Instructions about how to set up user poll in p5js
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- Please use the example provided, and then copy only the sections needed to your own application. The instructions below refer to the code example provided.
- You will need to make changes both in **server.js** (i.e. node server side) and **sketch.js** (i.e. p5).
- Also, replace your current **node_modules** folder by the one provided with the example.

On server.js

Please copy the lines below from the *server.js* on the example provided to your own *server.js*:

- **Line 4 and 5**: declaration of control variables.
- **Lines 20 to 27**: code to set up the web socket, through which the node.js server can push the data up to the p5js sketch running on the browser.
- **Lines 42 to 63**: Functions to handle requests to and responses from the server about the number of users.

On sketch.js

- **Lines 28 and 29**: declaration of control variables.
- **Lines 49 to 52**: more control variables.
- Lines 61 to 64: setup procedures.
- Lines 77 to 81: periodic call to the server to poll the current number of users.
- Lines 92 to 110: helper functions to handle the number of users poll.
- **Important:** the current number of users is stored and automatically updated to the **currentNumberOfUsers** variable.