#include <WiFi.h>

#include <WebServer.h>

const char\* ssid = "May Ann"; // Change to your WiFi SSID

const char\* password = "12345678"; // Change to your WiFi Password

WebServer server(80); // Web server on port 80

void setup() {

Serial.begin(115200); // Debugging

Serial2.begin(9600, SERIAL\_8N1, 16, 17); // UART2 on GPIO16(RX), GPIO17(TX) to Arduino UNO

WiFi.begin(ssid, password);

Serial.print("Connecting to WiFi");

while (WiFi.status() != WL\_CONNECTED) {

delay(500);

Serial.print(".");

}

Serial.println("\nWiFi Connected!");

Serial.print("ESP32 IP Address: ");

Serial.println(WiFi.localIP());

// Root page

server.on("/", HTTP\_GET, []() {

server.send(200, "text/html",

"<h1>LED Control</h1>"

"<a href='/on'><button style='font-size:30px'>ON</button></a>"

"<a href='/off'><button style='font-size:30px'>OFF</button></a>");

});

// ON button

server.on("/on", HTTP\_GET, []() {

Serial2.println("ON"); // Send to Arduino via UART

server.send(200, "text/plain", "LED ON");

});

// OFF button

server.on("/off", HTTP\_GET, []() {

Serial2.println("OFF"); // Send to Arduino via UART

server.send(200, "text/plain", "LED OFF");

});

server.begin();

}

void loop() {

server.handleClient(); // Handle web requests

}