

## Naam van de folder = main.js

```
ui.addTitle(app.name)
ui.addSubtitle('Creating a webserver in the port 1111')

var pitch = 0;
var roll = 0;

var websocketServer = network.createWebsocketServer(2525).start()

websocketServer.onNewData(function (event) {
    var response = JSON.stringify({pitch: pitch, roll: roll});

    if (event && event.socket) {
        event.socket.send(response);
    }
})

var server = network.createSimpleHttpServer(1111)

server.onNewRequest(function (e) {
    console.log(e.uri + ' ' + e.method) //, e.header, e.params, e.files)

    // serves pure text to a given GET command
    switch (e.uri) {

        case '/':
            return server.serveFile('website.html');
            //return server.response('<b>Douche bezet!</b> pitch: ' + pitch + ', roll: ' + roll);

        case '/helloworld':
            console.log('got helloworld GET petition!')

            // if you want to do some UI call you must use as follows
            app.runOnUiThread(function() {
                ui.toast('this shows on the ui!', 200)
            })

            return server.response('hello world back!')

        // return files in the current project folder
        default:
            return server.serveFile(e.uri)
    }
})
```

```
server.start()

ui.addTitle(app.name)

var plotA = ui.addPlot(0.1, 0.15, 0.8, 0.1).name('azimuth')
var plotP = ui.addPlot(0.1, 0.30, 0.8, 0.1).name('pitch')
var plotR = ui.addPlot(0.1, 0.45, 0.8, 0.1).name('roll')

sensors.orientation.onChange(function (data) {
  plotA.update(data.azimuth)
  plotP.update(data.pitch)
  plotR.update(data.roll)
  pitch = data.pitch;
  roll = data.roll;
})

// start / stop orientation sensor
//ui.addToggle('ON', 0.1, 0.6, 0.2, 0.1).onChange(function (o) {
// if (o.checked) sensors.orientation.start()
// else sensors.orientation.stop()
  sensors.orientation.start()
//})
```

<!DOCTYPE html>

## Naam van tweede folder = website.html

```
<html>
<head>
<meta http-equiv="refresh" content="5" />
  <title>Douch</title>
  <style>
    * {
      margin: 0;
      padding: 0;
    }

    body {
      width: 100vw;
      height: 100vh;
    }

    #water {
      position: absolute;
      bottom: 0;
      width: 100%;
      height: 0;

      background-color: blue;

      transition: height 350ms, background-color 350ms;
    }
  </style>
</head>
<body>
  <div>
    Pitch: <span id="pitch-value"></span>
  </div>
  <div>
    Roll: <span id="roll-value"></span>
  </div>

  <div id="water"></div>

  <script type="text/javascript">
    var pitchElement = document.getElementById('pitch-value');
    var rollElement = document.getElementById('roll-value');
    var waterElement = document.getElementById('water');

    function update() {
      var websocket = new WebSocket('ws://' + location.hostname + ":2525");
```

```

websocket.onmessage = function(event) {
    var douchData = JSON.parse(event.data);

    pitchElement.innerHTML = douchData.pitch;
    rollElement.innerHTML = douchData.roll;

    var roundedRoll = Math.abs(Math.round(douchData.roll));
    var percentageRoll = roundedRoll / 45 * 100;
    water.style.height = percentageRoll + "%";

    var blue = {r: 94, g: 178, b: 235};
    var red = {r: 224, g: 65, b: 70};
    var roundedPitch = Math.abs(Math.round(douchData.pitch));
    var fractionPitch = roundedPitch / 20.0;
    var resultingColor = {
        r: (1-fractionPitch) * blue.r + fractionPitch * red.r,
        g: (1-fractionPitch) * blue.g + fractionPitch * red.g,
        b: (1-fractionPitch) * blue.b + fractionPitch * red.b,
    };
    water.style.backgroundColor = "rgb(" +
        resultingColor.r + "," +
        resultingColor.g + "," +
        resultingColor.b + ")";

};
}

window.setInterval(update, 250);

//websocket.send('hoi');
/*
websocket.onopen = function(event) {
    console.log("connection is open");

};*/
</script>
</body>
</html>

```