

CSE3 38
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1.1

use HEAD to get information about the page:

```
telnet weer.nl 80
```

Connected to weer.nl

```
HEAD / HTTP/1.1  
host:weer.nl
```

301 moved permanently
Location: <http://www.weer.nl/>

Use HEAD to see what is at the moved location:

```
telnet www.weer.nl 80
```

Connected to right location

```
HEAD / HTTP/1.1  
host:www.weer.nl
```

This is the meta-data about the resource:

```
HTTP/1.1 200 OK  
Age: 410  
Cache-Control: max-age=600  
Content-Type: text/html; charset=utf-8  
Date: Mon, 19 Nov 2018 14:47:51 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: 1038625095 1040385532  
Connection: keep-alive
```

```
GET /regenradar/nederland HTTP/1.1
```

We get the html code of the specified page.

1.2

Everything except the map corresponds. But the map doesn't load.

1.3

X-Cache indicates whether the required object was served from proxy's cache (HIT) or not (MISS).

1.4

Page's cache control specifies the maximum amount of time a resource will be considered fresh.

2.1

If your content-length is smaller or larger than the text you entered you get a 400 Bad Request response from the server.

3.1

You don't need to enter the username and password again.

3.2

You are get unauthorized, cause the terminal does not cache your login.

4.1

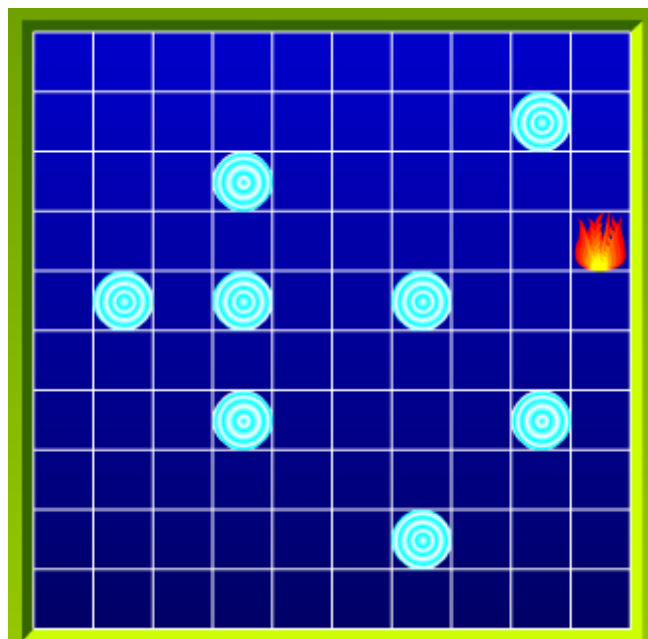
Battleship

4.2

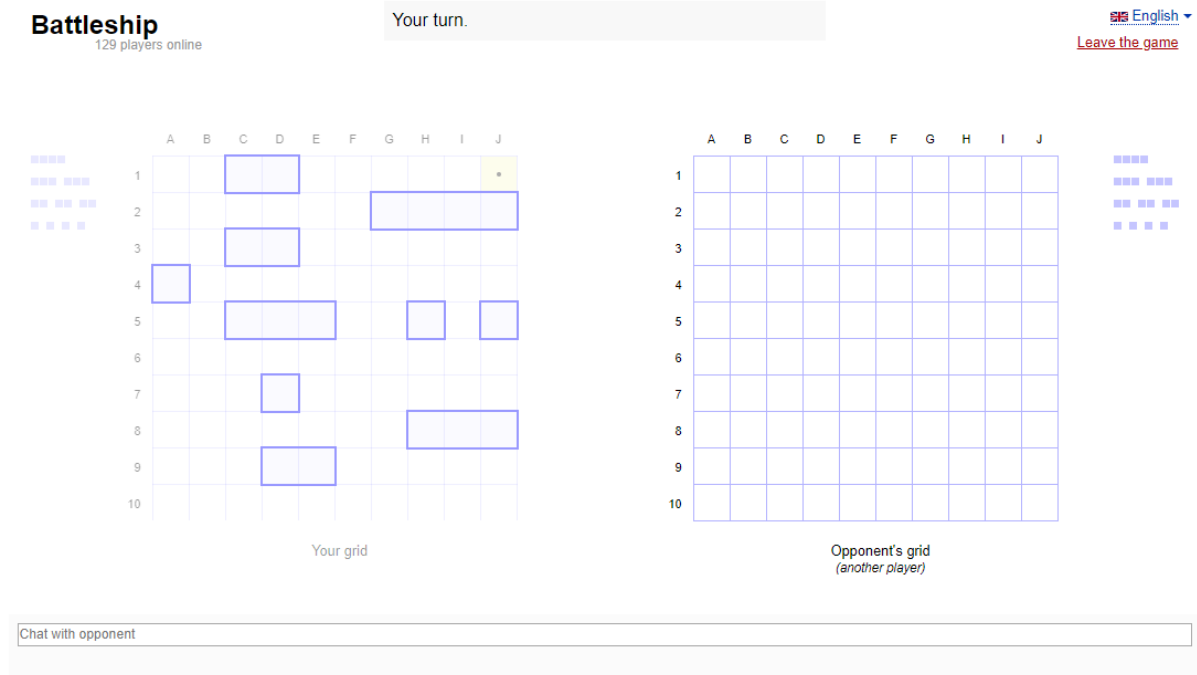
1. <https://www.mathplayground.com/battleship.html>
2. <http://en.battleship-game.org/>
3. <https://boomboomboat.com/>
4. <https://www.silvergames.com/en/battleship-game>

Positive design aspects:

1. Appropriate indications of hits and misses. For example a picture of fire for hit and a picture of water for miss:

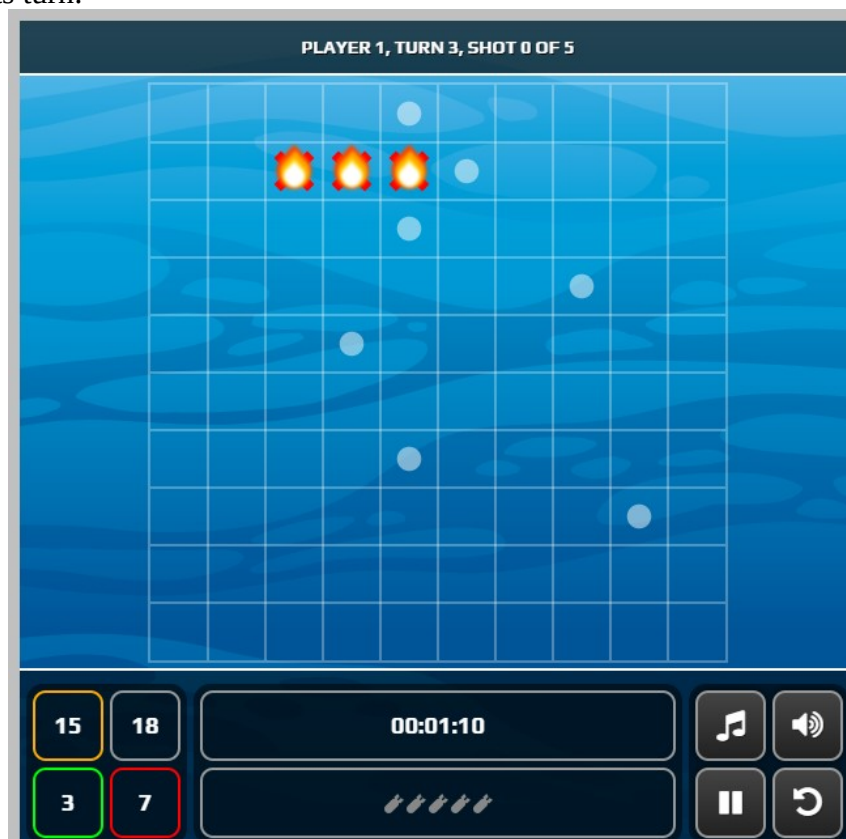


2. Minimalistic, clutter-free design, dominant colour: white.



Negative design aspects:

1. Only one screen showed at a time. Too less information. The player can only see his situation during opponents turn:



4.3

Positive game features:

1. Sometimes we can know if there is a ship on a tile without hitting it. We can know this from the game rules (e.g. ships can't be placed diagonally), or from the information about the remaining ships etc. Marking these tiles in some way (for example, blurring them out) is helpful for the player and, thus is a positive game feature.
2. Always indicating the state of the game to avoid user confusion. For example: "place your ships", "waiting for opponent", "your turn", "opponents turn".
3. Having the ability to randomize your ship positions is a good option, because some users may get bored placing their ships and leave your site.

Negative game features:

1. Over the top sound effects and animations, may annoy the user and he/she may leave the site.
2. Some games give multiple shots per turn. Since, as we know, web page users lose interest fast, this is a bad idea. When turns are more rapid the user feels more involved.
3. Unintuitive controls. For example when placing ships in game number 2 you have to click on the side of the ship to rotate it.