Communication protocols

1) HTTP: send receive data when an interaction happens via network
2) Sockets: send receive data continously via network
3) Serial port: send receive data continously via USB
4) OSC: send receive messages via network (supported almost for any app and technology)

Connection schema

This will be our typical connection system used in our hardware + software applications.
These are puzzle pieces we can move and use depending on our needs.
On every lesson we will see different variations of them working together.
Also we will see different communication protocols which connects any kind of application via network or cable.

This schema and technology stack supports working with a large variety of sensors like Kinect, LeapMotion, Cameras, Infrared, ...
Also supports 3rd party libraries like OpenCV for image tracking, Three.js for 3D rendering, sound processing or any using the following technologies:
- Arduino
- Java (Processing specific ports/libraries)
- JavasScript (Node and Client)
- HTML5 + CSS3 (Client)

```
   Hardware  <-- Serialport / OSC -->  Server  <-- Socket / OSC -->  Client App
```

Hardware	Server	Client App
.ino [Arduino]	app.js [NodeJS]	/public/index.html [WebApp]
.pde [Processing with sensors]		.pde [Processing]
.ipa or .pkg [Mobile]		.ipa or .pkg [Mobile]