REDES DE COMPUTADORES – ENTREGA 03

Seguindo as imagens e de acordo com o que foi pedido na entrega 3 da matéria de Redes de Computadores. Fizemos um algoritmo para que sejam exibidas em uma interface Web quando utilizarmos o Hardware (sensores).

```
void handleRoot() {
String html = "<IDOCTYPE html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html</h><html><html><html><html><html><html><html><html><html><html</h><html><html><html><html><html><html><html><html><html><html</html><html><html><html><html><html><html><html><html><html><html</h><html><html><html><html><html><html><html><html><html><html</h><html><html><html><html><html><html><html><html><html><html</h><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><html><h
```

