

**NetworkTest.ino**



NetworkTest

arduino\_secrets.h



```
// Hackaday Superconference WiFi IoT Workshop
// Network Test
//
// Run this sketch to test that your Arduino connects to the network
//
// This code is a modified version of Arturo Guadalupi's WiFinINA WiFiSSLClient example

#include <SPI.h>
#include <WiFinINA.h>

#include "arduino_secrets.h"
//////////please enter your sensitive data in the Secret tab/arduino_secrets.h
char ssid[] = SECRET_SSID;    // your network SSID (name)
char pass[] = SECRET_PASS;    // your network password (use for WPA, or use as key for WEP)

int status = WL_IDLE_STATUS;
char server[] = "iotwork.shop";

// Initialize the Ethernet client library
WiFiSSLClient client;
```