Documentation:

* Getusermedia.html has the JS script along with the HTML tags.
* Function setup() intiates the canvas along with the fetching the poses using poseNet (line 50).
* Function getUserIP fethches the device ip when the html page is loaded and stored in the variable called user\_ip.
* The tick function draws the keyppoints using the drawKeyPoints() function. The pose is stored in an array called posed.
* Button values have been initialised (button\_3,button\_4 etc).
* Inside the drawId function the button\_value is checked and at that time if an aruco marker is detected The aruco id along with the user\_ip is logged (i.e it is sent to the node server using a socket and the data is saved in a json object).
* If you press on button\_value\_2 which represents the check button it will take the arcuo id detected in that scene and send it over to the socket server checking if the marker id has been enrolled (as mentioned in the previous step). If it is present on the server then ip corresponding the marker is returned).
* In the server2.js code:
  + A new socket connection is established.
  + As soon as it is, the log will show the connection stat.
  + Socket.on(‘dummy’,inData) takes the marker id along with the IP address of the user and stores it in user\_data\_new
  + Socket.on(‘dummy2’,checkButton) takes the marker id from the client and checks if it is already present on the server. If present a console.log command is invoked.
* socket.on('dummy3',getPose)
  + This line basically accepts the pose from the client when Send Pose button is fetched.
* socket.on('dummy5',sendPose)
  + This function sends the Pose back to the client for a particular IP address.