nov 2018 11:09:41 GMT
Content-Type: application/json
Content-Length: 47
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Via: 1.1 vegur

Request:

GET /basic-auth/user/passwd HTTP/1.1
host:httpbin.org
authorization: Basic dXNlcjpwYXNzd2Q=

Response:

HTTP/1.1 200 OK
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Wed, 21 Nov 2018 11:10:16 GMT
Content-Type: application/json
Content-Length: 47
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Via: 1.1 vegur

```
{  
  "authenticated": true,  
  "user": "user"  
}
```

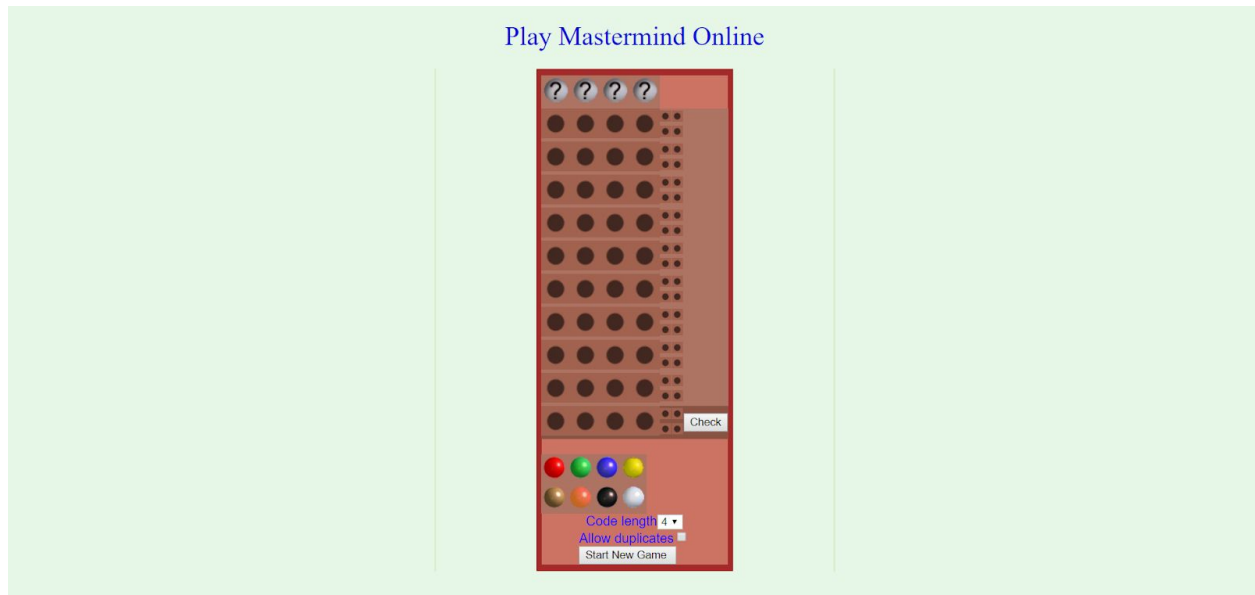
The page goes back to being inaccessible without the username and password when the TCP connection is closed and re-opened.

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4)

We decided on recreating the mastermind board game

All of these examples are pretty hideous because of the outdated styles and colour schemes they use:



<http://www.webgamesonline.com/mastermind/>

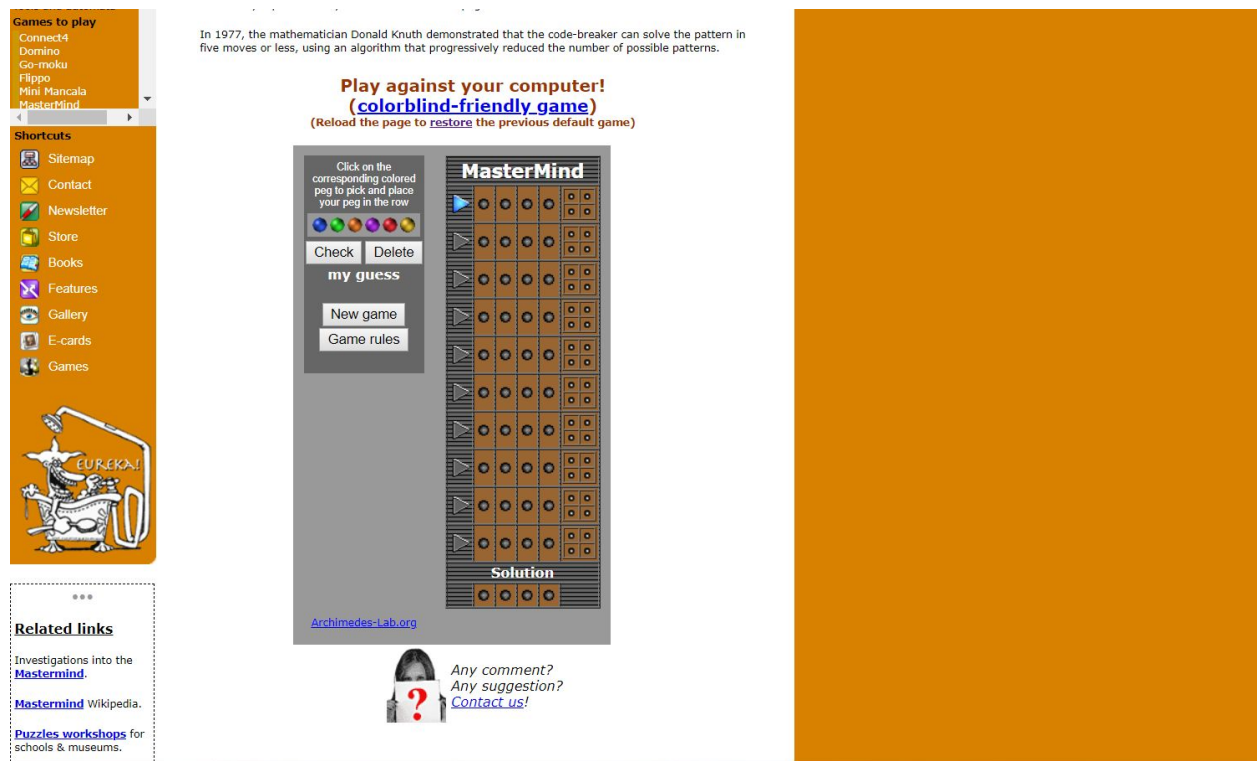
bad:

- Image samples are low resolution
- Green background colour is unappealing
- Unclear whether you're playing against a computer

good:

- Resembles the original game quite well
- Options are clearly laid out
- There's nothing to the side to avert your attention

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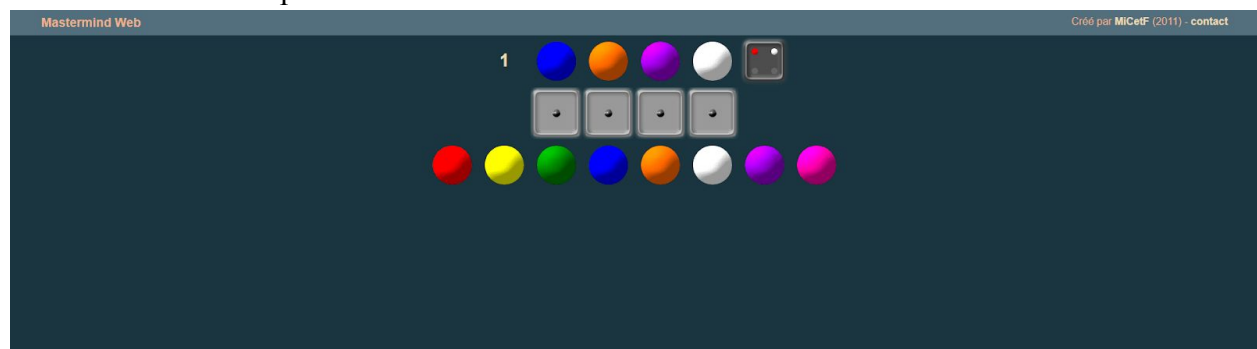
<http://www.archimedes-lab.org/mastermind.html>

bad:

- The screen is cluttered
- It's unclear who you're playing against
- the colours look awful

good:

- The game works as intended and resembles the original game
- Clear indicator of what line you're currently playing on
- Colourblind option



<https://micetf.fr/mastermind/>

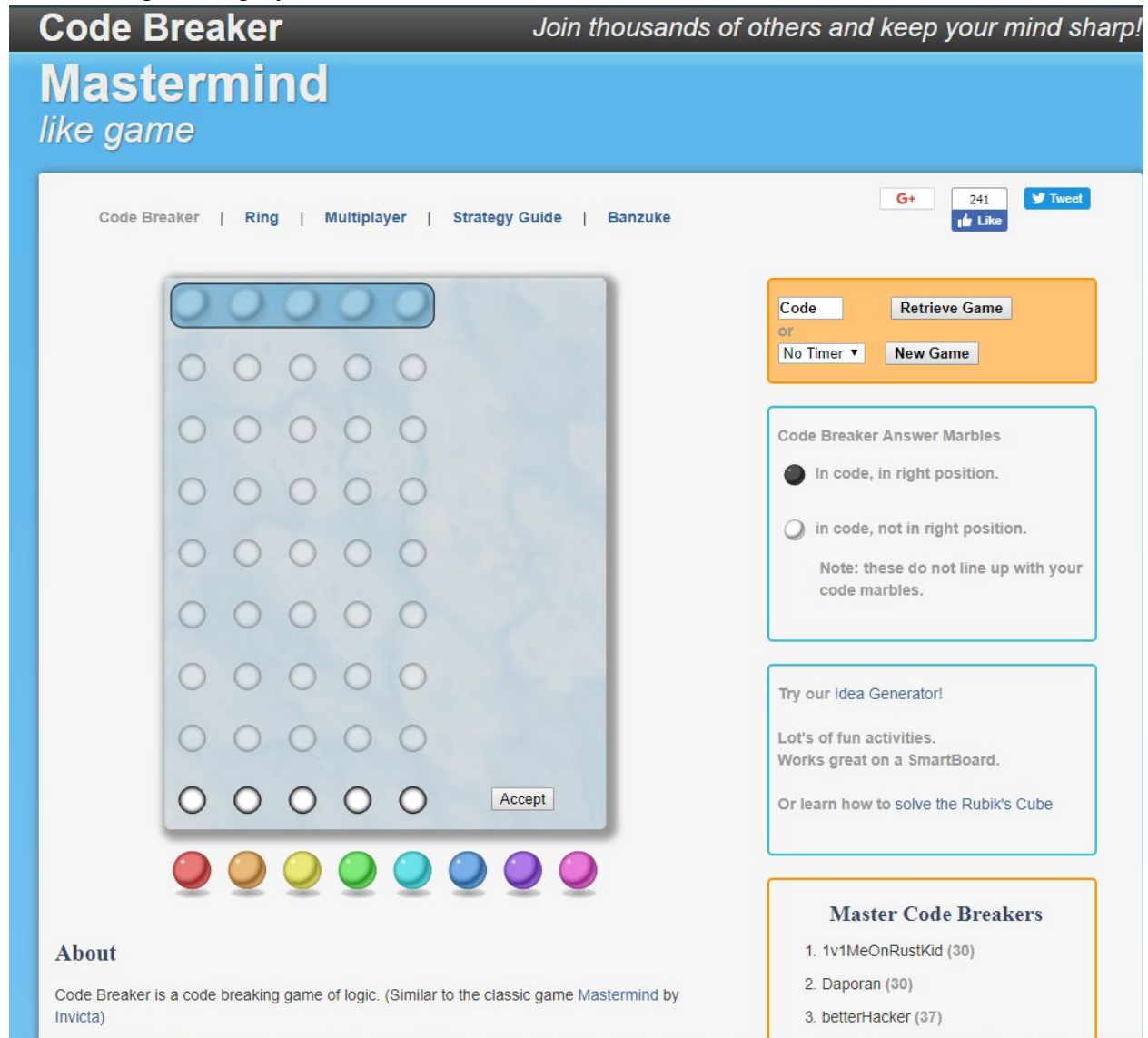
good:

- very simplistic
- no distractions
- minimal options to keep it simple

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bad:

- not very much feedback is given
- there is no 'help' option
- no option to play as code maker



<http://codebreaker.creativitygames.net/>

good:

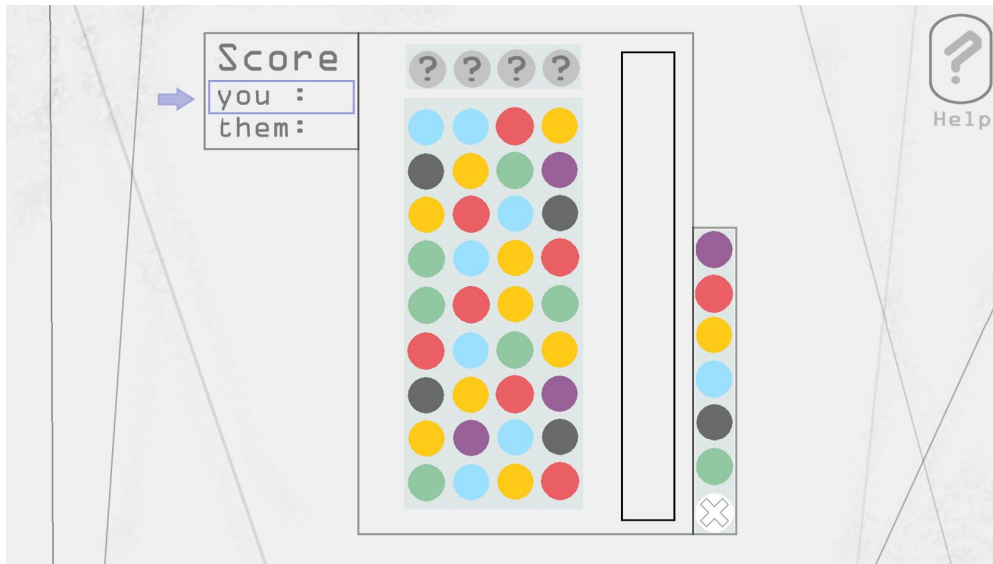
- High scores are visible
- The objective is rather clear
- Colours are at least consistent

bad:

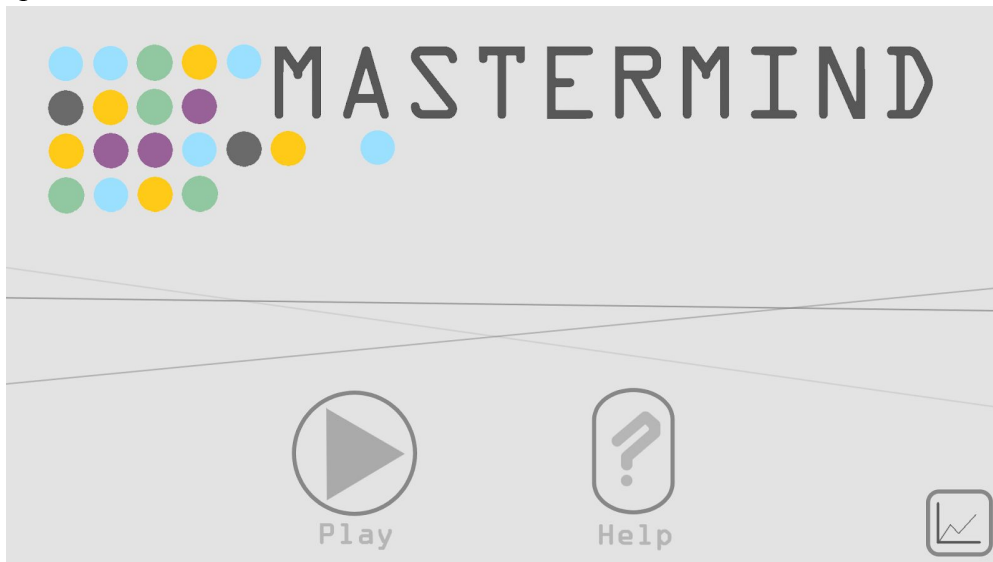
- There's a little too much text on screen
- The actual game takes up only a very small portion of the screen when you visit the site
- G+/facebook/twitter buttons, I just personally dislike those things when they're randomly put on websites

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Our design aimed to be simplistic and yet not visually boring:
Gamescreen:



Splash screen:



Statistics to be displayed upon pressing the button in the bottom right corner:

- Total games played
- Currently ongoing games
- Amount of players waiting right now