

```
1  <!DOCTYPE html>
2  <html>
3  <head>
4      <title>WebSocket - client demo</title>
5  </head>
6  <body>
7
8      <input type="text" id="messageInput" placeholder="Enter your message" />
9      <button onclick="sendMessage()">Send</button>
10     <div id="chat"></div>
11
12     <script>
13         const socket = new WebSocket("ws://127.0.0.1:30000");
14
15         // Connection established
16         socket.onopen = (event) => {
17             console.log("WebSocket connection established.");
18         };
19
20         // Server send data back client
21         socket.onmessage = (event) => {
22             const chatDiv = document.getElementById("chat");
23             chatDiv.innerHTML += `<p>${event.data}</p>`;
24         };
25
26         // When connection closed or cannot connect to server
27         socket.onclose = (event) => {
28             if (event.wasClean) {
29                 console.log(`WebSocket connection closed cleanly, code=${event.code},
30                     reason=${event.reason}`);
31             } else {
32                 console.error(`WebSocket connection died`);
33             }
34         };
35
36         // Get text from input field and send it to server
37         function sendMessage() {
38             const messageInput = document.getElementById("messageInput");
39             const message = messageInput.value;
40             socket.send(message);
41             messageInput.value = "";
42         }
43     </script>
44 </body>
</html>
```