```
if #Opcode wsframe = opPing
                 then [{Op=PONG,
                 Message=(#Payload wsframe)}]
                 else msgs
Send Pong
                                                         Receive
                           msgs
           MESSAGES
                                   [#Opcode wsframe <>
                                   opConnectionClose1
                 if #Opcode wsframe = opPing
                 then msgs^^[{Op=PONG,
                 Message=(#Payload wsframe)}]
                 else msgs
Send Pong
                                                         Receive
                           msgs
           MESSAGES
                                   [#Opcode wsframe <>
                                   opConnectionClose1
```