```
Line wrap
   <!DOCTYPE html>
   <html lang="en">
   <head>
      <meta charset="UTF-8">
       <meta name="viewport" content="width=device-width, initial-scale=1.0">
 6
       <title>Document</title>
       <link rel="stylesheet" href="ph.css">
 8
   </head>
 9
   <body>
      <div>PH Scale</div>
 11
       14.0 VERY ALKALINE
       13.0
 13
      12.0
 14
      11.0
      10.0
 16
       9.0
17
      8.0
 18
       7.0 NEUTRAL
19
      6.0
20
      5.0
21
       4.0
      3.0
       2.0
24
       1.0
       0.0 VERY ACID
26
   <!-- Code injected by live-server -->
27
   <script>
28
       // <![CDATA[ <-- For SVG support
       if ('WebSocket' in window) {
30
          (function () {
31
              function refreshCSS() {
32
                 var sheets = [].slice.call(document.getElementsByTagName("link"));
33
                 var head = document.getElementsByTagName("head")[0];
34
                 for (var i = 0; i < sheets.length; ++i) {</pre>
35
                     var elem = sheets[i];
36
                     var parent = elem.parentElement || head;
37
                     parent.removeChild(elem);
38
                     var rel = elem.rel;
39
                     if (elem.href && typeof rel != "string" || rel.length == 0 || rel.toLowerCase() == "stylesheet") {
40
                        var url = elem.href.replace(/(&|\?)_cacheOverride=\d+/, '');
41
                        elem.href = url + (url.indexOf('?') >= 0 ? '&' : '?') + '_cacheOverride=' + (new Date().valueOf());
42
43
                     parent.appendChild(elem);
44
                 }
45
              }
46
              var protocol = window.location.protocol === 'http:' ? 'ws://' : 'wss://';
47
              var address = protocol + window.location.host + window.location.pathname + '/ws';
48
              var socket = new WebSocket(address);
49
              socket.onmessage = function (msg) {
50
                 if (msg.data == 'reload') window.location.reload();
51
                 else if (msg.data == 'refreshcss') refreshCSS();
53
              if (sessionStorage && !sessionStorage.getItem('IsThisFirstTime_Log_From_LiveServer')) {
54
                 console.log('Live reload enabled.');
55
                 sessionStorage.setItem('IsThisFirstTime_Log_From_LiveServer', true);
56
57
          })();
58
59
      else {
60
          console.error('Upgrade your browser. This Browser is NOT supported WebSocket for Live-Reloading.');
61
62
       // ]]>
63
   </script>
64
   </body>
   </html>
```