



NetworkTest    arduino\_secrets.h

```
1 // IoT Workshop
2 // Network Test
3 //
4 // Run this sketch to test that your Arduino connects to the network
5 //
6 // This code is a modified version of Arturo Guadalupi's WiFinINA WiFiSSLClient example
7
8 #include <SPI.h>
9 #include <WiFinINA.h>
10
11 #include "arduino_secrets.h"
12 //please enter your sensitive data in the Secret tab/arduino_secrets.h
13 char ssid[] = SECRET_SSID;    // your network SSID (name)
14 char pass[] = SECRET_PASS;    // your network password (use for WPA, or use as key for WEP)
15
16 int status = WL_IDLE_STATUS;
17 char server[] = "iotwork.shop";
18
19 // Initialize the Ethernet client library
20 WiFiSSLClient client;
```

COM3 (Arduino MKR WiFi 1010)

Send

```
Starting connection to server...  
connected to server  
HTTP/1.1 200 OK  
Server: nginx/1.14.0 (Ubuntu)  
Date: Wed, 31 Oct 2018 02:13:42 GMT  
Content-Type: text/html  
Content-Length: 10  
Last-Modified: Tue, 30 Oct 2018 14:36:04 GMT  
Connection: close  
ETag: "5bd86c54-a"  
Accept-Ranges: bytes  
  
IT WORKS!  
  
disconnecting from server.
```

☒ Autoscroll ☐ Show timestamp

Newline

9600 baud

Clear output