

Mobile device events flow







with server

opens connection

device)

Client (mobile

sensor

for device

JS listens

events

fired

Sensor event









device

moving

is emitted

message

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

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

socket.emit('drawing', message)



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