

Mobile device events flow







device)

with server

Client (mobile

opens connection

events

JS listens

sensor

for device

fired

Sensor event









moving

device

is emitted

message

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

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

socket.emit('drawing', message)



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