Computer Science Virtual Learning

PLTW Computer Science Principles

April 15, 2020

Lesson: April 15, 2020

Learning Target:
Students identify ways that a web developer's decisions affect the user and ways that the user's decisions impact society.

Listen to the Daily Tech News:
Write your thoughts down in your notebook and discuss your thoughts with your friends and family.

Practice:
Protocols & Bandwidth

- This Activity builds upon previous knowledge . Students may want to be certain that they have reviewed lessons from April 7th, April 8th, and April 10th before proceeding with this activity.

Practice: **Protocols & Bandwidth**
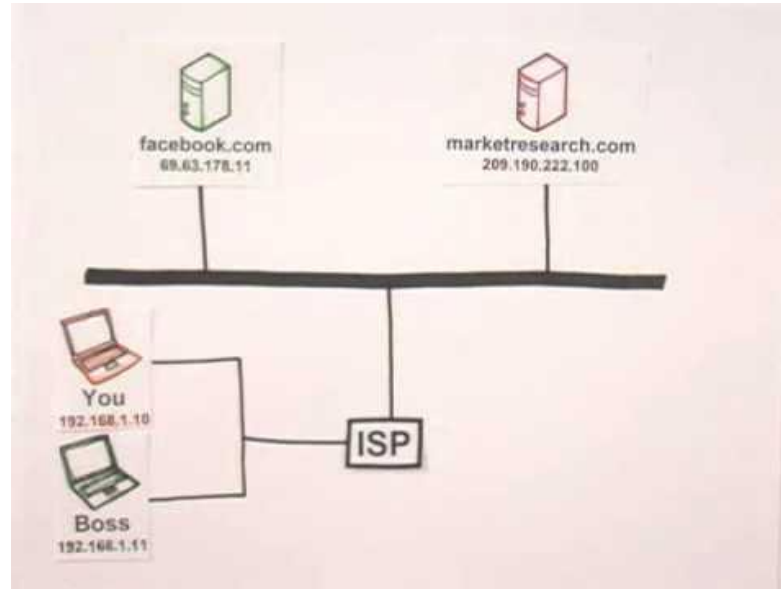
Click here and start working through the activity for 2.1.3, Protocols and Bandwidth

Checkpoint

Be certain that you are writing the answers down to the questions in the activity in your notebook as you work. For example, did you answer these questions in Part 1?

1. Create a playwright-style script for a TCP handshake, similar to the one above, just using different numbers. Write it down.

2. Using different numbers yet again, initiate a two-way connection with another student in your group aloud.

3. The TCP/IP protocol lets the two computers keep track of what data the other computer has received. What might be a disadvantage of agreeing that both ends will confirm receipt like this?

Tomorrow:

- **Finish Activity 2.1.3**
- **Conclusion Questions**