```python
1    # -------------------------------------------------
2    # ----- Nombre: Cristian Beltran Concha ---------
3    # ----- Prof: Luis Caro Saldivia ----------------
4    # ----- Asignatura: Interfaces Graficas de Usuario ----------
5    # -------------------------------------------------
6    # ----- Descripcion: Envia por serial datos de un joystick
7    # -------------------------------------------------
8    import pygame
9    import serial
10   import time
11   from pygame import locals
12
13   pygame.init()
14   pygame.joystick.init()
15
16   j = pygame.joystick.Joystick(0)
17   j.init()
18
19   s = serial.Serial(4)          # COM5 virtual
20   s.baudrate = 2400
21   print j.get_name()
22   while 1:
23       for e in pygame.event.get():
24           if e.type == pygame.locals.JOYAXISMOTION: # 7
25               x , y = round(j.get_axis(0), 3), round(j.get_axis(1),3)
26               print '[x , y] : [' + str(x) +' , '+ str(y)+']'
27               s.write(str(10*x)+' '+str(10*y))
28               print str(10*x)+' '+str(10*y)
29               time.sleep(.1)
30           elif e.type == pygame.locals.JOYBUTTONDOWN: # 10
31               print 'button down'
```