Device_Control_Button_Proc

```
import controlP5.*; // Import ControlP5 library
import processing.serial.*;
Serial myPort;
ControlP5 cp5; // Create ControlP5 object
PFont font;

// Same as Setup in Arduino program:
void setup()
{
 size(300, 250); // Window Size (Width, Height)
 printArray(Serial.list()); // Prints all the available serial ports
 myPort = new Serial(this, "COM7", 9600);

 cp5 = new ControlP5(this); // Add buton to empty window
 font = createFont("calibri light bold", 20); // Custom fonts for buttons and title

 cp5.addButton("on") // "blue" is the name of button
 .setPosition(100, 50) // x and y coordinates of upper left corner of button
 .setSize(120, 70) // (width, height)
 .setFont(font);

 cp5.addButton("off") // "alloff" is the name of button
 .setPosition(100, 150) // x and y coordinates of upper left corner of button
 .setSize(120, 70) // (width, height)
 .setFont(font);
}

// Same as Loop in Arduino program:
void draw()
{
 background(150, 0 , 150); // Background color of window (r, g, b) or (0 to 255)

 // Title to the Window:
 fill(0, 255, 0); // Text color (r, g, b)
 textFont(font);
 text("LED CONTROL", 80, 30); // ("TEXT", x-coordinate, y-coordinate)
}

// Add functions to buttons; When the button is pressed, it sends a particular char over serial port:
void on()
```

```
{
 myPort.write(&amp;apos;1&amp;apos;);
 println("1");
}

void off()
{
 myPort.write(&amp;apos;0&amp;apos;);
 println("0");
}
```