Mobile device events flow

1

2

3

Client (mobile

with server

device)

opens connection

for device

JS listens

events

sensor

is fired

Sensor event

4

5

moving

device

iS

is emitted

message

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

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

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

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