*package main*

*import (*

*"fmt"*

*"net/http"*

*"github.com/gorilla/websocket"*

*)*

*// Upgrader upgrades an HTTP connection to a WebSocket connection*

*var upgrader = websocket.Upgrader{*

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

*return true // Adjust this for production (e.g., validate the origin)*

*},*

*}*

*func handleWebSocket(w http.ResponseWriter, r \*http.Request) {*

*// Upgrade the connection*

*conn, err := upgrader.Upgrade(w, r, nil)*

*if err != nil {*

*fmt.Println("Failed to upgrade connection:", err)*

*return*

*}*

*defer conn.Close()*

*fmt.Println("WebSocket connection established")*

*// Message handling loop*

*for {*

*messageType, message, err := conn.ReadMessage()*

*if err != nil {*

*fmt.Println("Error reading message:", err)*

*break*

*}*

*fmt.Printf("Received: %s\n", string(message))*

*// Echo the message back to the client*

*if err := conn.WriteMessage(messageType, message); err != nil {*

*fmt.Println("Error writing message:", err)*

*break*

*}*

*}*

*}*

*func main() {*

*http.HandleFunc("/ws", handleWebSocket)*

*fmt.Println("WebSocket server started at ws://localhost:8080/ws")*

*http.ListenAndServe(":8080", nil)*

*}*