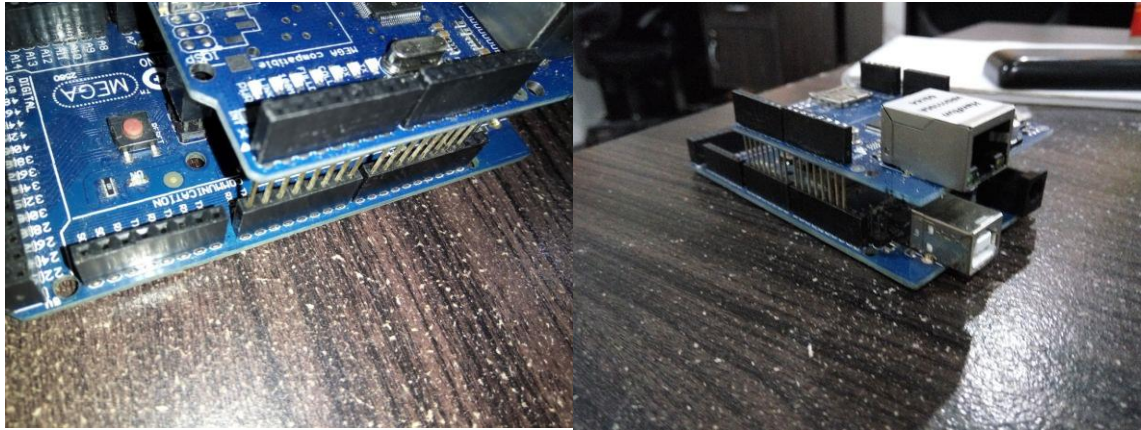


A simple web server that shows the value of the analogue input pins using an Arduino Ethernet shield.

Step 1: Prepare Your Arduino Kit and Ethernet Shield



Step 2: Plug Your Ethernet Shield to Your Board



Step 3: Write and Upload Your Code

File Edit Sketch Tools Help

```
WebServer$

#include <SPI.h>
#include <Ethernet.h>

// Enter a MAC address and IP address for your controller below.
// The IP address will be dependent on your local network:
byte mac[] = {
  0xDE, 0xAD, 0xBE, 0xEF, 0xFE, 0xED
};
IPAddress ip(192, 168, 56, 2);

// Initialize the Ethernet server library
// with the IP address and port you want to use
// (port 80 is default for HTTP):
EthernetServer server(80);

void setup() {
  // Open serial communications and wait for port to open:
  Serial.begin(9600);
  while (!Serial) {
    ; // wait for serial port to connect. Needed for native USB port only
  }

  // start the Ethernet connection and the server:
  Ethernet.begin(mac, ip);
  server.begin();
  Serial.print("server is at ");

Done uploading.

Sketch uses 16,348 bytes (50%) of program storage space. Maximum is 32,256 bytes.
Global variables use 584 bytes (28%) of dynamic memory, leaving 1,464 bytes for local variables. Maximum is 2,048 bytes.
```

```
#include <Ethernet.h>
```

```
// Enter a MAC address and IP address for your controller below.
```

```
byte mac[] = { 0xDE, 0xAD, 0xBE, 0xEF, 0xFE, 0xED };
```

```
// The IP address will be dependent on your local network:
```

```
IPAddress ip(192, 168, 56, 2);
```

```
// Initialize the Ethernet server library
```

```
// with the IP address and port you want to use
```

```
// (port 80 is default for HTTP):
```

```
EthernetServer server(80);

void setup() {

// Open serial communications and wait for port to open:

Serial.begin(9600);

while (!Serial) { ; // wait for serial port to connect. Needed for native
USB port only }

// start the Ethernet connection and the server:

Ethernet.begin(mac, ip);

server.begin();

Serial.print("server is at ");

Serial.println(Ethernet.localIP()); }

void loop() {

// listen for incoming clients

EthernetClient client = server.available();

/*

*YOUR CODE

*YOUR CODE

*YOUR CODE
```

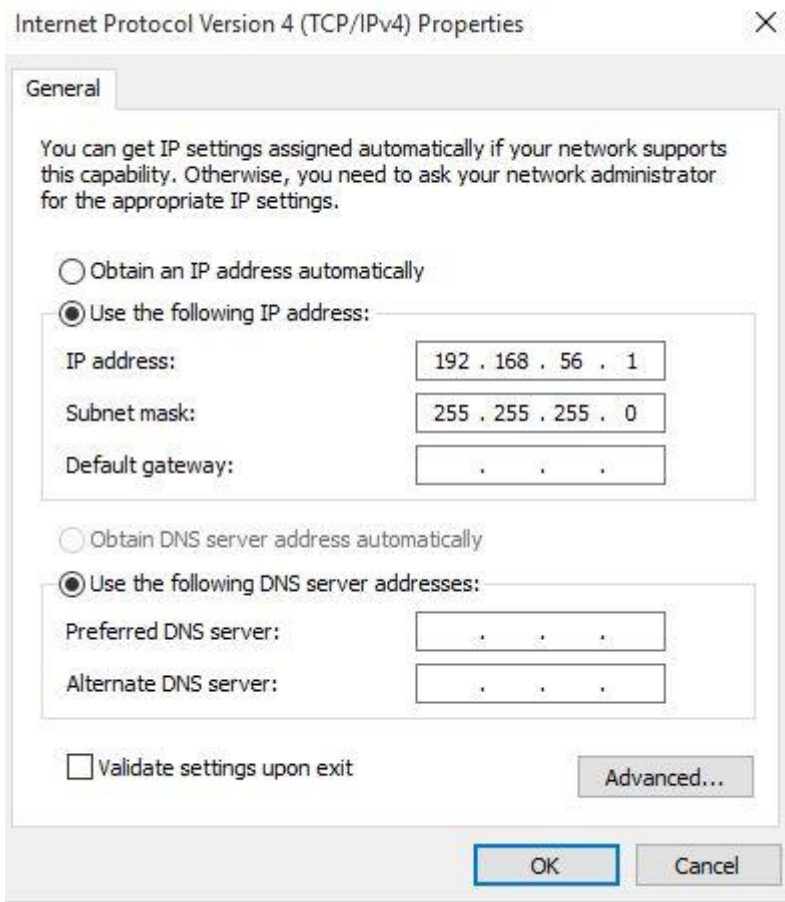
*/

}

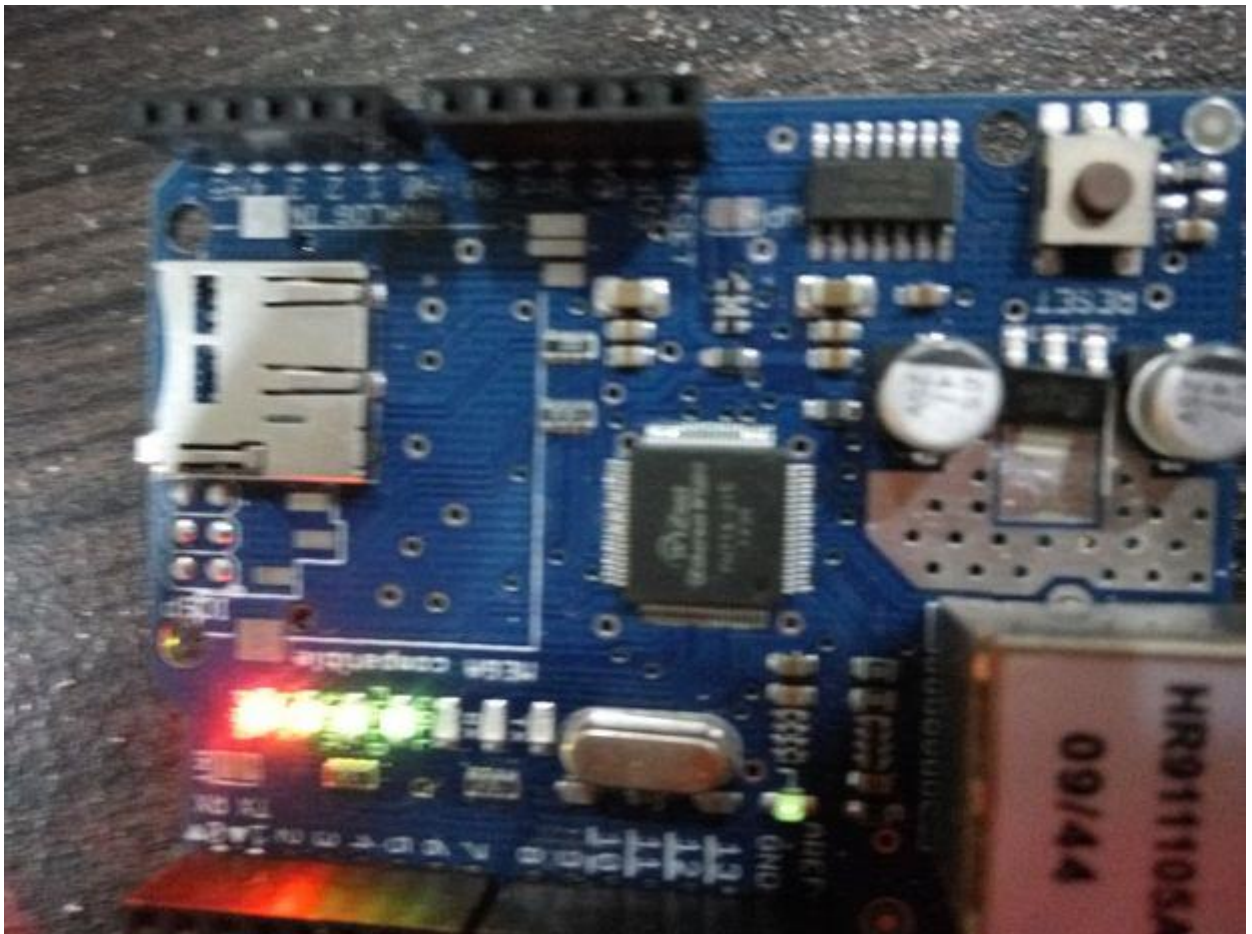
}

Step 4: Make Sure in One Network With Arduino

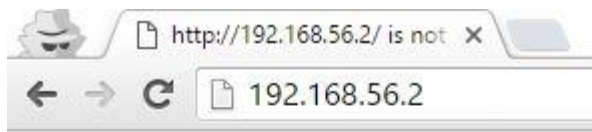
```
Ethernet adapter Ethernet 3:  
  
Connection-specific DNS Suffix . :  
Link-local IPv6 Address . . . . . : fe80::6892:4564:3123:2083%7  
IPv4 Address. . . . . : 192.168.56.1  
Subnet Mask . . . . . : 255.255.255.0  
Default Gateway . . . . . :
```



Step 5: Plug Your Ethernet Cable and Connect to Your PC or Network Switch



Step 6: From Your Browser, Open the Web Page



```
analog input 0 is 1022  
analog input 1 is 1022  
analog input 2 is 680  
analog input 3 is 522  
analog input 4 is 393  
analog input 5 is 318
```