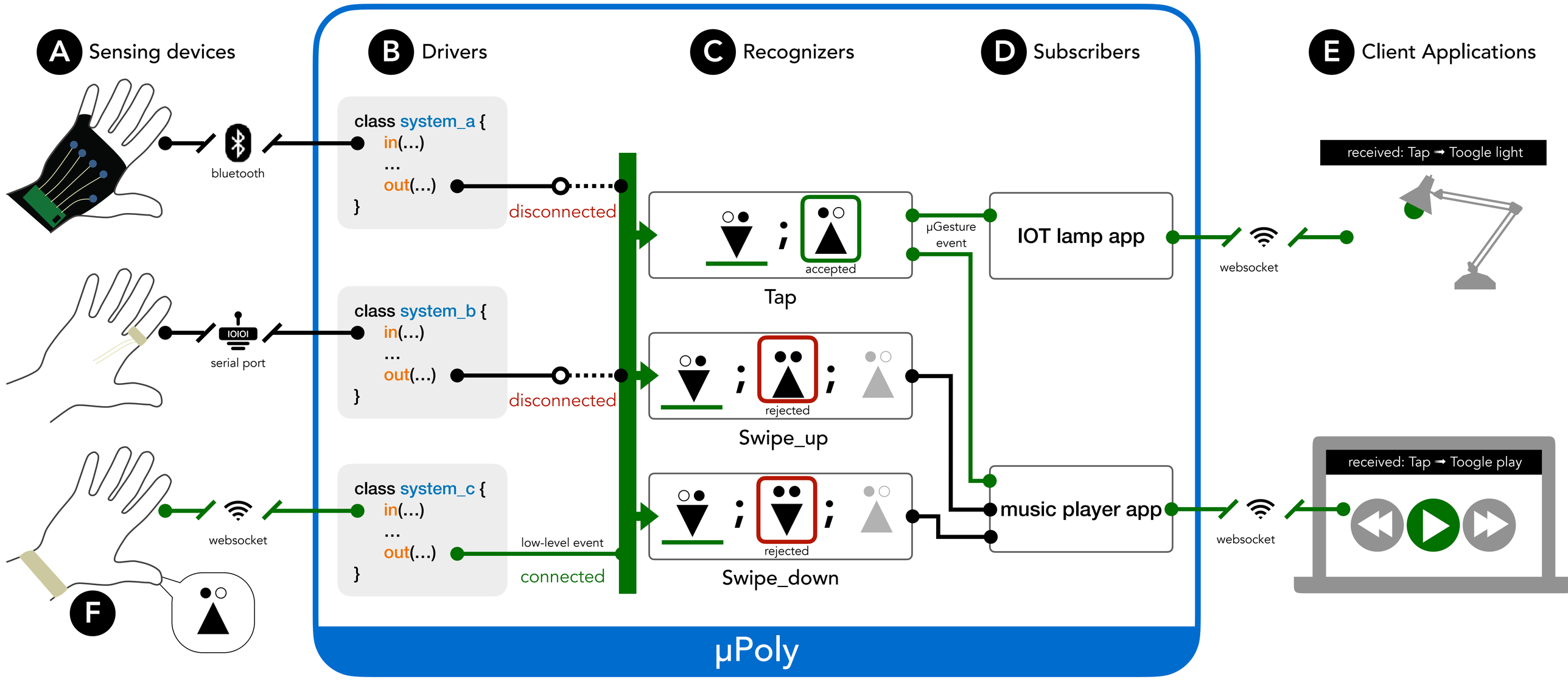
A Sensing devices
B Drivers
C Recognizers
D Subscribers
E Client Applications
bluetooth
serial port
websocket
F
class system_a {
in(...)
...
out(...)
}
class system_b {
in(...)
...
out(...)
}
class system_c {
in(...)
...
out(...)
}
disconnected
disconnected
low-level event
connected
accepted
Tap
rejected
Swipe_up
rejected
Swipe_down
μGesture event
IOT lamp app
music player app
websocket
websocket
received: Tap ➟ Toogle light
received: Tap ➟ Toogle play
μPoly