













** Information of all kinds is broken into packets ** Packets follow a uniform set of international standards ** Packets flow from origination to destination through a series of routers ** Routers look for the least congested way to send a packet toward the destination ** Each packet can take its own route to the destination

TCP/IP COMMUNICATIO • Once at the destination, the packets are unpacked and the information is reassembled • The information can then be used by the recipient at the destination

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Ports TCP/IP Ports are a way for different internet services to access devices depending on the protocol used for the service For example: Part 80 is HTTP Part 20 is HTTP Part 20 is For PP Port 11 is is for SETP Part 44 is for HTTPs This is for SETP Part 44 is for HTTPs

LAW AND TECHNOLOG Technology is moving at a rapid pace often without regard for the impact of the technology on existing laws and regulations Internet technologies are inherently not contained by geography Government jurisdiction and laws are inherently limited by geography Containing internet traffic by government order is difficult







LAW AND TECHNOLOG • How would you have defined a gambling device in 1980?	
LAW AND TECHNOLOG • How would you define a gambling device today?	
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NRS 463.0155 "Gaming device" defined. "Gaming device" means any object used remotely or directly in connection with gaming or any game which affects the result of a wager by determining win or loss and which does not otherwise constitute associated equipment. The term includes, without limitation: 1. A slot machine

NRS 463.0191 "Slot machine" defined. "Slot machine" means any mechanical, electrical or other device, contrivance or machine which, upon insertion of a coin, token or similar object, or upon payment of any consideration, is available to play or operate, the play or operation of which, whether by reason of the skill of the operator in playing a gambling game which is presented for play by the machine or application of the element of chance, or both, may deliver or entitle the person playing or operating the machine to receive cash, premiums, merchandise, tokens or any thing of value, whether the payoff is made automatically from the machine or in any other manner.







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	• (b) "Mobile gaming" means the confact of gambing given leveral commissions devices operated solely in an establishment which holds an outstanding state and which ago is set all early 100 kills machines and at least one other game by the use of communication technology, that allow a person to traumit information to a computer to costs in the placing of a bet or verger and corresponding fire monitor referred to the dulley of the game, game outcomes or other similar information. For the purposes of this prangingly, "communications technology" means only method used and the components employed by one establishment to facilities the traumitation of information, including, without limitation, traumission and reception by systems based on wireless network, wireless fidelity, wire, cable, radio, microwave, light, optics or computer data networks. The term does not include the Internet.	

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7. Any combination of one of the components set forth in paragraphs (a) to (d), inclusive, of subsection 3 and any other component which the Commission determines by regulation to be a machine used directly or remotely in connection with gaming or any game which effects the results of a wager by determining a win or loss.

NRS 463.0155 "Gaming device" defined. "Gaming device" means any object used remotely or directly in connection with gaming or any game which affects the result of a wager by determining win or loss and which does not otherwise constitute associated equipment. The term includes, without limitation: 4. Any object which may be connected to or used with a slot machine to alter the normal criteria of random selection or affect the outcome of a game. 5. A system for the accounting or management of any game in which the result of the wager is determined electronically by using any combination of hardware or software for computers.

NRS 463.0155 "Gaming device" defined: "Gaming device" means any object used remotely or directly in connection with gaming or any game which affects the result of a wager by determining with or loss and which does not otherwise constitute associated equipment. The term includes, without limitation: 6. A control program. 9. As used in this section: (a) "Control program" means any software, source language or executable code which affects the result of a wager by determining win or loss as determined pursuant to regulations adopted by the Commission

NRS 463.0155 "Gaming device" defined. "Gaming device" means any object used remotely or directly in connection with gaming or any game which affects the result of a wager by determining win or loss and which does not otherwise constitute associated equipment. The term includes, without limitation: 8. Any object that has been determined to be a gaming device pursuant to regulations adopted by the Commission



NEXT WEEK -	
Basics of modern computers Encryption	
Block Chain	
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