

## Mobile device events flow

# Computer events flow







## Client (mobile

## with server

## device)

## opens connection

#### events

## for device

#### sensor

## JS listens

#### Sensor event

## fired

## Client (computer)

## Client

## receives message

## passed in the view

## & message is

## Motion type

## is checked









## moving

## device

message

## is emitted

## the local state

## Message is

## passed to

## View is animated!

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

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

```
socket.emit('drawing', message)
```



```
this.socket.on('message', (data) => {
  this.store.dispatch(
    loadMotionsSuccess({
       motion: data,
    })
  );
});
```

switch (motion.type) {
 case 'orientation':





