**Source code for my graph plotting using processing**

import processing.serial.\*;

Serial myPort; // The serial port

int xPos = 1; // horizontal position of the graph

float inByte = 0;

void setup () {

size(800, 600); //setting the window size

myPort = new Serial(this,"COM5", 9600);

// don't generate a serialEvent() unless you get a newline character:

myPort.bufferUntil('\n');

background(0); //setting background colour

}

void draw () {

// draw the line:

stroke(280, 900, 355);

line(xPos, height, xPos, height - inByte);

// start from the beginning when the graph x-position exceeds the width of the window.

if (xPos >= width) {

xPos = 0;

background(0);

} else {

// increase the horizontal position:

xPos++;

}

}

void serialEvent (Serial myPort) {

String inString = myPort.readStringUntil('\n');

if (inString != null) {

// trim off any whitespace:

inString = trim(inString);

// convert to an int and map to the screen height:

inByte = float(inString);

println(inByte);

inByte = map(inByte, 15, 40, 0, height);

}

}