Team: Error 418
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Assignment 1

1.1

```
student@covm:~$ telnet weer.nl 80|tee out.html
Trying 80.92.65.53...
Connected to weer.nl.
Escape character is '^]'.
HEAD / HTTP/1.1
host:weer.nl

HTTP/1.1 301 Moved Permanently
Date: Fri, 16 Nov 2018 14:19:49 GMT
Server: Apache
Status: 301 Moved Permanently
Location: http://www.weer.nl/
Content-Type: text/html; charset=UTF-8
```

```
student@covm:~$ telnet www.weer.nl 80|tee out.html
Trying 52.49.205.192...
Connected to b2cwebsite-live-lb-960116390.eu-west-1.elb.amazonaws.com.
Escape character is '^]'.
HEAD / HTTP/1.1
host:www.weer.nl

HTTP/1.1 200 OK
Age: 516
Cache-Control: max-age=600
Content-Type: text/html; charset=utf-8
Date: Fri, 16 Nov 2018 14:15:48 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: 988901954 998542667
Connection: keep-alive
```

1.2
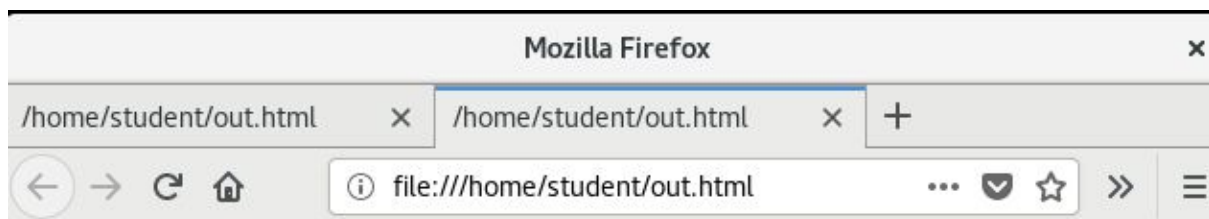
Trying 52.49.205.192... Connected to b2cwebsite-live-lb-960116390.eu-west-1.elb.amazonaws.com. Escape character is '^]'. HTTP/1.1 200 OK Age: 516 Cache-Control: max-age=600 Content-Type: text/html; charset=utf-8 Date: Fri, 16 Nov 2018 14:15:48 GMT Server: nginx/1.12.0 Vary: Accept-Encoding Via: 1.1 varnish-v4 X-Cache: HIT X-Powered-By: PHP/5.5.26 X-Varnish: 988901954 998542667 Connection: keep-alive

1.3

X-Cache-Lookup gets a hit when the proxy server has a valid copy of the site cached.
And when that cache is sent to the client X-Cache gives a hit.

1.4

Cache control determines how long a copy of a site remains valid.

2.1

```
student@covm:~$ telnet httpbin.org 80
Trying 34.204.22.7...
Connected to httpbin.org.
Escape character is '^]'.
PUT /put HTTP/1.1
host:httpbin.org
Content-type:text/plain
Content-length:12

Hello World!
HTTP/1.1 200 OK
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Fri, 16 Nov 2018 15:54:07 GMT
Content-Type: application/json
Content-Length: 297
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Via: 1.1 vegur

{
  "args": {},
  "data": "Hello World!",
  "files": {},
  "form": {},
  "headers": {
    "Connection": "close",
    "Content-Length": "12",
    "Content-Type": "text/plain",
    "Host": "httpbin.org"
  },
```

If the content length is 11 or 13 you get an error

```
student@covm:~$ telnet httpbin.org 80
Trying 52.203.102.189...
Connected to httpbin.org.
Escape character is '^]'.
PUT /put HTTP/1.1
host:httpbin.org
Content-type:text/plain
Content-length:11

Hello World!
HTTP/1.1 200 OK
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Fri, 16 Nov 2018 15:58:49 GMT
Content-Type: application/json
Content-Length: 296
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Via: 1.1 vegur

{
  "args": {},
  "data": "Hello World",
  "files": {},
  "form": {},
  "headers": {
    "Connection": "close",
    "Content-Length": "11",
    "Content-Type": "text/plain",
    "Host": "httpbin.org"
  },
  "json": null,
  "origin": "145.94.161.54",
  "url": "http://httpbin.org/put"
}
HTTP/1.1 400 Bad Request
Connection: close
Server: Cowboy
Date: Fri, 16 Nov 2018 15:58:49 GMT
Content-Length: 0

Connection closed by foreign host.
student@covm:~$
```

```
{
  "args": {},
  "data": "Hello World!\r",
  "files": {},
  "form": {},
  "headers": {
    "Connection": "close",
    "Content-Length": "13",
    "Content-Type": "text/plain",
    "Host": "httpbin.org"
  },
  "json": null,
  "origin": "145.94.232.66",
  "url": "http://httpbin.org/put"
}
HTTP/1.1 400 Bad Request
Connection: close
Server: Cowboy
Date: Fri, 16 Nov 2018 16:02:52 GMT
Content-Length: 0

Connection closed by foreign host.
```

3.1
Before and after reloading nothing changed.
{
  "authenticated": true,
  "user": "user"
}

3.2
Without the authorization:

```
student@covm:~$ telnet httpbin.org 80
Trying 35.173.3.255...
Connected to httpbin.org.
Escape character is '^]'.
HEAD /basic-auth/user/passwd HTTP/1.1
host:httpbin.org

HTTP/1.1 401 UNAUTHORIZED
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Sun, 18 Nov 2018 15:31:21 GMT
Www-Authenticate: Basic realm="Fake Realm"
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Content-Length: 0
Via: 1.1 vegur
```

With the authorization:

```
student@covm:~$ telnet httpbin.org 80
Trying 52.54.84.112...
Connected to httpbin.org.
Escape character is '^]'.
HEAD /basic-auth/user/passwd HTTP/1.1
host:httpbin.org
Authorization: Basic [dXNlcjpwYXNzd2Q=]

HTTP/1.1 200 OK
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Sun, 18 Nov 2018 15:47:17 GMT
Content-Type: application/json
Content-Length: 47
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Via: 1.1 vegur
```

Then again without authorization:

```
student@covm:~$ telnet httpbin.org 80
Trying 52.203.66.95...
Connected to httpbin.org.
Escape character is '^]'.
HEAD /basic-auth/user/passwd HTTP/1.1
host:httpbin.org

HTTP/1.1 401 UNAUTHORIZED
Connection: keep-alive
Server: gunicorn/19.9.0
Date: Sun, 18 Nov 2018 15:54:36 GMT
Www-Authenticate: Basic realm="Fake Realm"
Access-Control-Allow-Origin: *
Access-Control-Allow-Credentials: true
Content-Length: 0
Via: 1.1 vegur
```
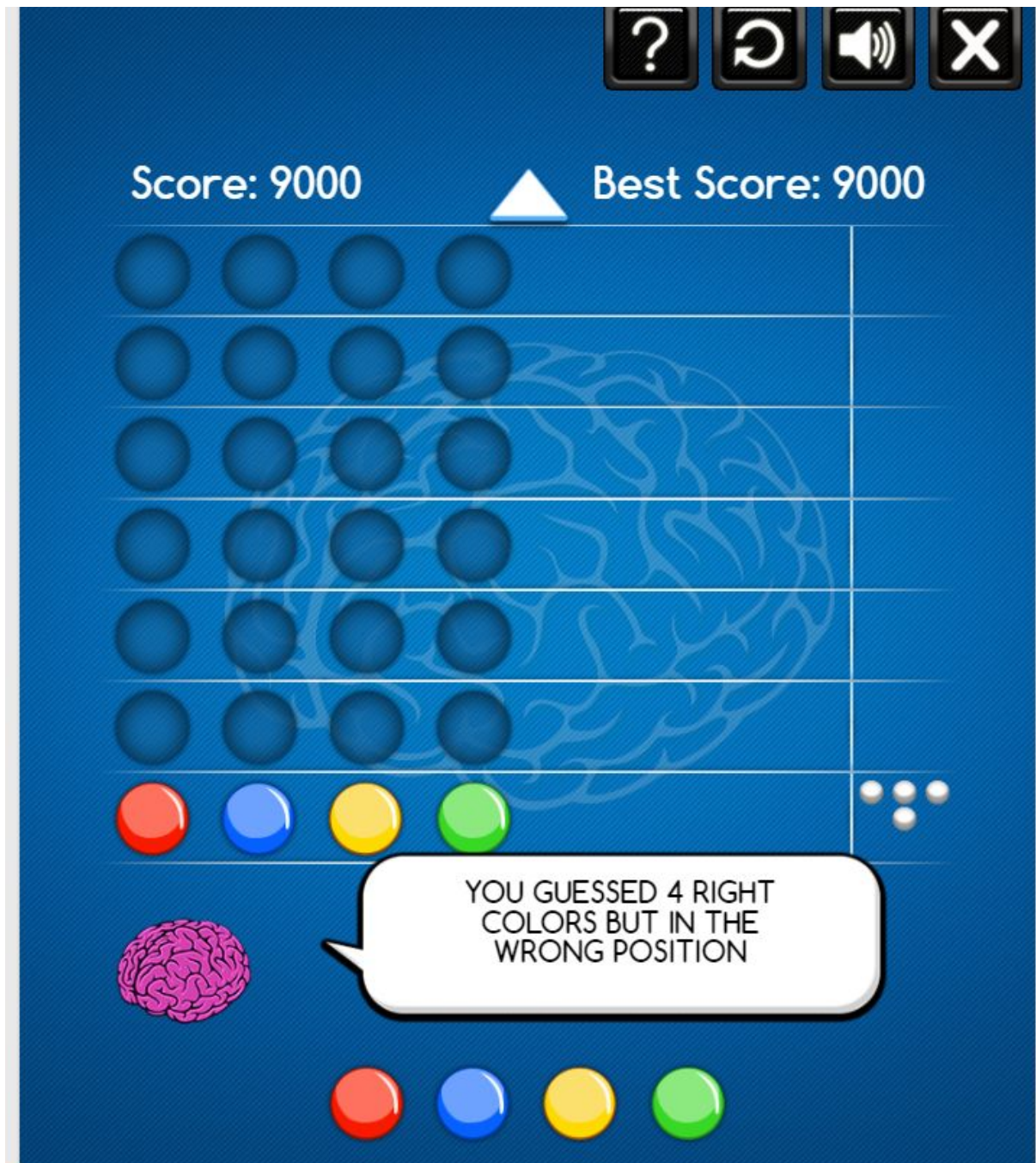
The browser when refreshed automatically resends the login information as well.

4.1
We will implement Mastermind.

4.2 & 4.3

Positive points:

It's very clear what to do etc no thinking needed
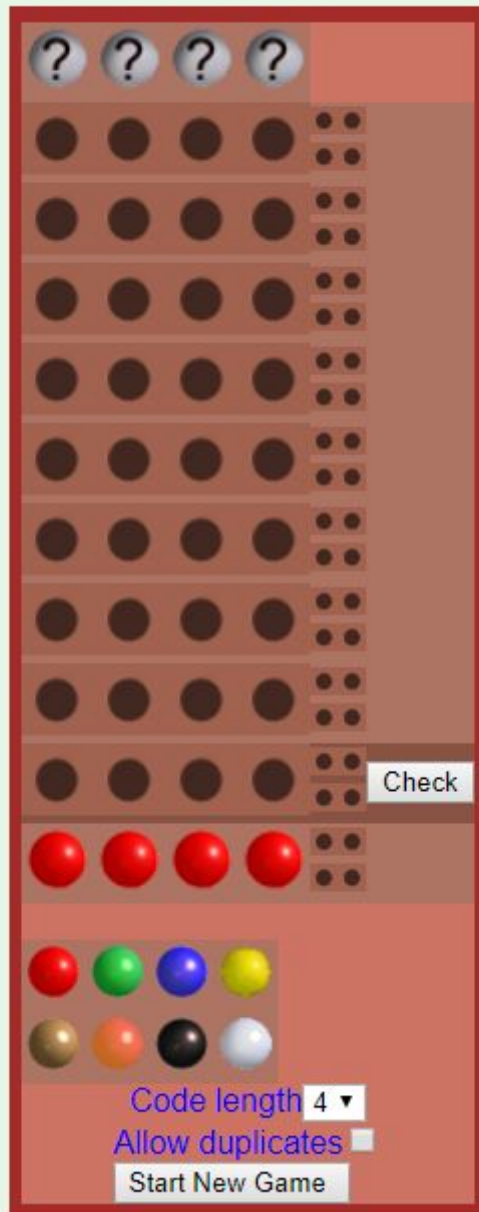
No noise clutter

Nice graphics

Negative points:

The game has background music which I personally would rather not have.

No multiplayer option

There's a lot of reading

Play Mastermind Online

Check

Code length 4 ▼
Allow duplicates ☐
Start New Game

Mastermind - Rules of the game.

- The computer picks a sequence of colors. The number of colors is the code length. The default code length is 4 but it can be changed when starting a new game.

- The objective of the game is to guess the exact positions of the colors in the computer's sequence.

- By default, a color can be used only once in a code sequence. If you start a new game with the 'Allow duplicates' checked, then any color can be used any number of times in the code sequence.

- After filling a line with your guesses and clicking on the 'Check' button, the computer responses with the result of your guess.

- For each color in your guess that is in the correct color and correct position in the code sequence, the computer display a small red color on the right side of the current guess.

- For each color in your guess that is in the correct color but is NOT in the correct position in the code sequence, the computer display a small white color on the right side of the current guess.

- You win the game when you manage to guess all the colors in the code sequence and when they all in the right position.

- You lose the game if you use all attempts without guessing the computer code sequence.

How to play this game:

- Start a new game by clicking on the 'Start New Game' button. If you wish to change the default game parameters, you may change the 'Code length' and/or the 'Allow duplicates' fields before clicking on the 'Start new game' button.

- To start filling a line, you must first select a color at the bottom of the table by clicking on it. After selecting a color you can just put it in the current guess line above by clicking on the desired position.

- To change the color selection, you have two ways. One is clicking on a new color on one of the colors at the bottom and the other way is just by scrolling the mouse wheel.

- After filling a whole line, you can still change your selection before asking the computer to respond to your guess. When you're satisfied with your guess, just click on the 'Check' button and get the computer response.

- Good Luck!!

http://www.webgamesonline.com/mastermind/

Positive points:

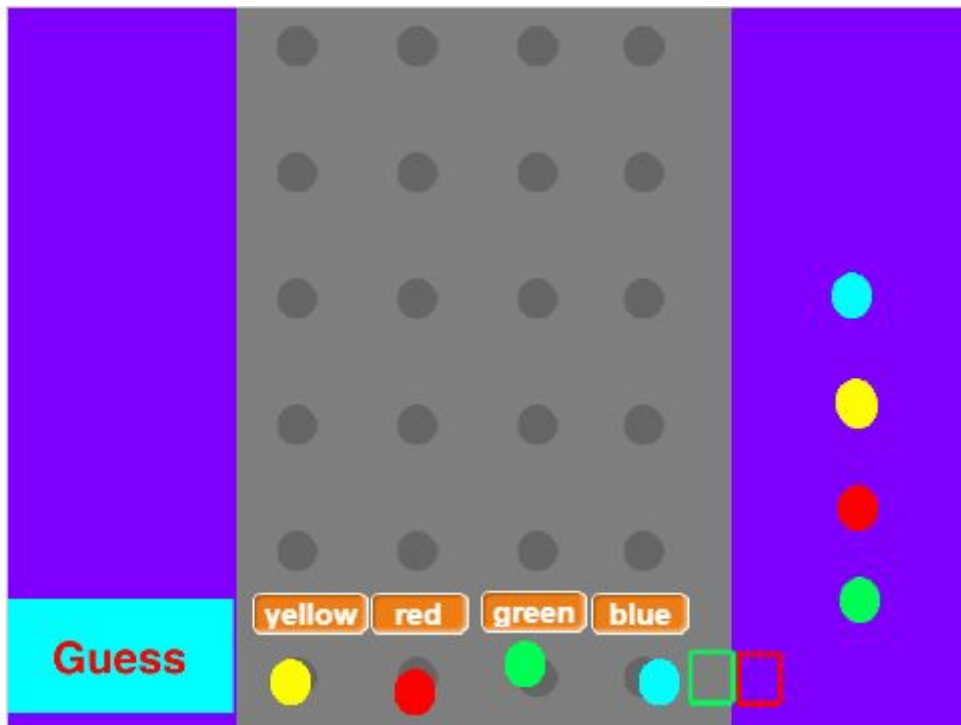Clear instructions

No noise clutter

If duplicates are allowed distributing balls is easier in the way it is implemented here

Negative points:

Graphics are really ugly (balls are pixelated and look like 2000's graphics)

I would like a shortcut window saying how to pick up new balls/drop one

Rules of game should be more self explanatory

Positive points:

No noise clutter

I like the colour purple (bad implementation of it though)

Instructions are fairly clear

Negative points:

Doesn't work in Firefox browser

Hideous design, hurts the eyes. (red on cyan, very bad)

How to use the interface is not clear

Why.

Balls don't snap to place.

What are those green/red squares that have nothing in it.

Code Breaker

Save

Multiplayer Code Breaker is as simple as 1, 2, 3.

1. Craft your code breaker code above then hit Save.
2. Grab the code below and pass it on to your challenger (by email, IM, etc.).
3. After they've played the game on the main Code Breaker page, come back here and see how they went.

Stored Games

Congratulations, your game was saved successfully.

96825   Sun 18th, Nov, 2018

Status: Code not played yet.
Direct Link: Direct link to game 96825

Lookup

96825   Sun 18th, Nov, 2018

Status: Code not played yet.
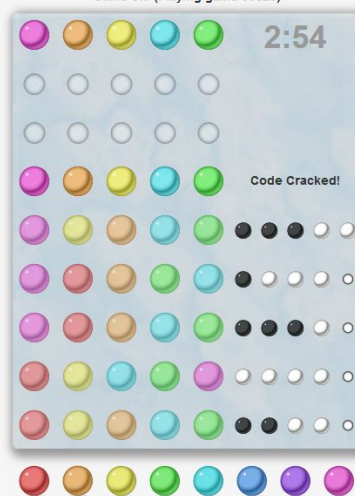**Direct Link:** Direct link to game 96825

Lookup

(Note: Saved games will be deleted after 1 month.)

Code Breaker Answer Marbles

● In code, in right position.

○ in code, not in right position.

Code Breaker

Join thousands of others and keep your mind sharp!

Mastermind
like game

Game on! (Playing game 96825)

2:54

Code Cracked!

Code   Retrieve Game
or
No Timer ▾   New Game

Code Breaker Answer Marbles

● In code, in right position.

○ in code, not in right position.

Note: these do not line up with your code marbles.

Try our Idea Generator!

Lot's of fun activities.
Works great on a SmartBoard.

Or learn how to solve the Rubik's Cube

Master Code Breakers

1. 1v1MeOnRustKid (30)
2. Daporan (30)
3. betterHacker (37)
4. hacker (81)

About

Code Breaker is a code breaking game of logic. (Similar to the classic game Mastermind by Invicta)

Your aim is to crack the code fast enough to get a high score and make it onto our Master Code Breakers list.

http://codebreaker.creativitygames.net/mastermind_manage.php

Positive points:
No thinking involved in understanding game mechanics
A little clutter, but not annoyingly so. Everything is spaced into boxes, the clutter is very ignorable.
Multiplayer :)

Negative points:
Link sending sucked
No player interaction during game
The graphics could have been better