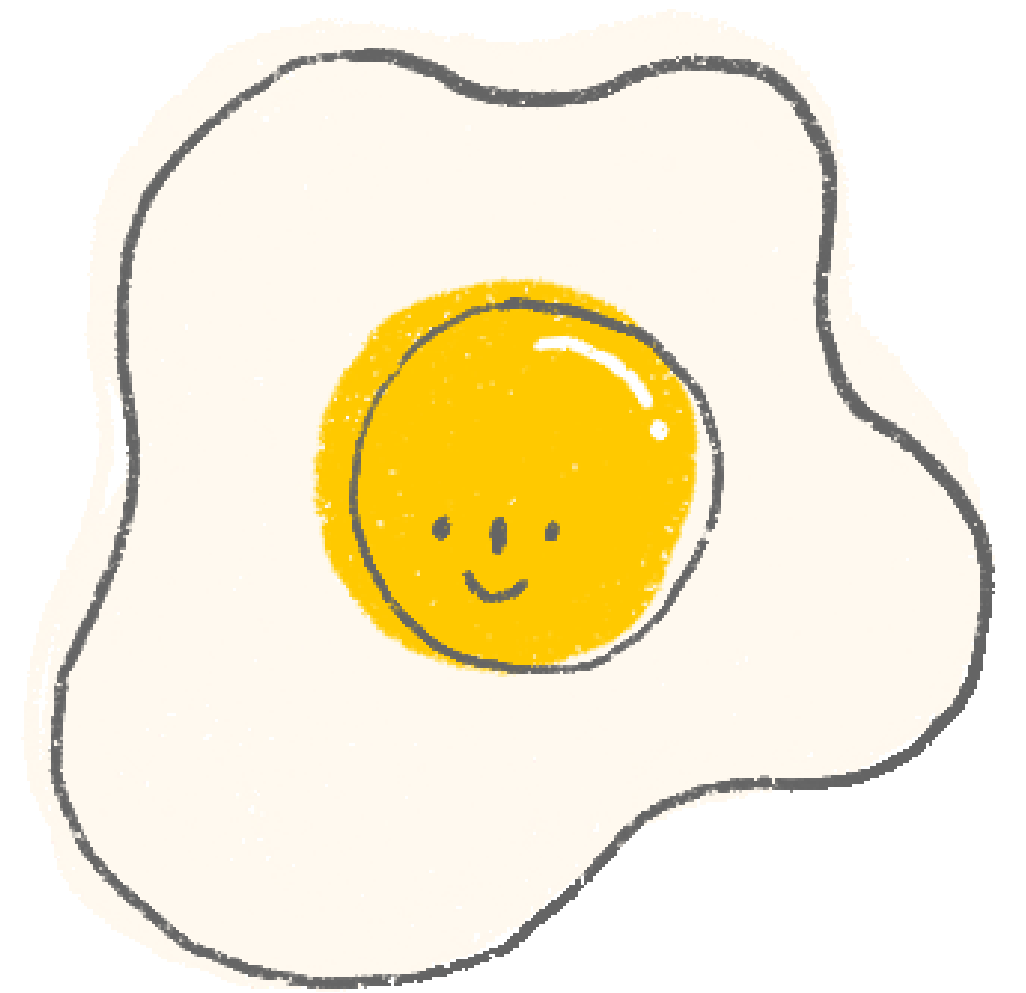


wasM

orsinium.dev



```
package main
```

```
import "fmt"
```

```
func main() {
```

```
    fmt.Println("oh hi mark")
```

```
}
```

```
mkdir -p build
```

```
cp frontend/* build/
```

```
cp \
```

```
"$(go env GOROOT)/misc/wasm/wasm_exec.js" \
```

```
build/runner.js
```

```
GOOS=js GOARCH=wasm go build \
```

```
-o build/frontend.wasm .
```

```
<!doctype html>
<html>
  <head>
    <meta charset="utf-8">
    <script src="./runner.js"></script>
  </head>
  <body>
    <script src="./loader.js"></script>
  </body>
</html>
```

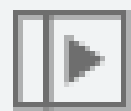

DevTools - localhost:1337/



Console



1



top ▼



Filter



Default levels ▼

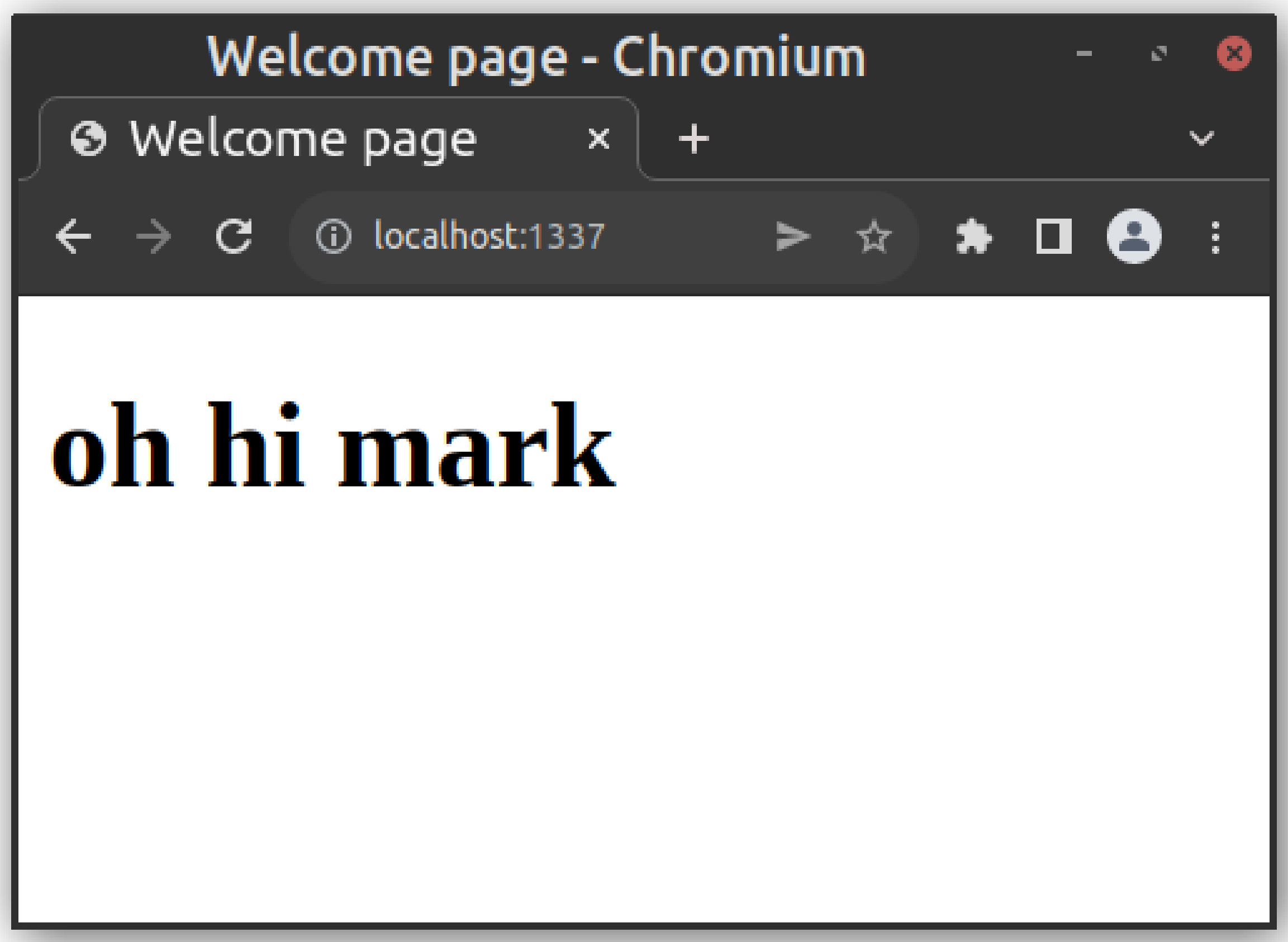
1 Issue:  1

oh hi mark

runner.js:22



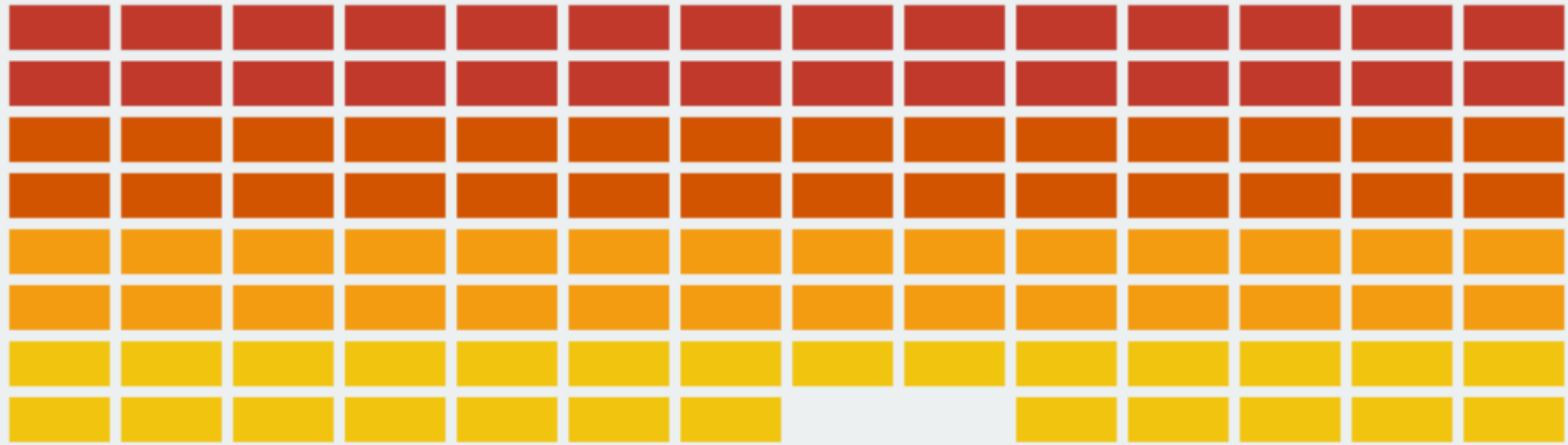
```
package main
import "syscall/js"
func main() {
    window := js.Global()
    doc := window.Get("document")
    doc.Set("title", "Welcome page")
    header := doc.Call("createElement", "h1")
    header.Set("innerText", "oh hi mark")
    body := doc.Get("body")
    body.Call("appendChild", header)
}
```



oh hi mark


```
package main
import "github.com/life4/gweb/web"
func main() {
    window := web.GetWindow()
    doc := window.Document()
    doc.SetTitle("Welcome page")
    header := doc.CreateElement("h1")
    header.SetText("oh hi mark")
    body := doc.Body()
    body.Node().AppendChild(header.Node())
}
```

2 points
2 hits



restart

play

[source](#)

gweb . orsinium . dev