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// libraries pre installed
#include <ESP8266WiFi.h>
#include <SoftwareSerial.h>
#include <Wire.h>

// libraries added
#include <Adafruit_BME280.h>
#include <Adafruit_GFX.h>
#include <ArduinoJson.h>

// the name and password of the WiFi network
// what is "char*"

char* ssid = "..."
char* password = "..."

//The place where the code is running
// "String" means a string of characters
String location = "..."

// We create a variable to manage the Internet connection
Adafruit_FeatherOLED oled;

// We create a variable to manage the Internet connection
WiFiClient client;

// setup includes between { and } all the instructions to execute just once, when the board is powered up.

void setup() {

  //initialize the communication between the board and our computer. Useful to display useful info.
  Serial.begin(9600);
```