## U1L9 Reflection Homework Day 2

Name:_	
1.	To improve communication in playing Battleship on the Internet Simulator your group invented a(n):  a. heuristic b. algorithm c. protocol d. encoding
2.	Which of the following information is not necessary in your protocol to play Battleship?  a. cell number  b. from  c. to  d. time
3.	In this battleship game, you worked in teams of 3 and only needed 2 bits to determine who the sender or receiver was. Explain.
4.	In your own words, explain what an <u>IP address</u> is and list your home IP address number.
5.	Explain what an IP <u>Packets</u> are:
6.	Explain IPv4 versus IPv6. How many more IP numbers can have with IPv6 versus IPv4?
7.	Even with a good protocol, what are some privacy and security challenges while playing Battleship on the Internet Simulator? HINT: Think about how you addressed each other.