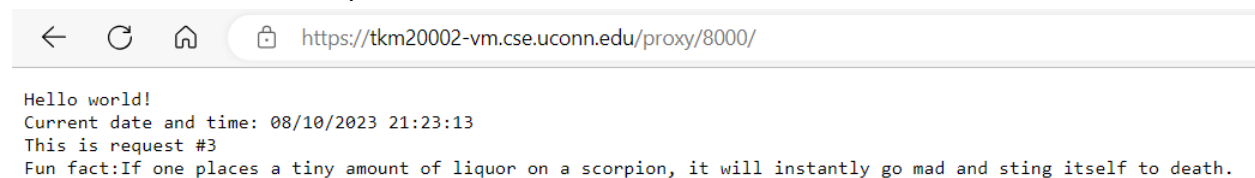# CSE 2102: Lab 3

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I added a few features to my server. First, I keep track of the request count and display a congratulations message if that request had a number divisible by 10. I also request a random fun fact from a fun fact api to display. The code of my updated server is submitted on HuskyCT and is on my repository for this course: https://github.com/tommcc314/CSE-2102-Software-Engineering

Screenshot of a server response:


```
Hello world!
Current date and time: 08/10/2023 21:23:13
This is request #3
Fun fact:If one places a tiny amount of liquor on a scorpion, it will instantly go mad and sting itself to death.
```

The three versions of the server code use a different type of counter. The global-var.py uses a global variable to count the number of requests and increments it within the HTTP Request Handler. The class-instance-var.py uses a variable in the handler class, and the object-instance-var.py uses an object variable which belongs to each individual handler object created. The difference in behavior is that global-var increments the request # after every request, whereas object-instance-var and class-instance-var do not. This behavior is caused by the initialization of the counter to 0 in each invocation of the get method, which means every request will be request # 0.