

Device_Control_Keyboard_Proc

```
import processing.serial.*;
PFont f; // Declare PFont variable
Serial myPort; // Create object from Serial class
String val; // Variable to store the data received from the serial port

void setup()
{
    size(220, 200); // Output Window Size (Width, Height)
    f = createFont("Arial", 16, true); // Create Font
    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()
{
    background(255); // Set background color to black
    textFont(f, 14); // Specify font to be used
    fill(0); // Specify font color
    text("&apos;A&apos; in Keyboard - Device ON!", 20, 100); // Display Text
    text("&apos;B&apos; in Keyboard - Device OFF!", 20, 120); // Display Text
}

void keyPressed()
{
    if (key == &apos;A&apos; || key == &apos;a&apos;){
        {
            myPort.write("&apos;1&apos;"); // Send a 1 (HIGH)
            println("1");
        }
    }
    else if (key == &apos;B&apos; || key == &apos;b&apos;){
        {
            myPort.write("&apos;0&apos;"); // Send a 0 (LOW)
            println("0");
        }
    }
}
```