```cpp
//Including the needed libraries
#include <WiFi.h>
#include "ThingSpeak.h"




//Creating variables that hold all variables needed to connect to Wifi
and find the thingspeak channel I am uploading to
char ssid[] = "Baggadown";

const char password[] = "EscomP75!!";
const unsigned long channel_id = 1626364;
const char write_api_key[] = "FOTQWKESYHKVYSW8";



WiFiClient client;


void setup() {
  // initialize serial communication at 9600 bits per second:
  Serial.begin(9600);

  delay(80);
  //Connects to Wifi using variables provided earlier
  Serial.print("Connecting to ");
  Serial.println(ssid);
  WiFi.begin(ssid, password);

//Project gets stuck on this while loop while waiting for a WiFi
connection
  while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.println("Not Connected");
  }
  Serial.println("Connected Sucessfully");


  //Begins the ThingSpeak client
  ThingSpeak.begin(client);
  pinMode(0, INPUT);
```

```cpp
}

void loop() {

  // reads the input on analog pin A0 (value between 0 and 1023)

  int analogValue = analogRead(0);

  //Prints the light level using words rather than just numbers
  if (analogValue < 10) {
    Serial.println(" - Dark");
     Serial.println(analogValue);
    Serial.println("");
  } else if (analogValue < 20) {
    Serial.println(" - Dim");
     Serial.println(analogValue);
    Serial.println("");
  } else if (analogValue < 50) {
    Serial.println(" - Light");
     Serial.println(analogValue);
    Serial.println("");
  } else if (analogValue < 80) {
    Serial.println(" - Bright");
    Serial.println(analogValue);
    Serial.println("");

  } else {
    Serial.println(" - Very bright");
  }

  //Uploads data to thingspeak
  ThingSpeak.setField(1, String(analogValue));
  ThingSpeak.writeFields(channel_id, write_api_key);

  //A small delay between loops
  delay(1000);
}
```