

```

1  import Network
2  import System.IO
3  import Control.Concurrent
4
5  -- Start a primitive HTTP server on localhost:3000
6  -- The implementation is to use standard ghci library
7
8  main = withSocketsDo $ do -- standard portable initialization
9      socket <- listenOn $ PortNumber 3000
10     handler socket
11
12  handler socket = do
13      (handle, _, _) <- accept socket
14      hSetBuffering handle NoBuffering
15      forkIO $ loop handle
16      handler socket
17
18  loop handle = do
19      line <- hGetLine handle
20      reply handle (words line)
21      loop handle
22
23  html = "<html><boby><form name=\"frm\">" ++
24        "<input type=\"hidden\" name=\"x\" id=\"x\" value=\"0\">" ++
25        "<input type=\"hidden\" name=\"y\" id=\"y\" value=\"0\">" ++
26        "<canvas width=\"100\" height=\"100\" style=\"border: solid 1px blue;\">" ++
27        " onmousemove=\"frm.x.value=event.clientX; frm.y.value=event.clientY; document.frm.submit"
28        "()\"></canvas>" ++
29        "</form></body></html>"
30      -- some problems with direct subbmitting mouse up/down events as all of the document is
31      -- reloaded on submit
32
33  reply handle [] = do -- request completed
34      hPutStrLn handle "HTTP/1.0 200 OK"
35      hPutStrLn handle "Content-type: text/html"
36      hPutStrLn handle $ "Content-length: " ++ show (length html)
37      hPutStrLn handle ""
38      hPutStrLn handle html
39  reply handle ws = do print ws
40      -- reply handle ws = do return () -- do nothing by default
41
42  -- Content to send

```