

# Esp32 WebServer

```
48 ~ void loop()
49 {
50     //Verifica se tem algum cliente conectado
51     WiFiClient client = server.available();
52 ~ if(!client)
53 {
54     return;
55 }
56     // Aguarda o cliente enviar os dados
57 ~ while(!client.available())
58 {
59     delay(1);
60 }
```

```
61 //Código HTML
62 client.println("HTTP/1.1 200 OK");
63 client.println("Content-Type: text/html");
64 client.println("");
65 client.println("<!DOCTYPE HTML>");
66 client.println("<html>");
67 client.println("<h1>Faculdade SENAI Roberto Mange</h1>");
68 client.println("<h2>IOT - Mecatronica Industrial</h2>");
69 client.println("</html>");
70 }
```