

2.Simple server

[Code WEB-hw2.js](#)

```
const http = require('http');

const hostname = '127.0.0.1';
const port = 3000;

const server = http.createServer((req, res) => {
  res.statusCode = 200;
  res.setHeader('Content-Type', 'text/plain');
  if(req.url == "/open"){
    res.write("opened. Next command: add");
  }else if(req.url == "/add"){
    res.write("added. Last command: process");
  }else if(req.url == "/process"){
    res.write("processed. Finish");
  }else{
    res.write("Wrong command");
  }
  res.end();
});

server.listen(port, hostname, () => {
  console.log(`Server running at http://${hostname}:${port}/`);
});
```

[Screenshots of testing with CURL](#) (I didn't manage to use Telnet in Windows)

