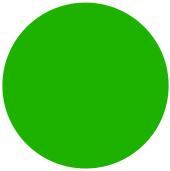
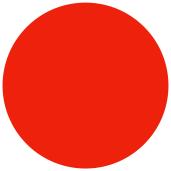
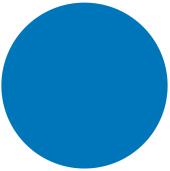
Server events flow













at desired port

server starts listening

server receives message

server emits received message





Mobile device events flow







opens connection

device)

Client (mobile

with server

sensor

events

for device

JS listens

fired

Sensor event





```
const io = require('socket.io')(http);
io.on('connection',
      (socket) =>
  socket.on('message',
            (data) => socket.broadcast.emit('message', data))
```





moving

device

message

is emitted

```
const socket = io.connect(WEBSOCKET_URL)
```

```
lightSensor.addEventListener('reading', () => { ...
```

socket.emit('drawing', message)





