**פתרון שאלה 5**

**מתרגיל # 1 Disney Memory Game**

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1. הסבירו בקובץ הנפרד מהן ההודעות העוברות בין הלקוח לשרת בכל שלב ומה המנגנון המפעיל כל הודעה.

נא לרשום בקובץ שם מלא ותעודת זהות.

פתרון:

The messages that pass between the client and the server at each stage and the mechanisms that activate each message:

1. Loading Characters Stage:

Message: A GET request is sent to the Disney API to fetch the list of Disney characters.

Mechanism: The loadCharacters() function sends an HTTP GET request to the Disney API, using the fetch() method.

1. Starting the game Stage:

Message: A GET request is sent to get the current time from the server.

Mechanism: The fetch() method is used to make a GET request to the server at the specified endpoint: http://yahyasa.mysoft.jce.ac.il/ex1/time/get\_current\_time.php.

1. Playing the game Stage:

Mechanism: No messages are exchanged with the server during the actual gameplay.

1. Restarting the game Stage:

Message: A GET request is sent to the Disney API to fetch a new list of Disney characters.

Mechanism: The loadCharacters() function sends an HTTP GET request to the Disney API, using the fetch() method.

1. External stylesheet file (style.css) and an external JavaScript file (app.js).

These files are loaded by the browser and executed locally on the client-side.