Create a C++ application that implements a WebSocket client with the following features:

Connect to the WebSocket echo server at one of the following (whichever works for you): https://echo.websocket.events/.ws, https://piehost.com/websocket-tester https://websocket.org/tools/websocket-echo-server Send text messages to the server Receive and display messages from the server Implement a simple command-line interface for user interaction Handle connection errors and disconnections gracefully 2. Build System Use the GN (Generate Ninja) build system for this project. Your build configuration should:

Include separate build targets for debug and release configurations Demonstrate proper use of build flags and compiler options