SLAVE

```
#include <Keyboard.h>

#include <Mouse.h>

#include <SoftwareSerial.h>
SoftwareSerial BTserial(10, 11);

int state = 0;

void setup() {
  // initialize digital pin 8 as an output.

  Serial.begin(9600);
  BTserial.begin(38400);
  Mouse.begin();
  pinMode(8, OUTPUT);
  Keyboard.begin();
}

void loop() {
  if (BTserial.available() > 0) { // Checks whether data is comming from the serial
port
    state = BTserial.read();
    Serial.println(state);// Reads the data from the serial port
  }
  // Controlling the LED
  //extra
// Controlling the LED
  if (state == 'a') {
    Mouse.press();
    delay(3000);
    Mouse.release();
    digitalWrite(8, HIGH); // LED ON
    state = 0;
  }
  if (state == '1') {
    Keyboard.press('1');
    delay(100);
    Keyboard.releaseAll();
    digitalWrite(8, HIGH); // LED ON
    state = 0;
  }
  if (state == '2') {
```

```
    Keyboard.press('2');
    delay(100);
    Keyboard.releaseAll();
    digitalWrite(8, HIGH); // LED ON
    state = 0;
  }
  if (state == '3') {
    Keyboard.press('3');
    delay(100);
    Keyboard.releaseAll();
    digitalWrite(8, HIGH); // LED ON
    state = 0;
  }
  else if (state = '0') {
    digitalWrite(8, LOW); // LED ON
    state = 0;
  }
}
```