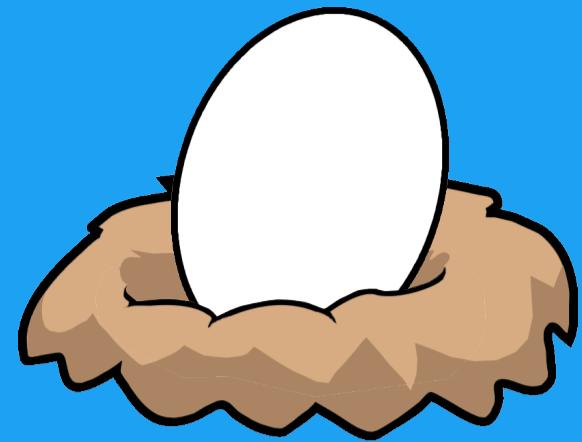
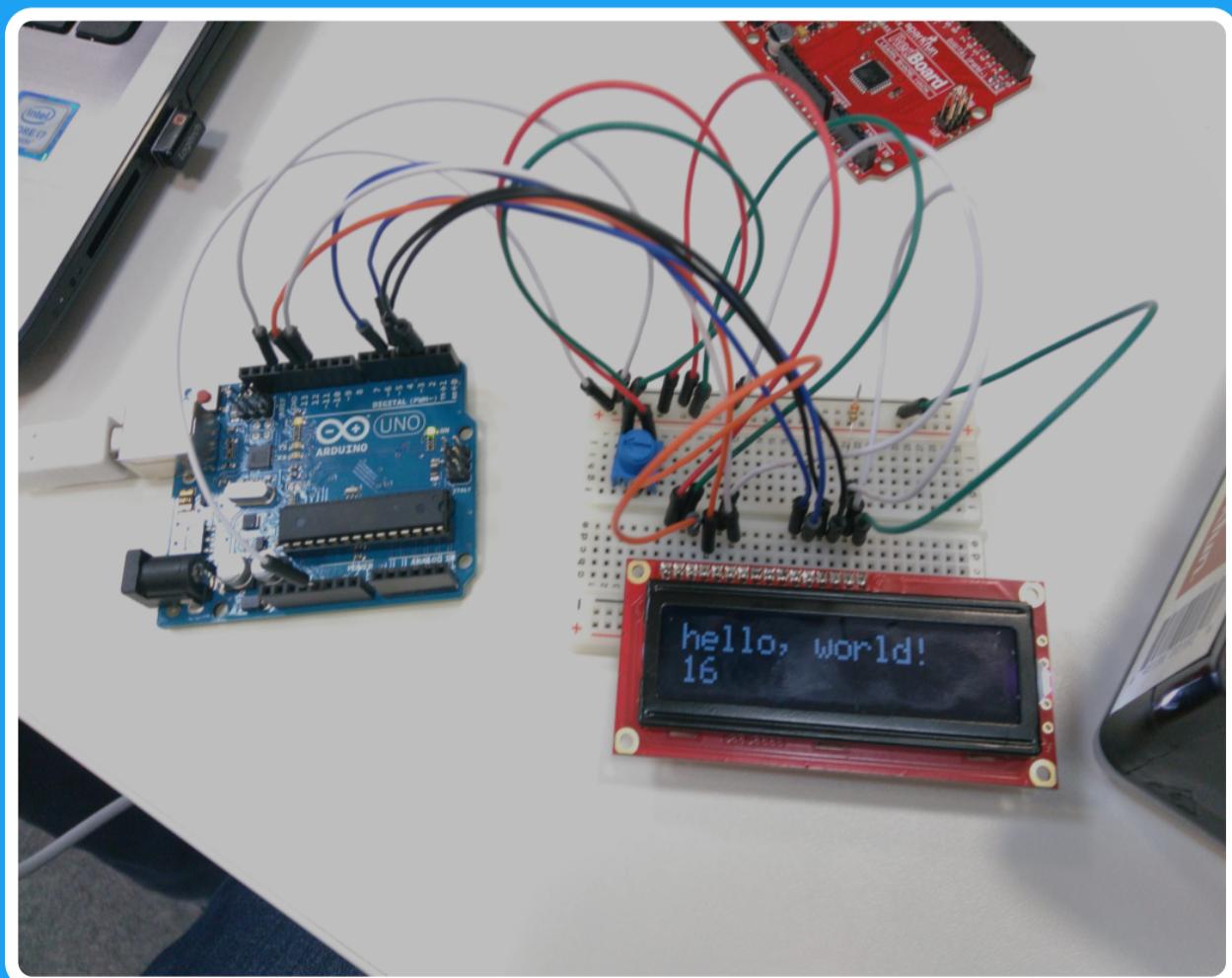


# Flive



## Your Followers. Now.

This is Flive. Flive is a device that we have made using an Arduino Uno and many other components. It serves to provide you with the information about how many Twitter followers you have. Live! It is small and compact so you can easily fit it on the wall, desk or even your pocket. With Flive you can keep track of your followers anywhere.



*This design is both simple as well as easy to use and many will be able to programme their own Flive!*

*Our baby's first steps!*

*Flive is designed for those who want to check their Twitter follower account without the hassle of having to go through the hassle of going onto their phone or laptop and opening up Twitter. Instead your follower count is displayed on you Flive for you to view.*

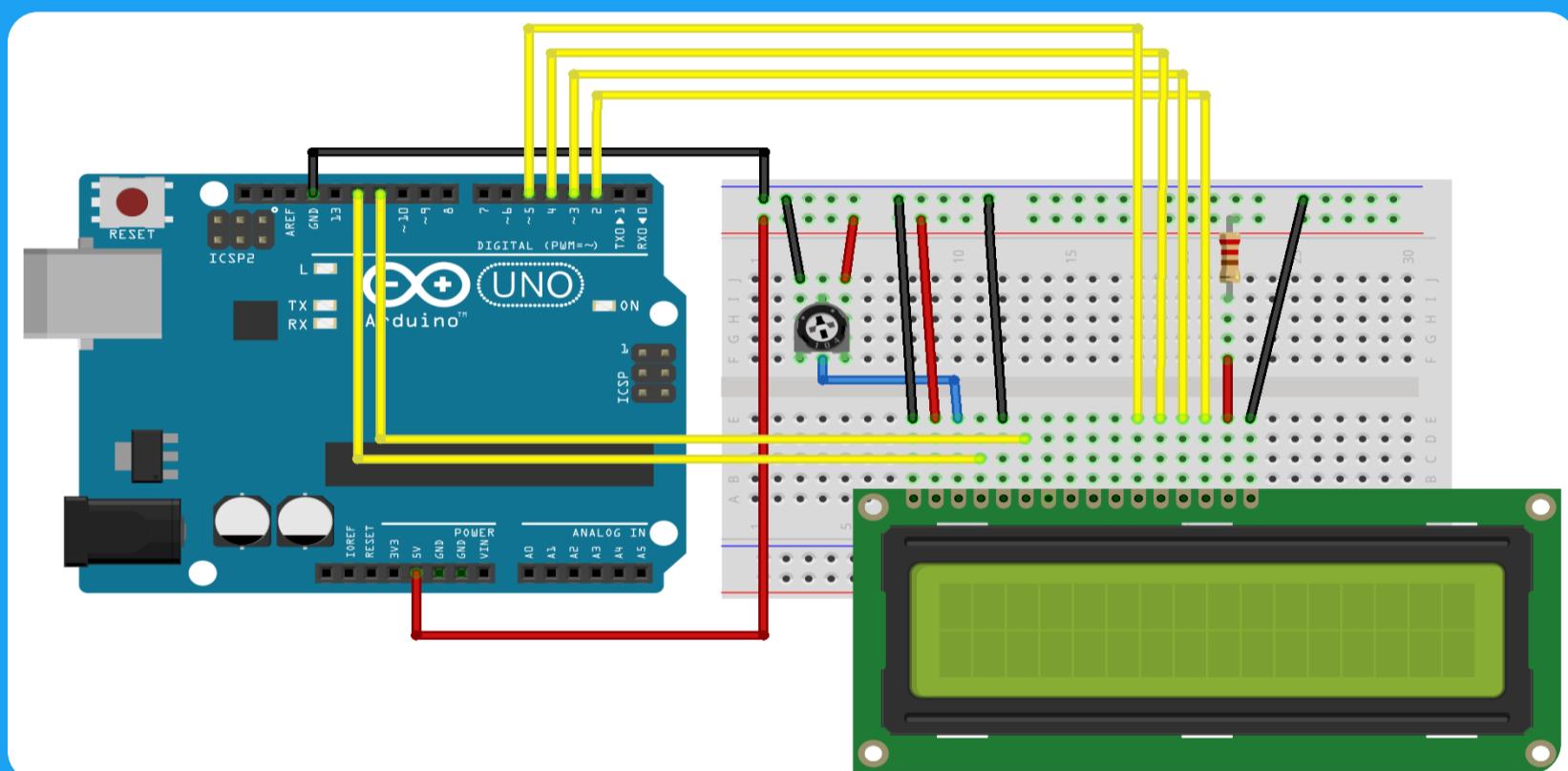
# How to make a Flive

You will need:

An Arduino Uno  
A Breadboard  
A Wifi Module  
An LCD Display  
And Many, Many Wires...

This will cost  
about £80-100

Start with the checking the hardware is working. Set up the arduino uno with the breadboard like so:



Then run this code:

```
display
#include <LiquidCrystal.h>

const int rs = 12, en = 11, d4 = 5, d5 = 4, d6 = 3, d7 = 2;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);

void setup() {
  // set up the LCD's number of columns and rows:
  lcd.begin(16, 2);
  // Print a message to the LCD.
  lcd.print("Hello, world!");
}

void loop() {
  // set the cursor to column 0, line 1
  // (note: line 1 is the second row, since counting begins with 0):
  lcd.setCursor(0, 1);
  // print the number of seconds since reset:
  lcd.print(millis() / 1000);
}
```

The LCD Display  
should show “Hello  
World”.

# More Code

```
processing

import processing.serial.*; //imports processing serial from the library
Serial myPort; // Initialise a variable for the serial port.
void setup() {
    size(300, 300); // Create a canvas. We just have to have a canvas as this is a processing sketch, although it won't be used.

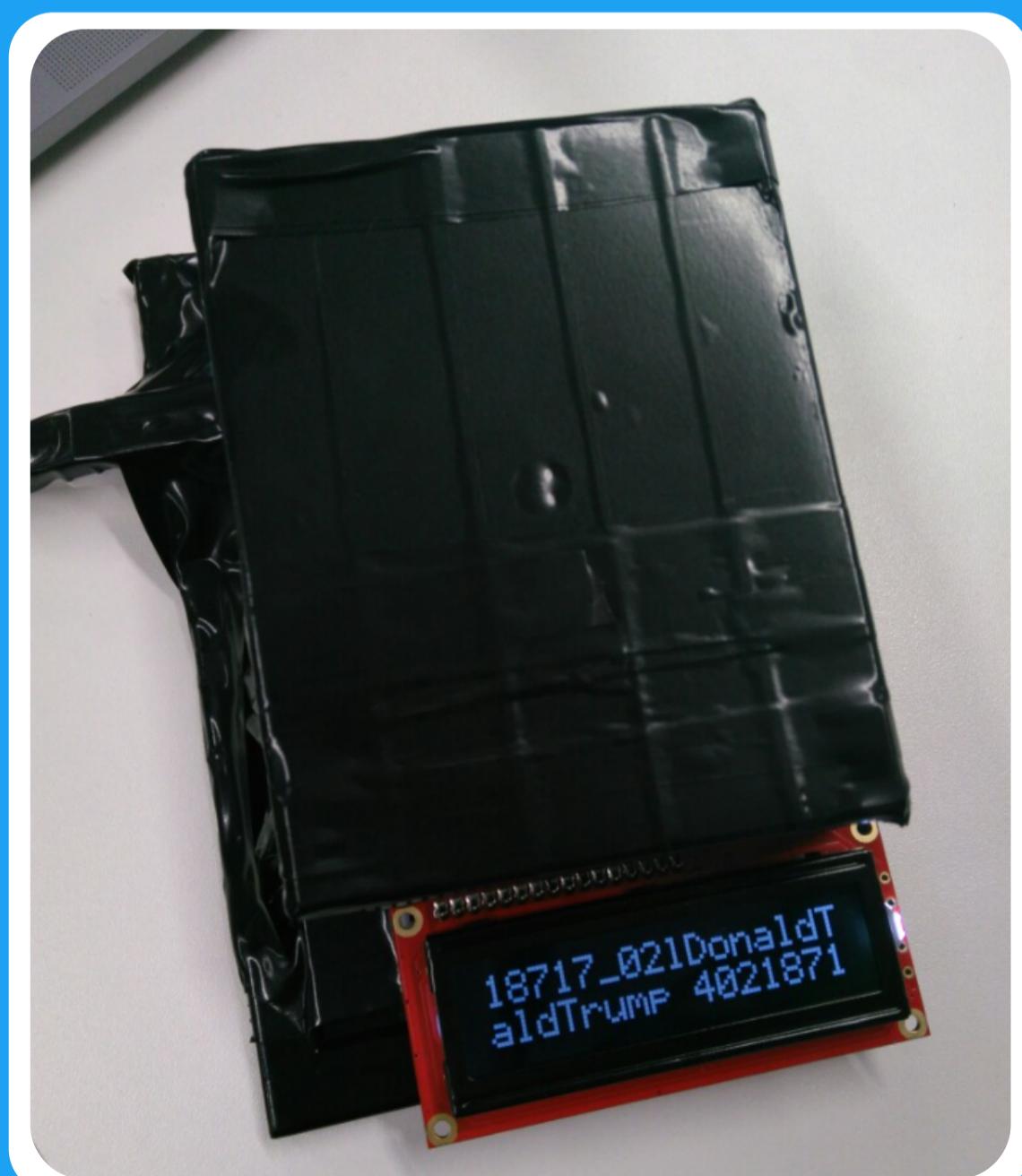
    println(Serial.list()); // List active USB Ports.
    myPort = new Serial(this, "/dev/cu.usbmodem1441", 9600); // Initialise serial port.
    myPort.bufferUntil('\n'); // Get data from serial port.
}

void draw() { // Function that runs every frame
    background(0, 0, 0); // Set background of canvas to black
    String[] lines = loadStrings("http://198.211.125.38:3000/app/?GET"); // Send GET HTTP Request to Server and return Text data.
    String message = lines[0]; // Get the text on line 1.

    for(int i = 0; i < message.length(); i++){ // Loop through the caharacters on the line.
        myPort.write(message.charAt(i)); // Send each character individually through the serial port to the Arduino.
    }

    myPort.write("_"); // At the end of the text, send an underscore to signify the text is finished.
    myPort.clear(); // Clear data going through the serial port and restart.
}
```

*This code is used to make the Arduino interact with the server.*



*The server code can be found on our github at:*

<https://github.com/Nemisis7/Flive>

*When the server is up and your flive is fully made you are able to track your followers anywhere.*

