



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;
```

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