

A4 CSE2 6

Group:CSE2 6

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1.1

```
GET /surf/webcams/ HTTP/1.1
Host: surfweer.nl
Connection: keep-alive
Cache-Control: max-age=0
DNT: 1
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_2) AppleWebKit/537.36
(KHTML, like Gecko) Chrome/79.0.3945.130 Safari/537.36
Accept:
text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.9
Accept-Language: zh,zh-CN;q=0.9,en;q=0.8
Cookie: __cfduid=d6935e61138c89ea25ddbb4053596e8131578177100;
_fbp=fb.1.1578177101614.1674006716; __utmz=158997048.1578177102.1.1.utmcsr=
(direct)|utmccn=(direct)|utmcmd=(none); PHPSESSID=91pkupo5go7okdd0av7kk76dd4;
__utma=158997048.904099943.1578177102.1578240787.1579623330.4;
__utmc=158997048; __utmt=1; __utmb=158997048.1.10.1579623330
```

1.2

Yes, it's exactly same.

1.3

transfer-encoding is a way to speed up the website. it divides the whole transfer mission to several pieces, It can help user to see the website text first. Then the browser can load all the elements later such as videos and Sounds.

1.4

cache control is the place to declare contents about the cache. Such as the expire date. It gives user better experience, because user does not need to download everything from the website again, if they visit the same website. It also helps server reduce the pressure of the bandwidth. It reduces downloads from the server. with no-store server can disable cache on website.

2.1

if it's not enough(shorter) it will cut the message, which is not your full text. if it's larger, you can not send the message out, you have to enter "enter" several times or other characters several times until it's enough.

3.1

Because when you login first time, it returns a "Authoration" code to your browser and your browser save it. Next time you visit this website it automatically sends this code to the server it helps user get better experience because user does not need to verify their account every time they visit this website.

3.2

it is not the same, the most important reason the telnet won't save the token from the server, so we can't use tricky way to login.

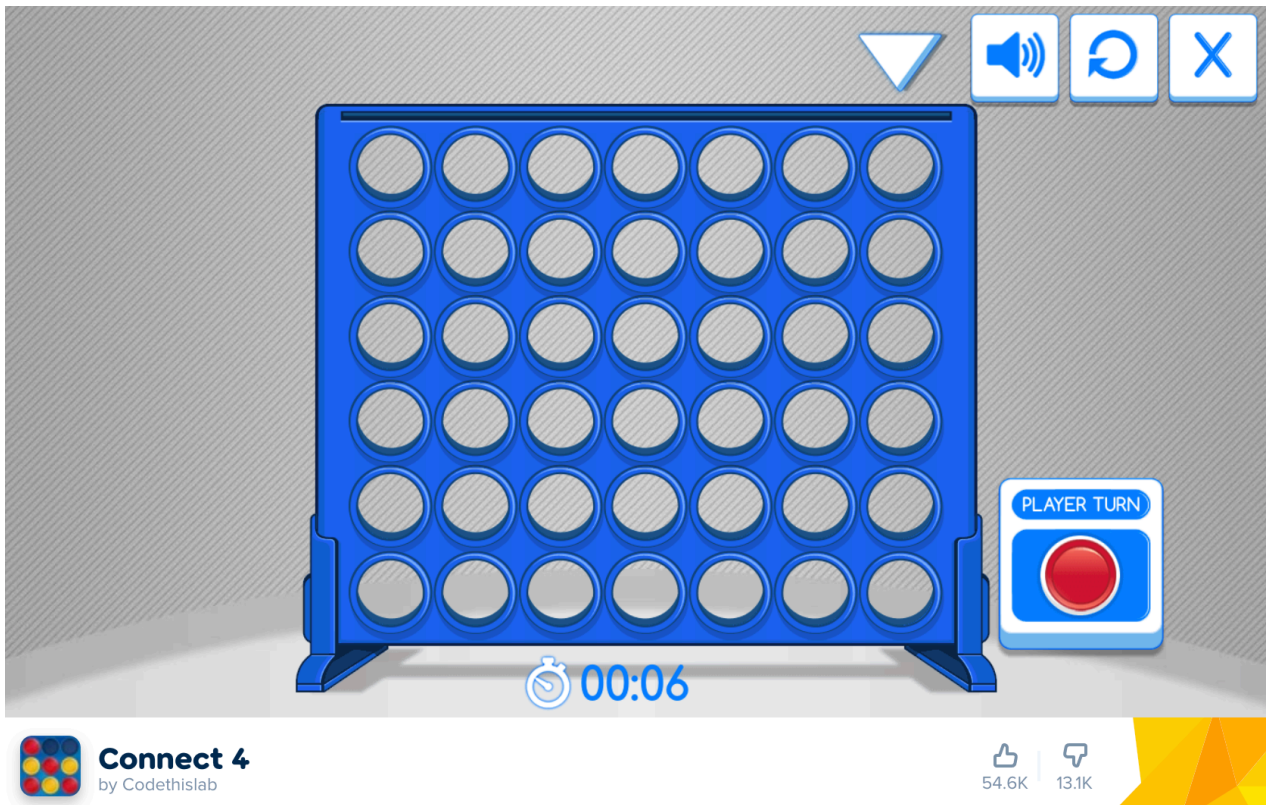
4.1

Connect Four

4.2

Example 1:

<https://poki.com/en/g/connect-4>

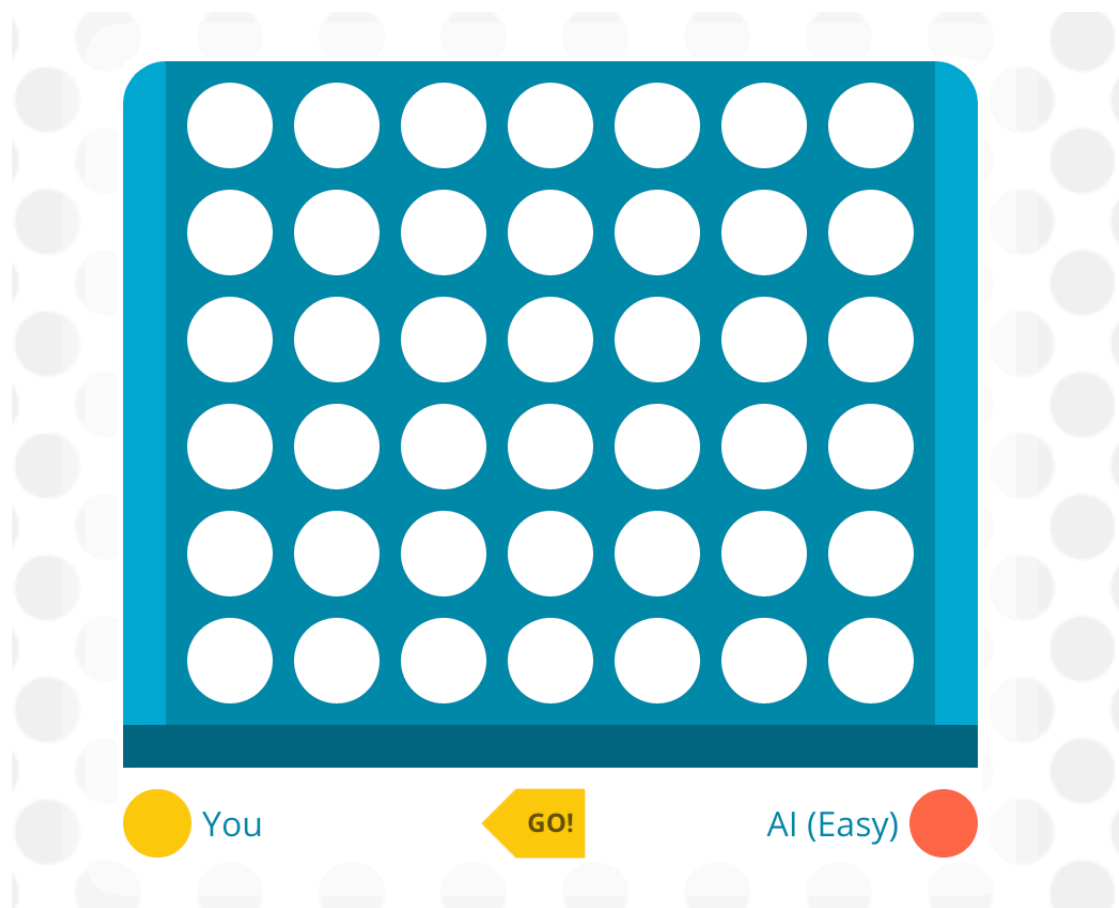


Design Aspects:

1. **Don't make me think:** positively
2. **Minimize noise and clutter :** negatively
3. **If you cannot make it self-evident, make it self-explanatory:**positively

Example 2:

<https://c4arena.com/>



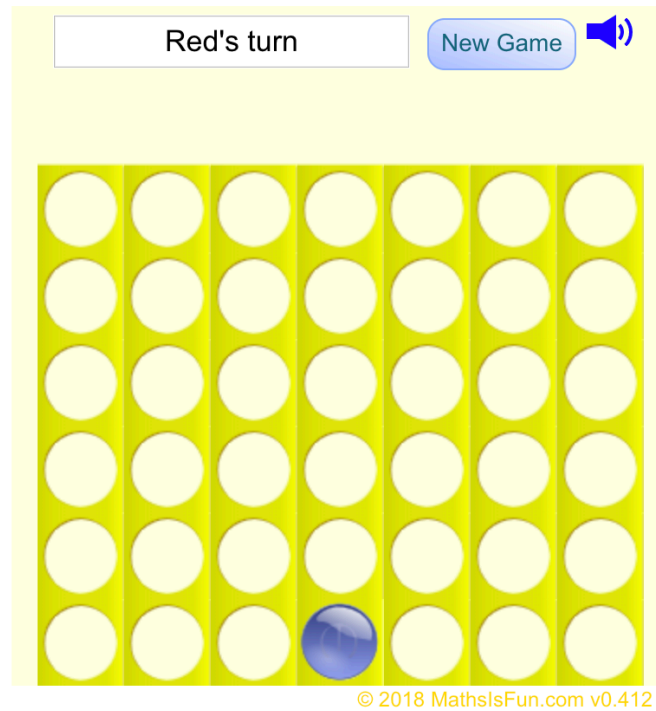
Design Aspects:

1. **Don't make me think:** positively
2. **Minimize noise and clutter :** positively
3. **If you cannot make it self-evident, make it self-explanatory:**positively

Example 3:

<https://www.mathsisfun.com/games/connect4.html>

Called "Connect 4" by Hasbro.
Play against computer or another human.
A great challenge.



Design Aspects:

1. **Don't make me think**: positively
2. **Minimize noise and clutter** : negatively
3. **If you cannot make it self-evident, make it self-explanatory**: positively

4.3

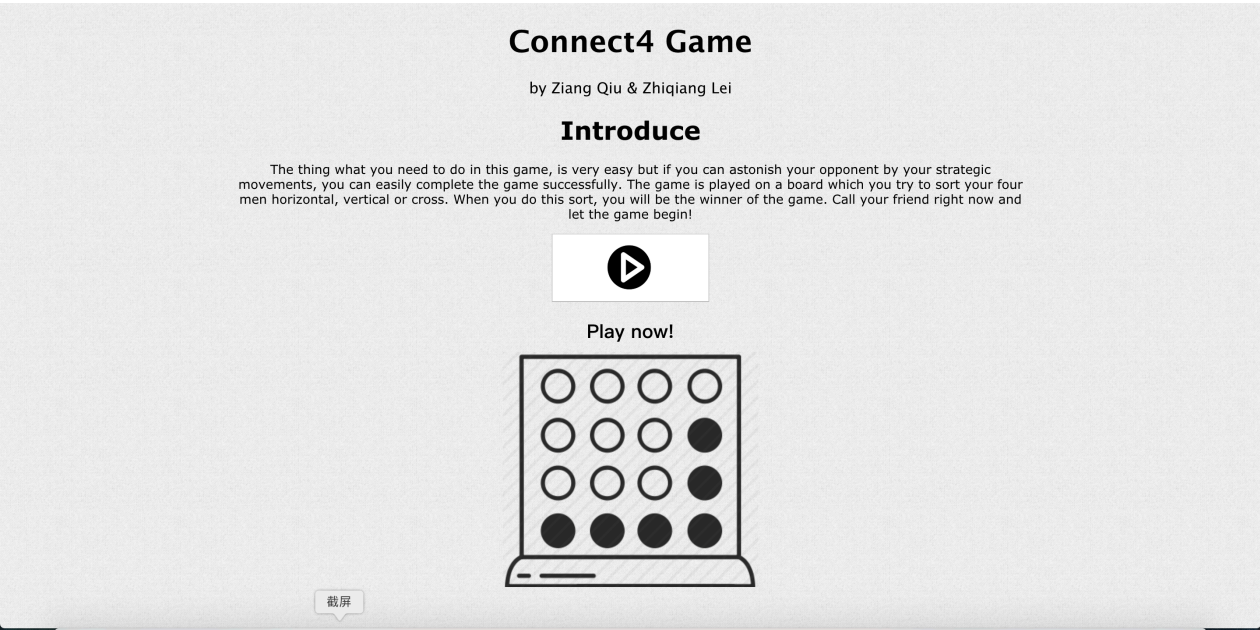
Positive features:

1. The animations of example 2 are very delicate.
2. The information conveyed about the game to the players of example 1 is very rich, including the passed time, the turn of players, whether the sound turns on.
3. Without too much noisy background music, the sound of example 3 is dulcet.

Negative features:

1. The music of example 1 is kind of disturbing and making players disconcentrated.
2. It is hard to adjust some settings(like sound) in example 2.
3. The animations of example 2 is ugly.

5.1



5.2

