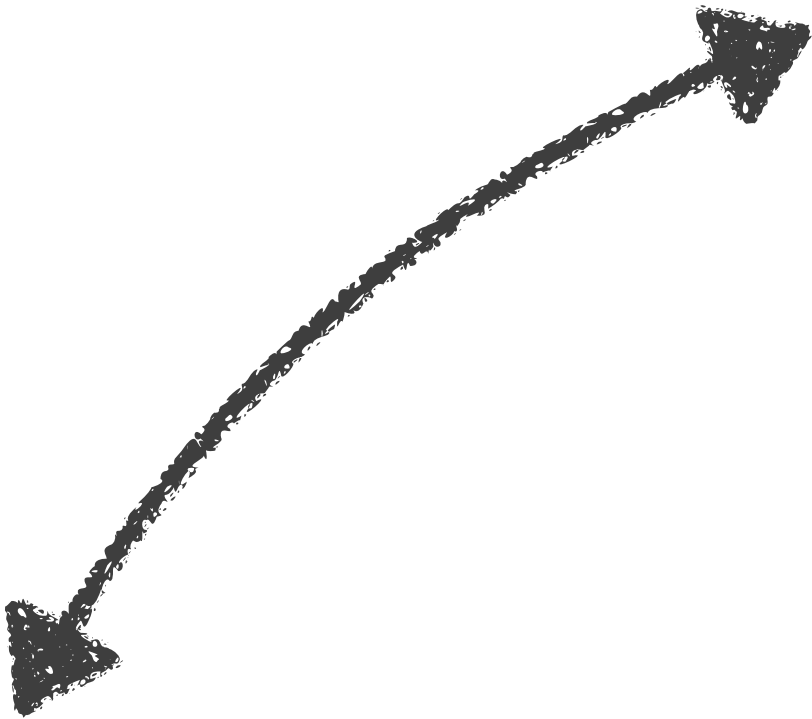


connection flow











device emits sensor
events

(socket.io client)

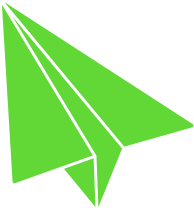
computer receives sensor
events

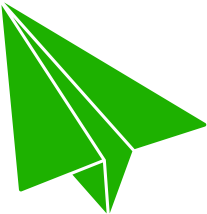
(socket.io client)

websockets



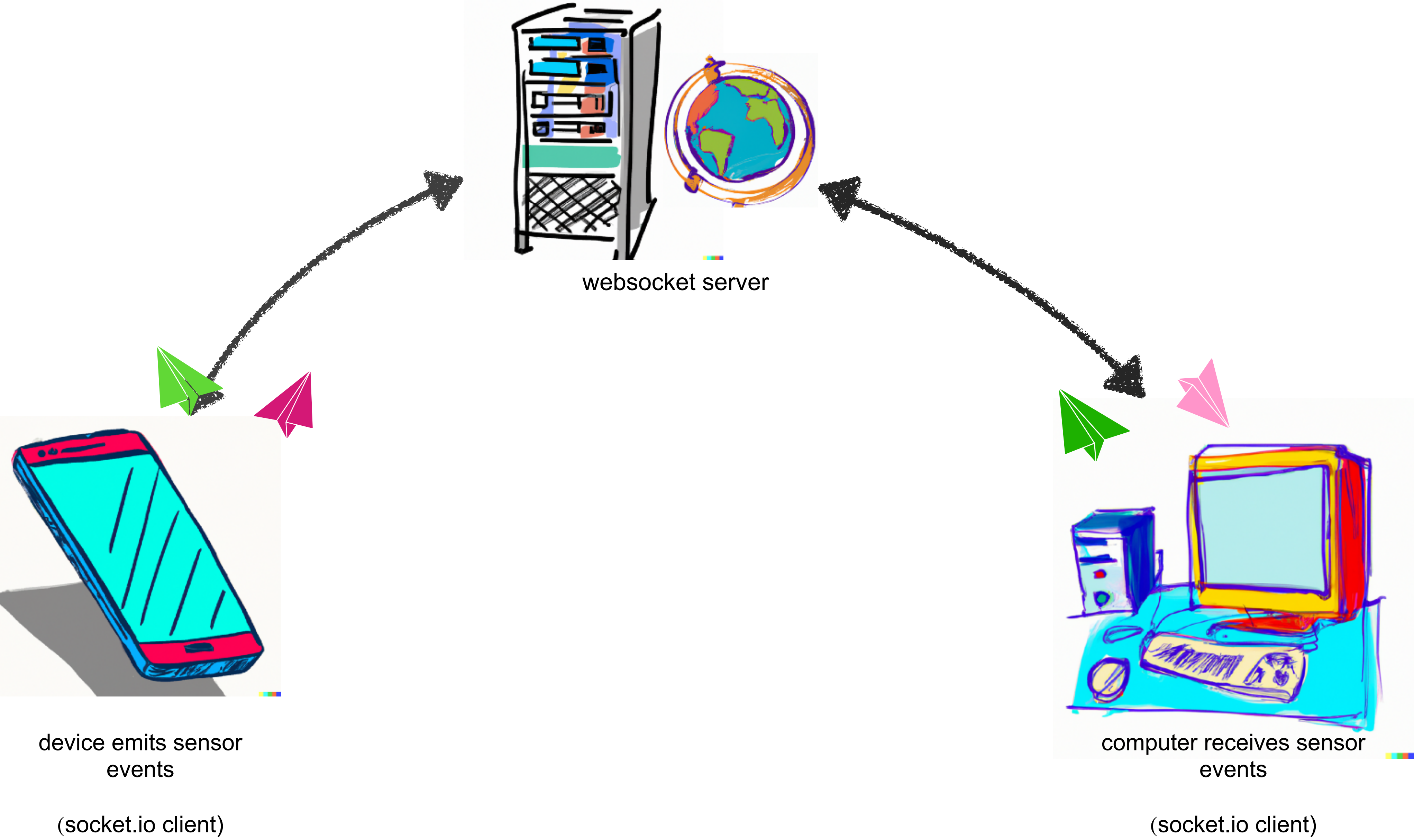








Connection flow



Server events flow

1

server starts listening
at desired port

```
const express = require('express');  
const http = require('http')  
               .Server(express());  
http.listen(port, () => ... );
```

2

server receives message

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

3

server emits received message