Task

Write a web application that implements a simple chat based on WebSockets.

Requirements

1. The application should support only one chat room.
2. Upon entering the chat room, the user must provide a password that is validated on the server side. If the password is incorrect, the user can't access the chat.
3. When the user enters the message, it is immediately shown to other users in the chat.
4. New users should have a history of messages available to them. There is no requirement to persist the history in case of a server restart.
5. In case of errors, the user should receive the message. The error should also be logged on the server side.
6. Backend - Go. Frontend - TypeScript/JavaScript.