

## How to drive chat

The chat module should download with the following “vendor” dependencies:

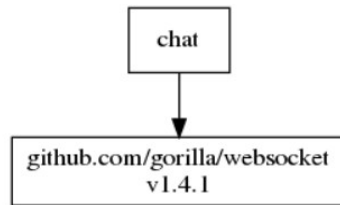


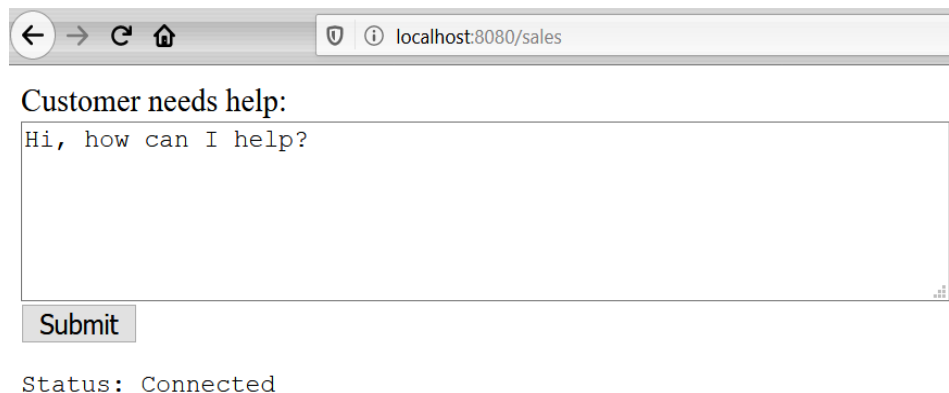
Figure 1 Dependency output from dep

Download and build as follows:

```
$ svn export https://github.com/rory911/misc/trunk/chat
$ cd chat
$ go build chat
$ chat
```

You might have to give firewall permission in order to continue. Now, using a web browser, navigate to the `localhost:8080/sales` and `localhost:8080/customer`.

In this example, chat starts with the sales representative:



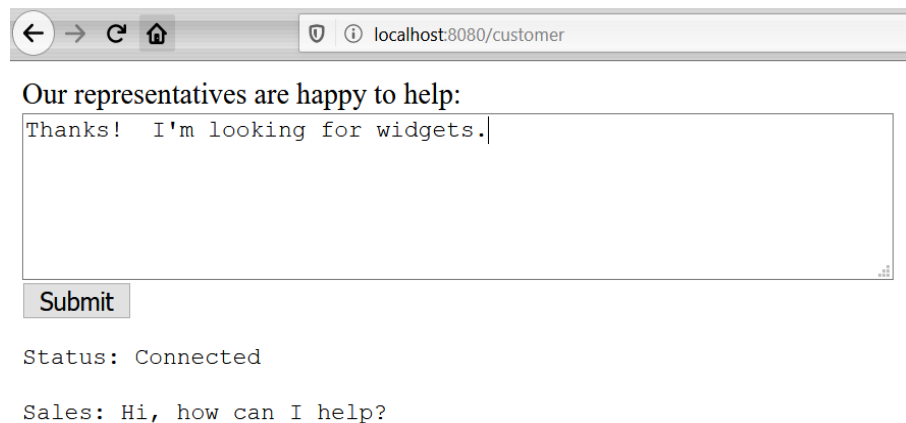
Customer needs help:

Hi, how can I help?

Submit

Status: Connected

The customer can then reply:



Our representatives are happy to help:

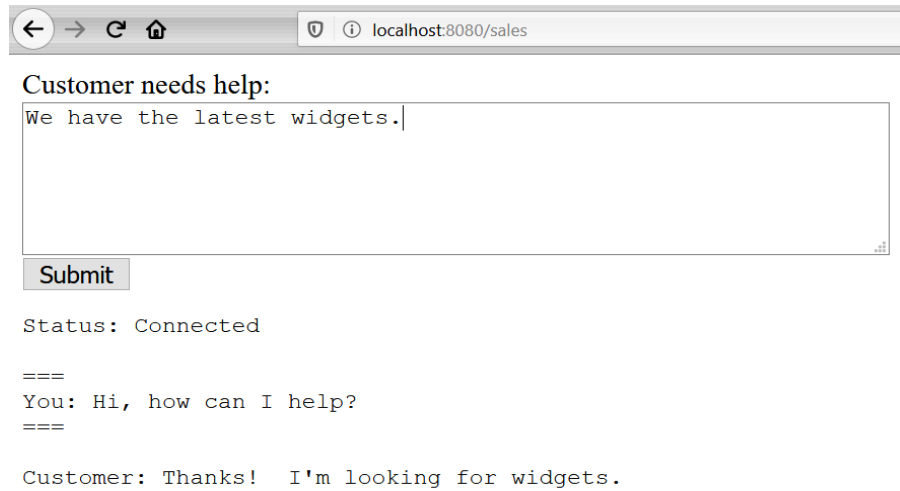
Thanks! I'm looking for widgets.

Submit

Status: Connected

Sales: Hi, how can I help?

So here's what sales will see:



A screenshot of a web browser window. The address bar shows 'localhost:8080/sales'. The page content includes a heading 'Customer needs help:', a text input field containing 'We have the latest widgets.', a 'Submit' button, and a status message 'Status: Connected'. Below this, there are three lines of text: '===', 'You: Hi, how can I help?', and '==='. At the bottom, there is a line of text: 'Customer: Thanks! I'm looking for widgets.'

Customer needs help:

We have the latest widgets.

Submit

Status: Connected

===

You: Hi, how can I help?

===

Customer: Thanks! I'm looking for widgets.

And the dialog continues. This code is a very simple example of Gorilla websockets running JavaScript and serving up a chat box dialog.