

```

#include "ESP8266WiFi.h"
#include "DHT.h"
const char* ssid="Galaxy A21sE600";
const char* password ="zilh8480";
WiFiServer wifiServer(8080);
DHT dht(D3, DHT22);
void setup() {
  Serial.begin(115200);
  delay(1000);
  WiFi.begin(ssid, password);
  while (WiFi.status() != WL_CONNECTED) {
    delay(1000);
    Serial.println("Connecting..");
  }
  Serial.print("Connected to WiFi. IP:");
  Serial.println(WiFi.localIP());
  wifiServer.begin();
  dht.begin();
}

void loop() {
  WiFiClient client = wifiServer.available();
  if (client) {
    while (client.connected()) {
      while (client.available()>0) {
        float t=dht.readTemperature();
        float h = dht.readHumidity();
        client.print("humidity :");
        client.print("temperature :");
        client.println(h);
        Serial.println(h);
        client.println(t);
        Serial.println(t);
        delay(2000);
      }
    }
    client.stop();
    Serial.println("Client disconnected");
  }
}

```

OUTPUT:

```
11:40:57.483 -> 33.00
11:40:57.483 -> 31.50
11:40:59.479 -> 33.00
11:40:59.524 -> 31.50
11:41:01.506 -> 33.00
11:41:01.543 -> 31.60
11:41:29.425 -> Connecting..
11:41:30.459 -> Connecting..
11:41:31.446 -> Connecting..
11:41:32.451 -> Connecting..
11:41:32.451 -> Connected to WiFi. IP:192.168.10.102
```

Output Serial Monitor x

Message (Enter to send message to 'NodeMCU 1.0 (ESP-12E Module)' on 'COM3')

```
11:39:52.585 -> 32.00
11:39:52.624 -> 31.90
11:39:54.638 -> 32.00
11:39:54.638 -> 31.80
11:39:56.640 -> 32.00
11:39:56.675 -> 31.80
11:39:58.691 -> 32.00
11:39:58.691 -> 31.90
11:40:00.694 -> 32.00
11:40:00.736 -> 31.80
11:40:02.740 -> 32.00
11:40:02.740 -> 31.90
11:40:04.749 -> 32.00
11:40:04.787 -> 31.70
11:40:06.791 -> 32.00
11:40:06.791 -> 31.80
11:40:08.842 -> 32.00
11:40:08.842 -> 31.70
```

11:42

TCP Client

IP address or domain

192.168.10.102

Port

9090

Disconnect

Received:

humidity :

temperature :

32.00

31.90

humidity :

temperature :

32.00

31.70

humidity :

☐ HEX

☐ AutoScroll

Clear

Message for send:

hii

☐ Add CR LF

Send message