

Assignment 3 (NF, minor subject)

Due: Wed 12.11.2015; 12:00h (1 Week)

Goals

After doing these exercises,

- You can utilize sessions to persist data and make web apps stateful
- You know more about utilizing array and string functions in PHP

Task 1: Hangman

This assignment is about programming the game "Hangman". The computer or your PHP script "thinks" of a word. The player guesses a letter and receives a positive or negative message: If the word contains the letter, its position(s) in the word are revealed.

Hangman

Word:	E	EA
	Guess	

Your Script should meet the following requirements

- Utilize PHP sessions to solve the problem
- The word that should be guessed can be stored in a variable you don't have to have multiple words.
- At first, the word is displayed as underscores, to let the player know how long the word is.
- The player can guess a letter now and enter it into a text field.
- The player receives feedback from the computer. In case the word contains the letter, the letter replaces the corresponding underscores. Otherwise, the player is shown a message that the word does not contain the letter.
- Please make sure your code is thoroughly commented to facilitate the correction of your submission.

Please create a ZIP archive of your files and upload it to UniWorX.



Task 2: Cookie Theft

Explain in your own words what cookie theft is, how it is done and which countermeasures exist. What does it have to do with sessions? Provide links to your sources.

Put your solution in the folder 'task2'.

Task 3: Propose a task for the future or for the exam

Take into consideration what this week's lecture and tutorials are about and propose a task for this assignment sheet in future runs of this course. Also, if you want to, you can propose a task for the final exam. We reserve the right to actually use it. You are welcome to do this with every assignment this year.

Put your proposition in the folder 'task3'.

Submission

Please turn in your solution via UniWorX. You can form groups of up to three people.