IMPLEMENT WEBSOCKET FOR REAL TIME UPDATES—

package main

import (

"github.com/gin-gonic/gin"

"github.com/gorilla/websocket"

"net/http"

)

var upgrader = websocket.Upgrader{

CheckOrigin: func(r \*http.Request) bool {

return true

},

}

func handleConnections(c \*gin.Context) {

conn, err := upgrader.Upgrade(c.Writer, c.Request, nil)

if err != nil {

http.Error(c.Writer, err.Error(), http.StatusInternalServerError)

return

}

defer conn.Close()

for {

messageType, p, err := conn.ReadMessage()

if err != nil {

break

}

conn.WriteMessage(messageType, p)

}

}

func main() {

r := gin.Default()

r.GET("/ws", handleConnections)

r.Run(":8080")

}