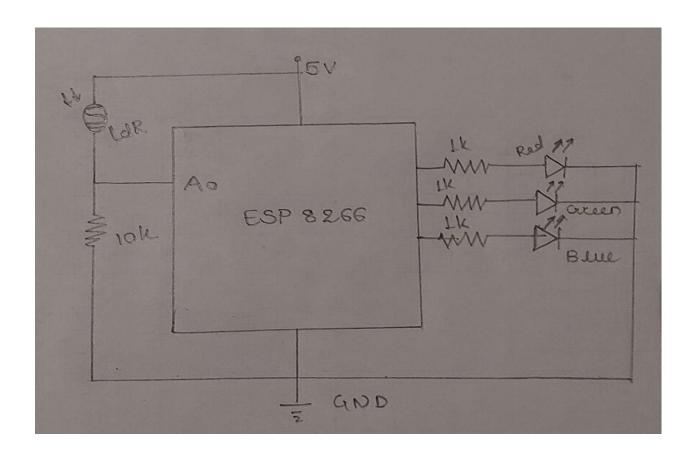
```
/*
Experiment No.: 13
Statement : To use ESP8266 Witty Cloud Development Board
as a web server.
Date of Exp. : xx/xx/xxxx
Author : Aabha S. Nimje (A-33)
*/
#include <ESP8266WiFi.h>
#define led 2
#define red 15
#define green 12
#define blue 13
#define ldr A0
WiFiClient client;
WiFiServer server (80);
void setup() {
// put your setup code here, to run once:
pinMode(led,OUTPUT);
pinMode(red,OUTPUT);
pinMode(green,OUTPUT);
pinMode(blue,OUTPUT);
```

Serial.begin(9600);

```
WiFi.begin("Aabha's M51", "aabha3004");
while(WiFi.status() != WL CONNECTED) {
Serial.print('.');
delay(200);
Serial.println();
Serial.println("Witty Board Connected!");
Serial.println(WiFi.localIP());
server.begin();
void loop() {
client =server.available();
if(client==1){
String request=client.readStringUntil('\n');
Serial.println(request);
request.trim();
if(request=="GET /ledON HTTP/1.1")
digitalWrite(green, HIGH);
if(request=="GET /LedOFF HTTP/1.1")
digitalWrite(green,LOW);
}
```





Output Serial Monitor x Message (Enter to send message to 'NodeMCU 1.0 (ESP-12E Module)' on 'COM6') Witty Board Connected! 192.168.254.51 GET /ledON HTTP/1.1 GET /ledON HTTP/1.1 GET /ledON HTTP/1.1 GET /ledON HTTP/1.1 GET /ledOFF HTTP/1.1 GET /ledOFF HTTP/1.1 GET /ledOFF HTTP/1.1 GET /ledOFF HTTP/1.1