PRG 412

Explain in detail the 8-step login process involved during the user authentication within a website (we discussed this thoroughly in the lecture).  Describe each of the steps in terms of Request and Response transactions.

PRG 422

In deciding whether the Dealer is allowed to "play out" his Hand, it is necessary to know what the outcome of the Player's loop is.  This outcome can be of several different types.  Discuss how to encapsulate this outcome into a structure of some kind.  Then, explain how this structure could be added to your Player::Play() function as a way to tell the Game object what the outcome of the Player's Hand ultimately was.  Finally, describe how to use this outcome to decide how and whether to allow the Dealer loop to continue.  We will begin this discussion in class.