

Serial_Reception_Processing

```
import processing.serial.*;
```

```
Serial myPort; // Create object from Serial class
```

```
String val; // Variable to store the data received from the serial port
```

```
void setup()
```

```
{
```

```
// On Windows machines, this generally opens in COM1.
```

```
println(Serial.list());
```

```
String portName = Serial.list()[2]; // Change the 0 to 1 or 2 etc., to match your port
```

```
myPort = new Serial(this, portName, 9600);
```

```
}
```

```
void draw()
```

```
{
```

```
if ( myPort.available() > 0 )
```

```
{
```

```
  val = myPort.readStringUntil('&apos;\n&apos;'); // Read the value and store it in a variable "val"
```

```
}
```

```
println(val); // Print it out in the console
```

```
}
```