

Mobile device events flow







opens connection

Client (mobile

device)

with server

for device

JS listens

sensor

events

Sensor event

fired









device

moving

message

is emitted

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

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

socket.emit('drawing', message)



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