

```
import processing.serial.*;

// The serial port:
Serial myPort;

int rectwidth;

void setup() {
  size(640, 360);
  //noStroke();
  background(0);
  rectwidth = width/4;
  println(Serial.list());
  // Open the port you are using at the rate you want:
  myPort = new Serial(this, Serial.list()[1], 9600);
}

void draw() {
  // keep draw() here to continue looping while waiting for keys
}

void keyPressed() {
  myPort.write(key);
  println(key);
}
```