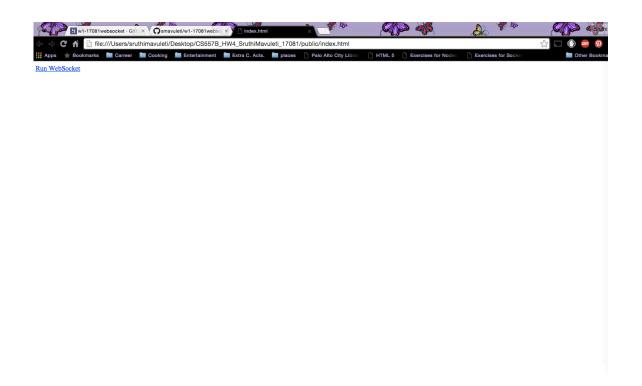
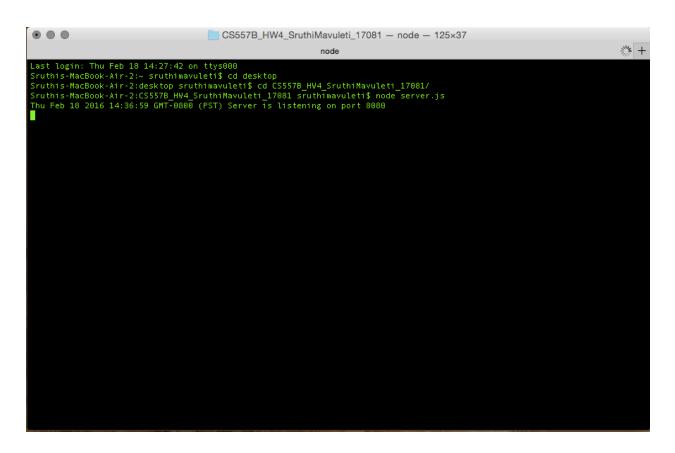
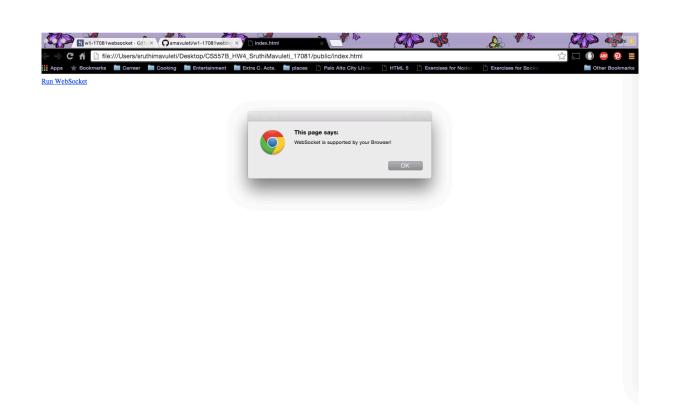
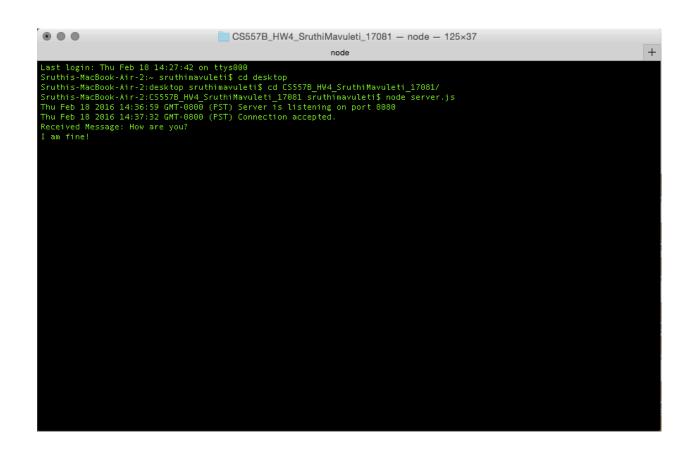
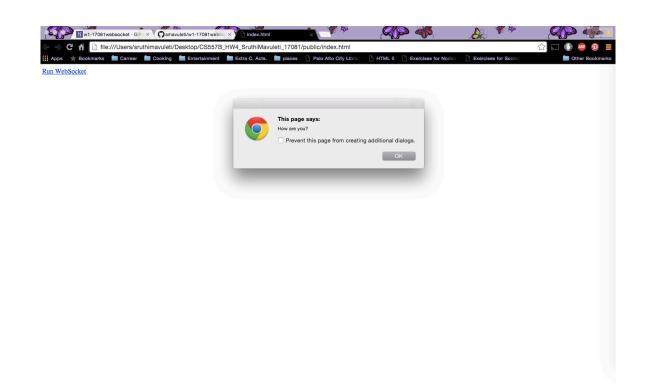
Websocket server in node.js:

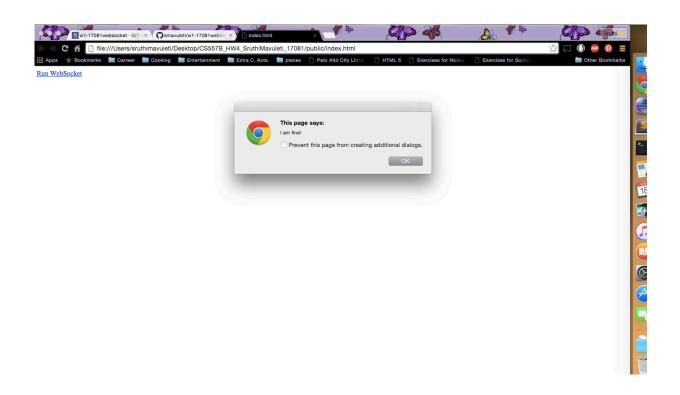


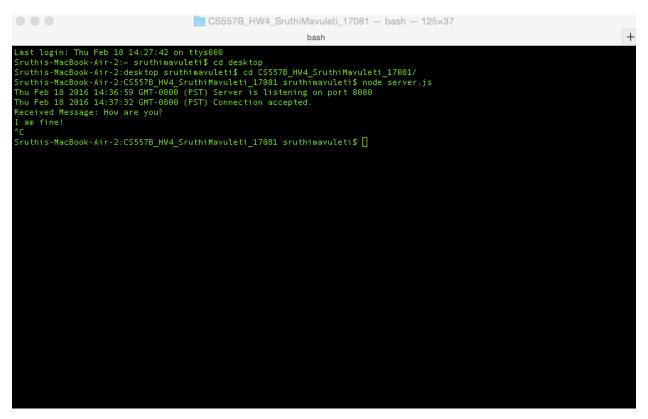


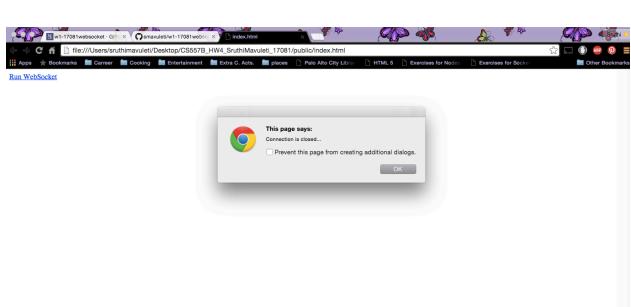














● ● ● Index.html UNREGISTERED

```
index.html
        <!DOCTYPE HTML>
        <script type="text/javascript">
         function WebSocketTest()
           if ("WebSocket" in window)
{
                alert("WebSocket is supported by your Browser!");
var ws = new WebSocket("ws://localhost:8080", 'echo-protocol');
                ws.onopen = function()
{
                    // Web Socket is connected, send data using send()
ws.send("How are you? ");
alert("How are you? ");
                // The message event occurs when client receives data from server.
ws.onmessage = function (evt)
                    var received_msg = evt.data;
alert(received_msg);
                // The close event occur
ws.onclose = function()
{
                    // websocket is closed.
alert("Connection is closed...");
                // The error event occurs when connection is closed.
ws.onerror = function()
{
                    alert("WebSocket error...");
                // The browser doesn't support WebSocket
alert("WebSocket NOT supported by your Browser!");
server.js
var WebSocketServer = require('websocket').server;
var http = require('http');
       var server = http.createServer(function(request, response) {
  console.log((new Date()) + ' Received request for ' + req
  response.writeHead(404);
  response.end();
                                                                                            ' + request.url);
        });
server.listen(8080, function() {
    console.log((new Date()) + ' Server is listening on port 8080');
 // Create Websocket Server
wsServer = new WebSocketServer({
   httpServer: server,
   autoAcceptConnections: false
         function originIsAllowed(origin) {
         wsServer.on('request', function(request) {
    if (!originIsAllowed(request.origin)) {
                 var connection = request.accept('echo-protocol', request.origin);
console.log((new Date()) + ' Connection accepted.');
              // Case 1: receive message from the client
connection.on('message', function(message) {
   if (message.type === 'utf8') {
      console.log('Received Message: ' + message.utf8Data);
      connection.sendUTF("I am fine!");
      console.log("I am fine!");
}
                   });
```