#!/usr/bin/env python

import socket

import serial

import time

import subprocess

dev =subprocess.check\_output('ls /dev/ttyACM\*',shell=True)

print dev

try:

ser = serial.Serial(dev.strip(),9600)

print "Arduino Connected"

except:

print "Arduino not connected"

def server():

global ser

while True:

conn, addr = s.accept()

print 'Connection address:', addr

data = conn.recv(BUFFER\_SIZE)

if not data: continue

print "received data:", data

if data == '1':

conn.send("Blue light Glowing")

conn.close()

ser.write('1')

time.sleep(1)

elif data == '2':

conn.send(" Red light blowing")

conn.close()

ser.write('2')

time.sleep(1)

elif data == '3':

conn.send(" Green light blowing")

conn.close()

ser.write('3')

time.sleep(1)

elif data == '7':

conn.send('bye bye')

conn.close()

ser.close()

exit(0)

else :

ser.write(data)

aa = ser.readline()

time.sleep(0.1)

print aa

conn.send(aa)

conn.close()

TCP\_IP = '192.168.2.100'

TCP\_PORT = 5005

BUFFER\_SIZE = 20 # Normally 1024, but we want fast response

s = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

s.setsockopt(socket.SOL\_SOCKET,socket.SO\_REUSEADDR,1)

s.bind((TCP\_IP, TCP\_PORT))

s.listen(5)

print 'server started'

server()