CSE1 13
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1.1: telnet www.weer.nl 80
     GET / HTTP/1.1
     host:www.weer.nl

     Response: 200 OK
1.2: Page is the same, except for telnet text on the top

1.3: header that tells us if the proxy has served the website from the cache or
not (first time visit or not)

1.4: tells us the amount of time in seconds that the server will give us the
same cached file on repeated entries

2.1: It cuts the text of. Meaning only prints the number of characters you have
provided. And if you provide more, but write less it only terminates after
you've used up all of the allocated space.

3.1: when reloading, browser sends password and user by itself
3.2 telnet doesn't remember user/passwd as edge does

4.1: Battleships

4.2,4.3:

http://en.battleship-game.org/

thoughts: pros: fast-paced, clean interface
                easy multiplayer link sharing
                able to choose types of ships(russian/standard)
                players online, updating on the fly
                archive of past designs
                chatbox
                unfancy animations
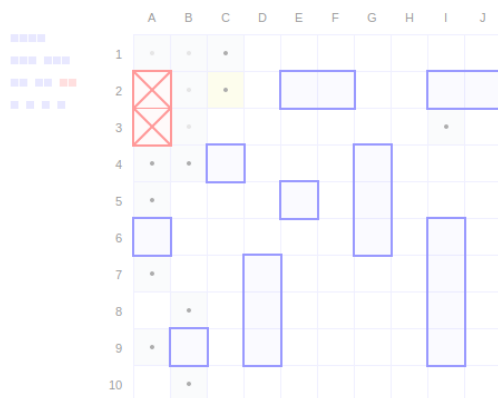   kinda clunky placement of ships
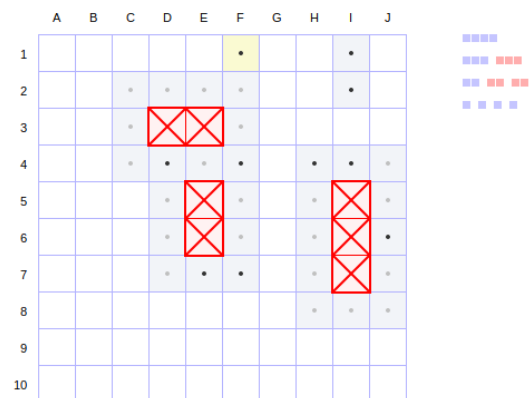   unfancy victory screens

https://codepen.io/collosic/pen/JpDfn

design: no cruiser destroyed indicators too
        bad animations
        every info was done to a small text
        window, that updated with each
        click (loseinfo)
        ships in fixed order(not good)
        vertical design (bad)
        true to the boardgame

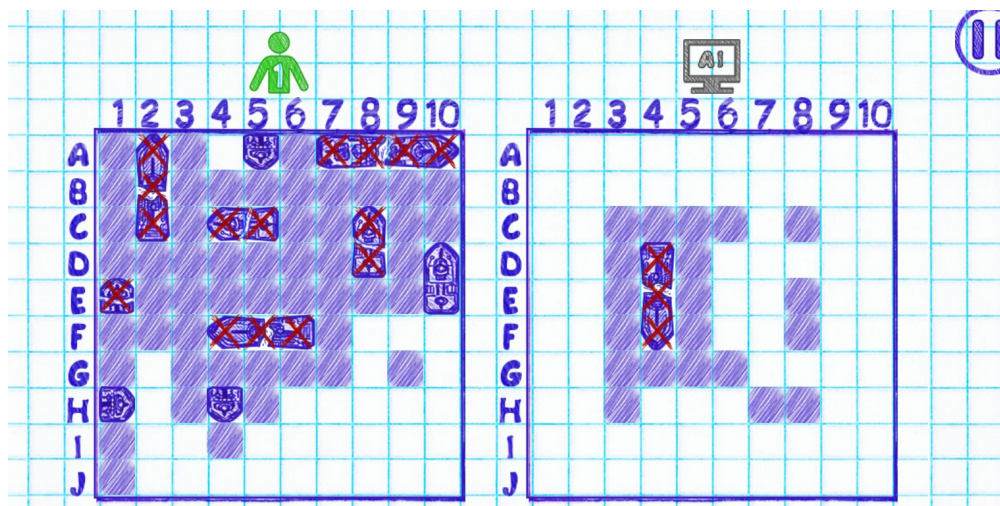https://codepen.io/CodifyAcademy/full/ByBEOz/
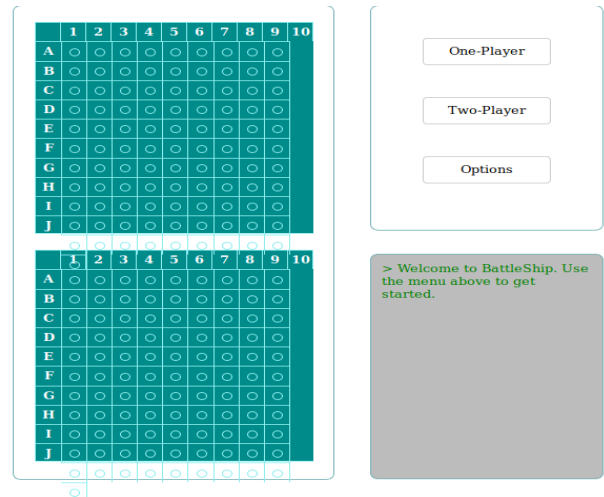
Quite different design.. Not in a good way.
Also you play by typing in the coordinates, so
not that great. Single player, meaning you
play against the computer. You can't choose
your own battleships which is a minus. Overall
not a very excplicit implementation of the
game, many more functions should be added like
real opponent, time, ships sunk, animations,
chat.Game is different design then we've seen,
you can't enter anything else except the
coordinates, so thats is also good. Simple, so
can run on more platforms.
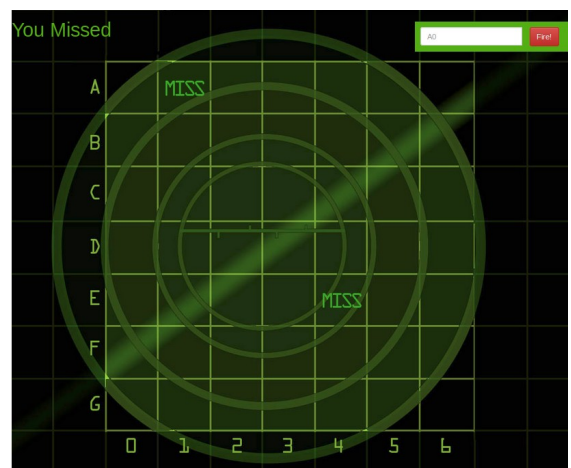
https://games.cdn.famobi.com/html5games/s/sea-battleship/v150/?
fg_domain=play.famobi.com&fg_aid=A1000-1&fg_uid=c5eb3b17-06c0-477f-99a3-
f7fa6dc844a0&fg_pid=4638e320-4444-4514-81c4-
d80a8c662371&fg_beat=677&original_ref=https%3A%2F%2Fhtml5games.com%2FGame%2FSea-
Battleship%2Fc5eb3b17-06c0-477f-99a3-f7fa6dc844a0

Great animations, you can choose the layout yourself or randomize, has a theme
throughout the whole game. Alot of functions are implemented like: game time,
interactive board. It is nice to play. You can choose a computer or a random
human as an oponent. Very great work. Some downsides would be that you do not
see what ships are left from your opponent, takes long to load and requires
HTML5.

5.1

Sea Battles
The Ultimate Multiplayer Battleship Game

GRID TO BE
IMPLEMENTED

START

5.2

Sea Battles

Action Text Box

GRID TO BE
IMPLEMENTED

GRID TO BE
IMPLEMENTED

GRID TO BE
IMPLEMENTED