WiFi & AP Mode

ECE 476 Advanced Embedded Systems

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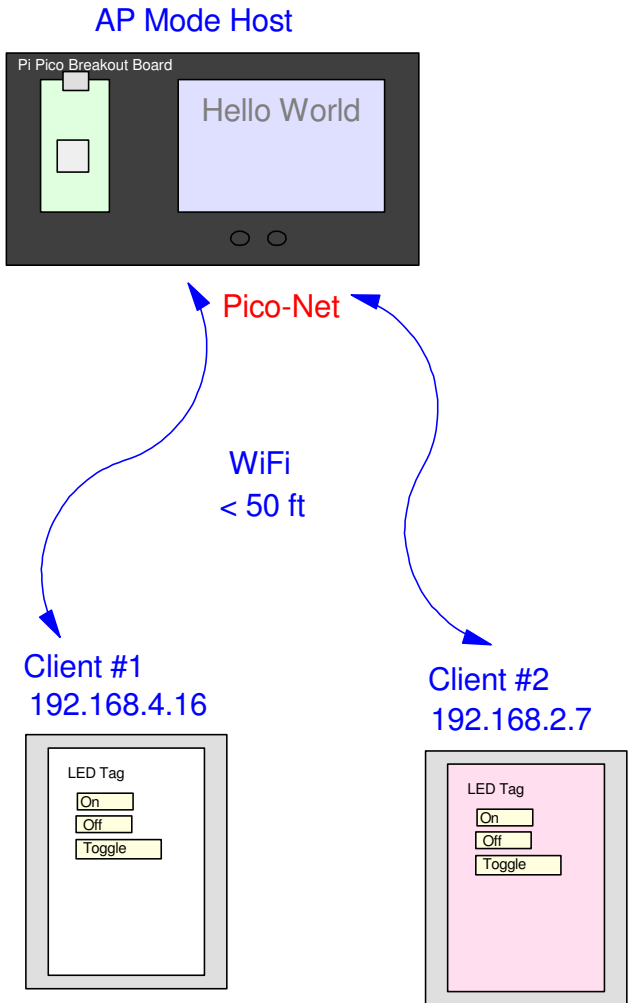
Please visit Bison Academy for corresponding
lecture notes, homework sets, and solutions

Introduction:

The Pi-Pico W has WiFi capabilities.

- You can create your own network
  - AP Mode
  - Range about 50 feet
  - This lecture
- You can access a wireless network
  - Range about 300 feet outdoors
  - Future lecture



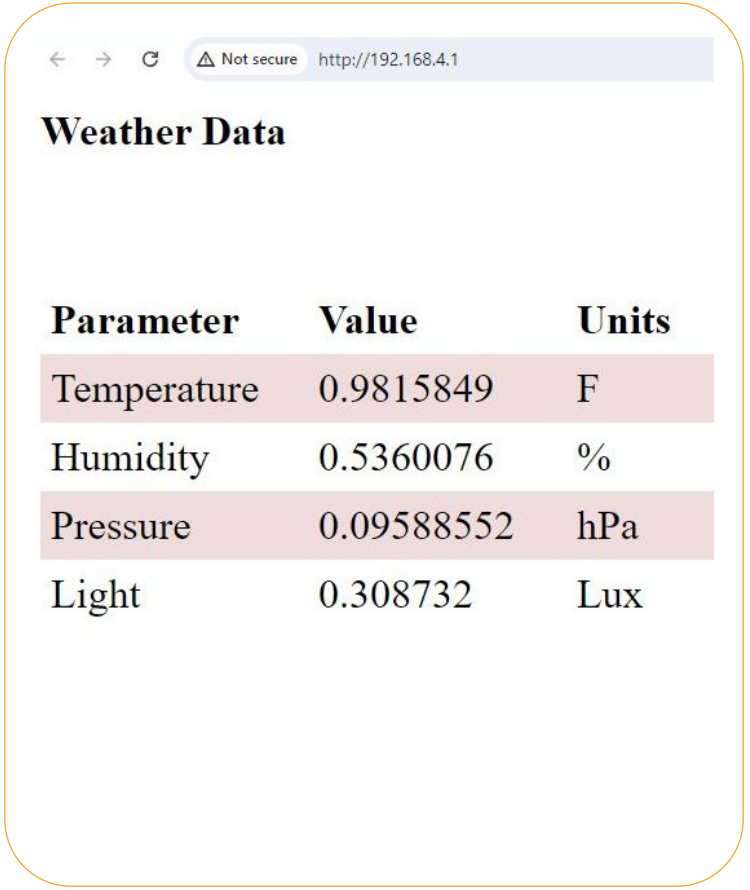
This lecture looks at

- Creating a stand-alone wireless local area network (wlan)
- Creating web pages
- Displaying information on these web pages

Where to go for help

Much of this information in this lecture comes from

- https://www.youtube.com/watch?v=cZNoXXIEPbg
- https://medium.com/@shilleh/creating-a-wireless-network-with-raspberry-pi-pico-w-part-1-c896211f2bd6
- https://www.w3schools/html/



Creating a Local Network

Let's start with creating a local network

- Contains a single page that says *Hello World*
- Page is defined by routine *web_page()*
- Coding is html

One way to create a web page is with a text string

- note: html coding ignores double spaces and carriage returns
- Web page is a long run-on string
- (more on coding later)

```
import network
import time
import socket

def web_page():
  x = "<html><body><h1>Hello World</h1></body></html>"
  return(x)
```

Creating a Web Page (take 2)

Anther option

- Create a separate file on Pico board
- Add indentation, carriage returns as desired
- (easier to read)

```
<html>
<body>
<h1>Hello World</h1>
</body>
</html>
```

Python Code: *web_page()*

- Read in this file
- Remove the carriage returns
- Return the file as a string

```
def web_page():
    f = open("HelloWorld.html","rt")
    x = f.read()
    x = x.replace('\r\n',' ')
    return(x)
```

Creating a Wireless Local Area Network (WLAN)

Step 1: Define the network's name and password.

- *network.WLAN* creates a local area network
- *config()* sets the network name and password
- *active(True)* starts the process of activating the LAN

```
ssid = 'Pico-Network'
password = 'PASSWORD'

ap = network.WLAN(network.AP_IF)
ap.config(essid=ssid, password=password)
ap.active(True)

while ap.active() == False:
    pass
print('AP Mode Is Active, You can Now Connect')
print('IP Address To Connect to:: ' + ap.ifconfig()[0])
```

Creating a WLAN (step 2):

Once the LAN is active,

- *socket.socket()* creates a new socket for this network
- *bind()* locks in the address for this web page
- *listen(5)* determines how many devices can connect to this LAN
  - five in this case

```
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.bind(('', 80))
s.listen(5)
```

Once active, lock the address and allow five clients

At this point, you can now receive and respond to pings from devices

Step 3: Wait for a ping

s.accept() waits until you get a query

- such as hitting refresh

This returns two parameters

- *conn* The status of the connection
- *addr* The address of the device who sent the message.
  - Note the second byte is a counter.

```
conn, addr = s.accept()
print('conn = ', conn)
print('addr = ', addr)
print('Got a connection from %s' % str(addr))
```

shell

```
conn = <socket state = 3 timeout=-1 incoming=2000d1d8 off=0>
addr = ('192.168.4.16', 57986)
Got a connection from 192.168.4.16
```

Step 4: Send html code

Once you get a ping

- Send a web page back to the client
  - html code
- Close the connection

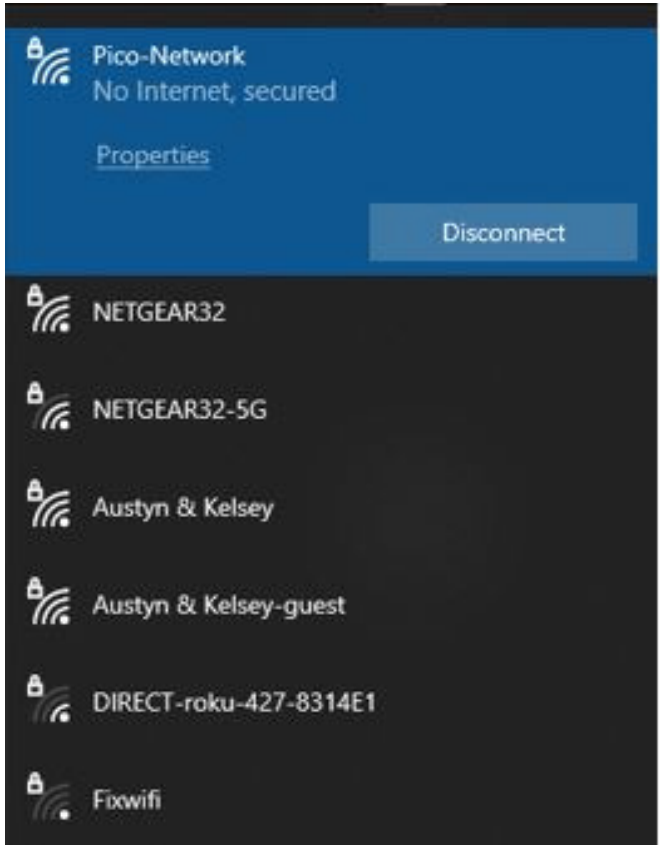
```
response = web_page()
conn.send(response)
conn.close()
```

The whole program looks like the following:

```
import network, time, socket

def web_page():
    f = open("HelloWorld.html","rt")
    x = f.read()
    x = x.replace('\r\n',' ')
    return(x)

ssid = 'Pico-Network'
password = 'PASSWORD'

ap = network.WLAN(network.AP_IF)
ap.config(essid=ssid, password=password)
ap.active(True)

while ap.active() == False:
    pass
print('AP Mode Is Active, You can Now Connect')
print('IP Address To Connect to:: ' + ap.ifconfig()[0])

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.bind(('', 80))
s.listen(5)

while(1):
    conn, addr = s.accept()
    print('Got a connection from %s' % str(addr))
    request = conn.recv(1024)
    print('Content = %s' % str(request))
    response = web_page()
    conn.send(response)
    conn.close()
```

If you look for WiFi network, you should see Pico-Network

If you connect to web page 192.168.4.1, you will see the html image



Shell Window

You will also see the reply from the connection in the shell window.

- Doesn't mean much here
- Will be used later on to pass data

```
AP Mode Is Active, You can Now Connect
IP Address To Connect to:: 192.168.4.1
Got a connection from ('192.168.4.16', 41178)

Content = b'GET / HTTP/1.1\r\nHost: 192.168.4.1\r\nConnection:
keep-alive\r\nCache-Control:
max-age=0\r\nUpgrade-Insecure-Requests: 1\r\nUser-Agent:
Mozilla/5.0 (Linux; Android 10; K) AppleWebKit/537.36 (KHTML,
like Gecko) Chrome/127.0.0.0 Mobile Safari/537.36\r\nAccept:
text/html,application/xhtml+xml,application/xml;q=0.9,image/av
if,image/webp,image/apng,*/*;q=0.8,application/signed-exchange
;v=b3;q=0.7\r\nAccept-Encoding: gzip,
deflate\r\nAccept-Language: en-US,en;q=0.9\r\n\r\n'
```

Shell window if everything goes well

HTML Coding

Backing up a bit, in the previous example, html code was used to display *Hello World:*

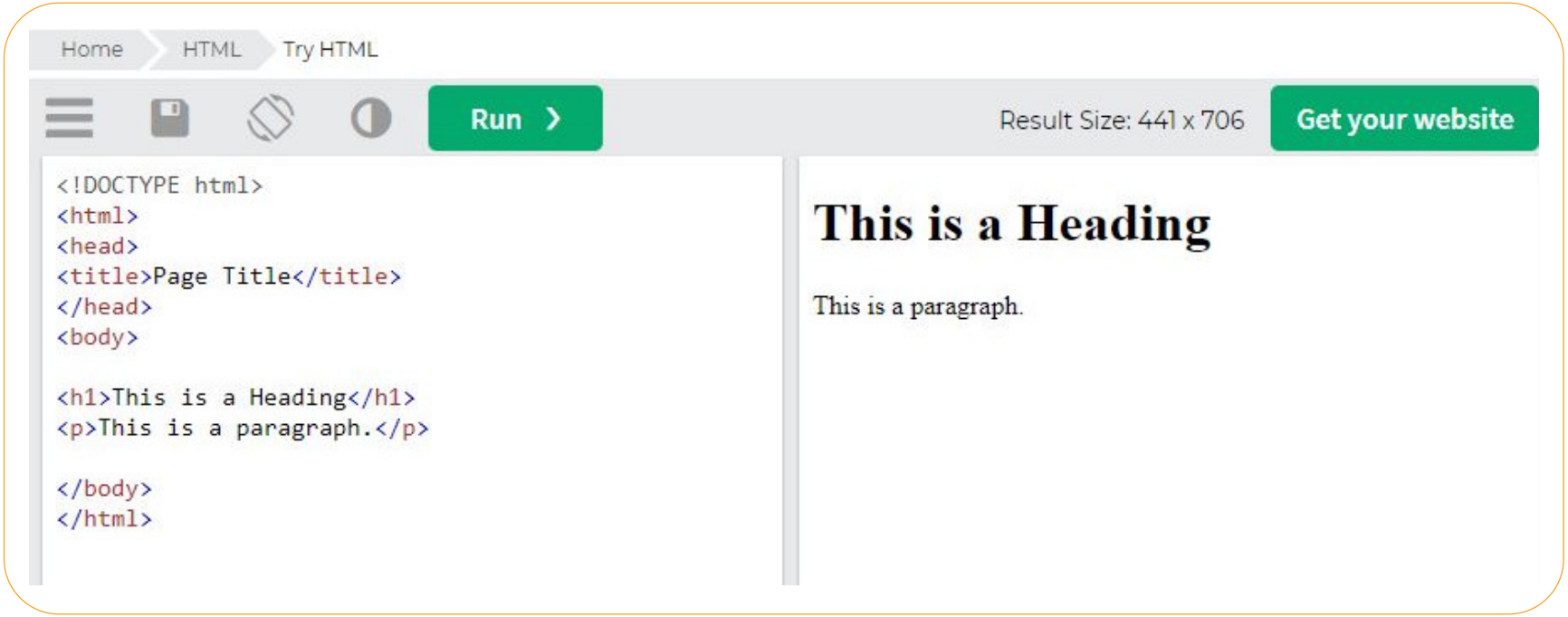
```
<html>
<body>
<h1>Hello World</h1>
</body>
</html>
```

You can do a lot more than this with html coding. You can even take several courses on html programming.

www.w3schools.com/html/

A good place to go for learning html coding is w3schools.

- Contains several lessons on html programming
- Also contains interactive windows
  - You can test out your code:



www.w3schools.com/html/

Note on html syntax:

- html is not case sensitive
- html ignores carriage returns
- Single quotes and double quotes are interchangeable

For example, to create a string which contains quote symbols, you could use

```
x = "To quote Charlie Brown, 'Rats.'"
```

is the same as

```
x = 'To quote Charlie Brown, "Rats."'
```

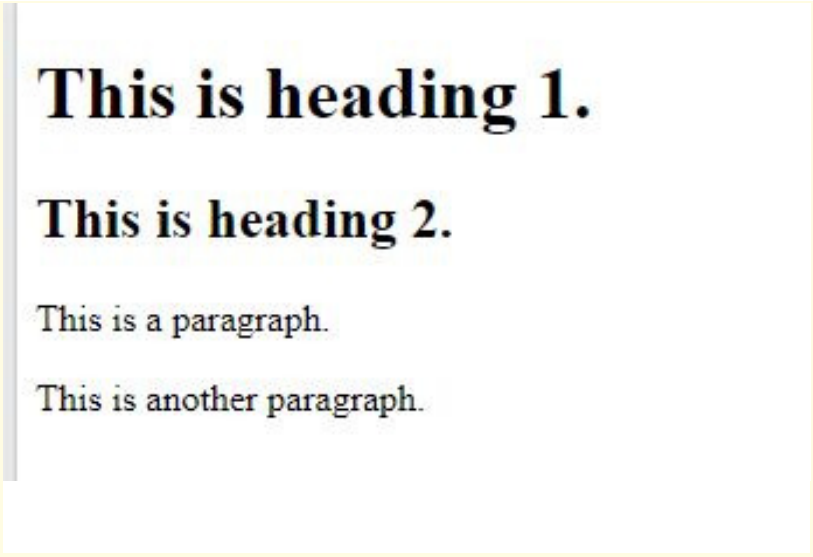
Here, we'll just go over creating a web page with

- headings,
- paragraphs, and
- a table.

The basic format for a html page is as follows:

- Sections start with a <>
- End of section is denoted with a back-slash

```
<!DOCTYPE html>
<html>
<body>

<h1>This is heading 1.</h1>
<h2>This is heading 2.</h2>

<p>This is a paragraph.</p>
<p>This is another paragraph.</p>

</body>
</html>
```



html options:

Some of the things you can add to his file are as follows:

Adding a link

```
<a href="http2://www.w3schools.com">This is a link</a>
```

Adding a carriage return

```
<br>
```

Hyperlink <a>

more on this later

Style: Set the color

```
<p style="color:red;">
```

Style: Set the font size

```
<p style="font-size:20px;">Paragraph in 20 point font.<\p>
<p style="font-size:300%;">Paragraph 300% font.<\p>
```

Style: Set background color

```
<body style="background-color:powderblue;">
<h1 style="background-color:tomato;">Heading</h1>
```

Adding an image <src>

```
<img
src="https://www.bisonacademy.com/uploads/3/4/4/0/34406028/glacier2_orig.hjpg" width="500" height="200">
```

adding an image to a web page

Alternate text <alt>

If the image can't be displayed, the text to display instead

```
alt="Glacier NP"
```

Style: Font

```
<h1 style="font-family:ariel;">This is a heading</h1>
```

- Some fonts available include
  - Arial — 'Twas brillig and the slighy toves
  - **Arial Black** — **Did gyre in the gimple in the wabe**
  - Comic Sans — All mimsy were the borogoves
  - Courier — And the mome rathe outgrabe.,
  - Georgia — "Beware the jabberwock, my son!
  - Helvetica — The jaws that bite, the claws that catch!
  - **Impact** — **Beware the Jubjub bird, and shun,**
  - Palatino — The frumious Bandersnatch!"
  - Tahoma — He took his vorpal sword in hand;
  - Trebuchet MS — Long time the manxome foe he sought--
  - Times New Roman — So rested he by the Tumtum tree
  - Verdana — And stood a while in thought

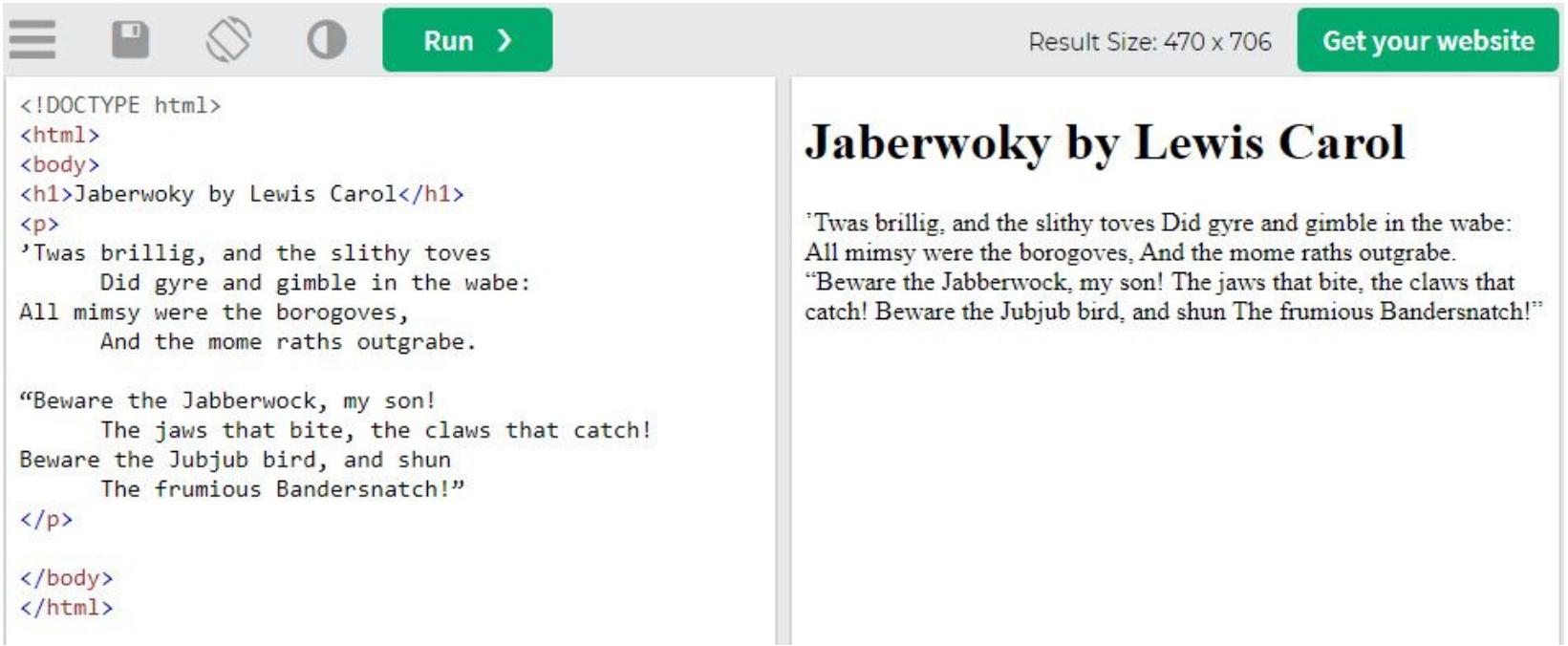
Jaberworky by Lewis Carol

Style: Text Align

```
<p style="text-align:center;">Centered paragraph.<\p>
options: left, center, right
```

Paragraphs <p>

- double spaces, carriage returns are ignored
  - have no effect on the resulting display

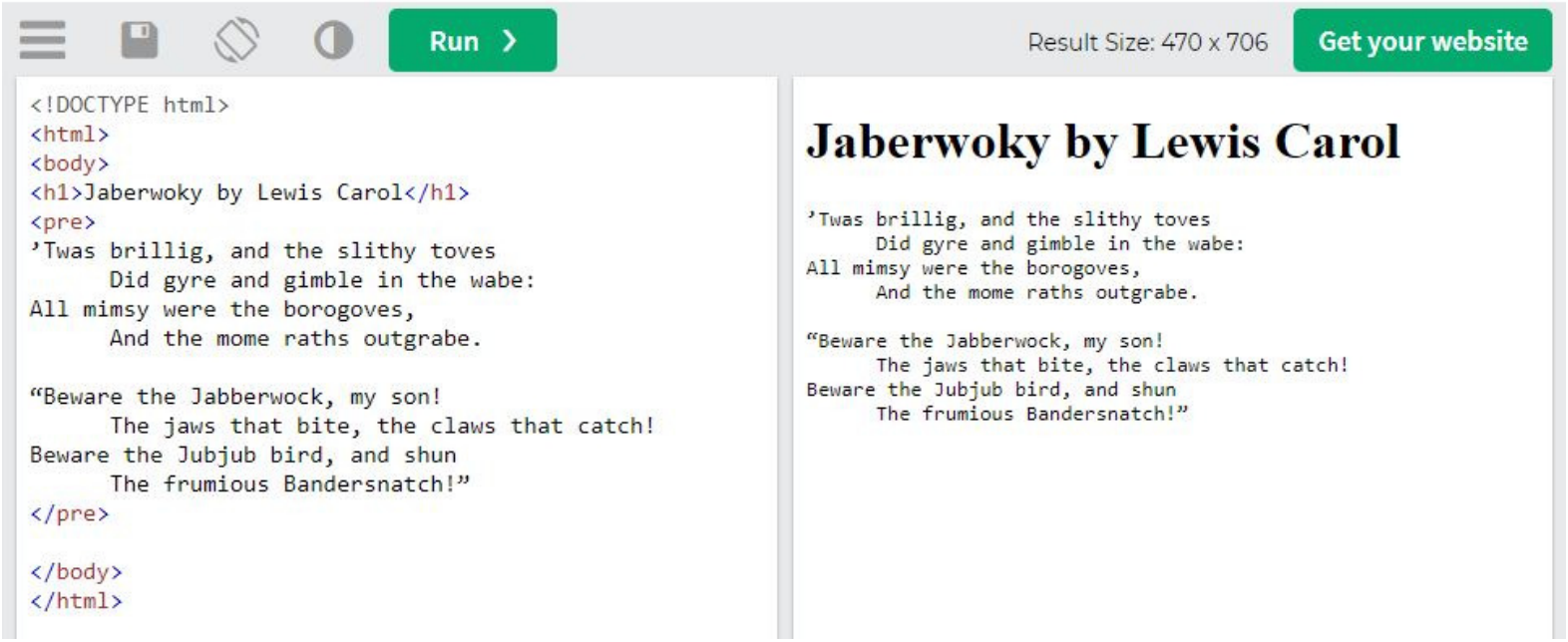


Horizontal Rule <hr>

- draw a horizontal line

Preformatted Text <pre> <\pre>

- <p> ignores carriage returns and spaces.
- <pre> preserves carriage returns and spaces.



Formatting Text. Each of these are terminated with a back-slash (----)

- bold face
- also bold face
- <i> italic
- <mark> marked text
- <small> smaller text
- <del> deleted text
- <sub> subscript
- <sup> superscript

Tables

Tables are a nice way to present information

```
<table>                          start of table
  <tr>                           start of row
    <th>Sensor</th>              table heading, column #1
    <th>Reading</th>
    <th>Units<th>
  </tr>                          end of first row
  <tr>                           start of second row
    <td>Temp</td>                table data
    <td>74.35</td>
    <td>F</td>
  ></tr>                         end of second row
</table>                         end of table

<p>Example of html table</p>
```

HTML Tables

Sensor	Reading	Units
Temp	74.35	F

Example of html tables.

Borders

To add borders to a table, use the *border* statement.

- This adds a 1 pixel solid black border to
  - the table,
  - all rows, and
  - all data cells

```
table, th, td {
  border: 1px solid black
}
```

HTML Tables

Sensor	Reading	Units
Temp	74.35	F

Example of html tables.

collapse combines table / row / cell borders

```
table, th, td {
  border: 1px solid black;
  border-collapse: collapse;
}
```

HTML Tables

Sensor	Reading	Units
Temp	74.35	F

Example of html tables.

Row Colors

Color can be added to the table.

- Color is a 24-bit number
  - red - green - blue:

```
table, th, td {
  border: 1px solid white;
  border-collapse: collapse;
}
th, td {
  border-color: #008800;
  }
th {
  background-color: #FFDDDD;
  }
td {
  background-color: #FFEEEE;
  }
```

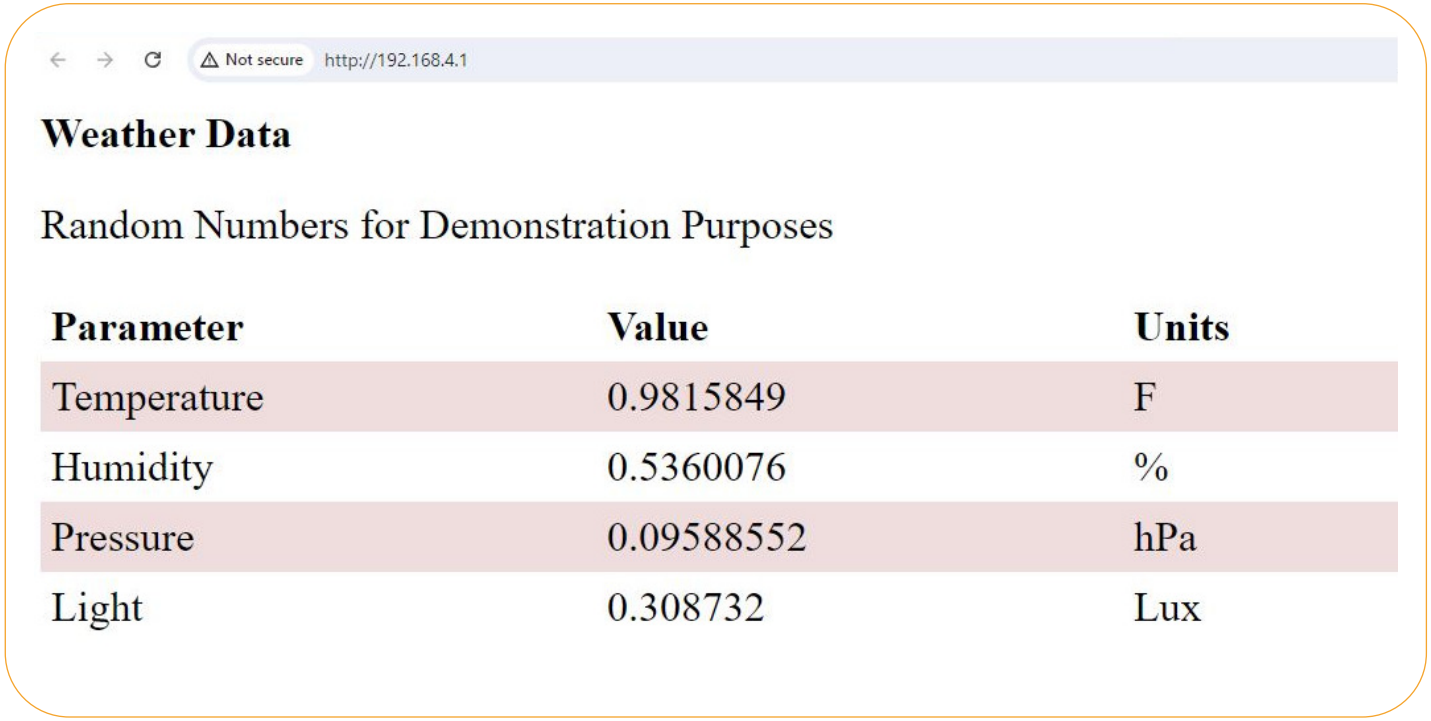
HTML Tables

Sensor	Reading	Units
Temp	74.35	F

Example of html tables.

Displaying Data in a Table

Suppose you want to generate a display where the values change based upon current readings:



Example of displaying live data in a table

Displaying Data: One Option:

- Use dummy variables for the data
  - aaaaa, bbbbb, ccccc, ddddd in this example

```
<!DOCTYPE html><html>
<head>
  <style>
    table {  border-collapse: collapse;   width: 80%; }
    th, td {  text-align: left;  padding: 8px; }
    tr:nth-child(even) { background-color: #EEDDDD; }
    th, td, p, h2 { font-size:200%; }
    </style>
  </head>
<body>
  <h2>Weather Data</h2>
  <p>Random Numbers for Demonstration Purposes</p>
  <table>
    <tr> <th>Parameter</th> <th>Value</th> <th>Units</th> </tr>
    <tr> <td>Temperature</td> <td> aaaaa </td> <td>F</td> </tr>
    <tr> <td>Humidity</td> <td> bbbbb </td> <td>%</td> </tr>
    <tr> <td>Pressure</td> <td> ccccc </td> <td>hPa</td> </tr>
    <tr> <td>Light</td> <td> ddddd </td> <td>Lux</td> </tr>
    </table>
  </body>
</html>
```

Displaying Data: *web_page()*

- Pass the data to appear in the web page
- Read the text file
- Replace the dummy variables
  - There are probably other and better ways to do this
  - but this works...

```
def web_page(x0, x1, x2, x3):
    f = open("Table.html","rt")
    x = f.read()
    x = x.replace('\r\n',' ')
    x = x.replace('aaaaa', str(x0))
    x = x.replace('bbbbb', str(x1))
    x = x.replace('ccccc', str(x2))
    x = x.replace('ddddd', str(x3))
    return(x)
```

Testing Web Page

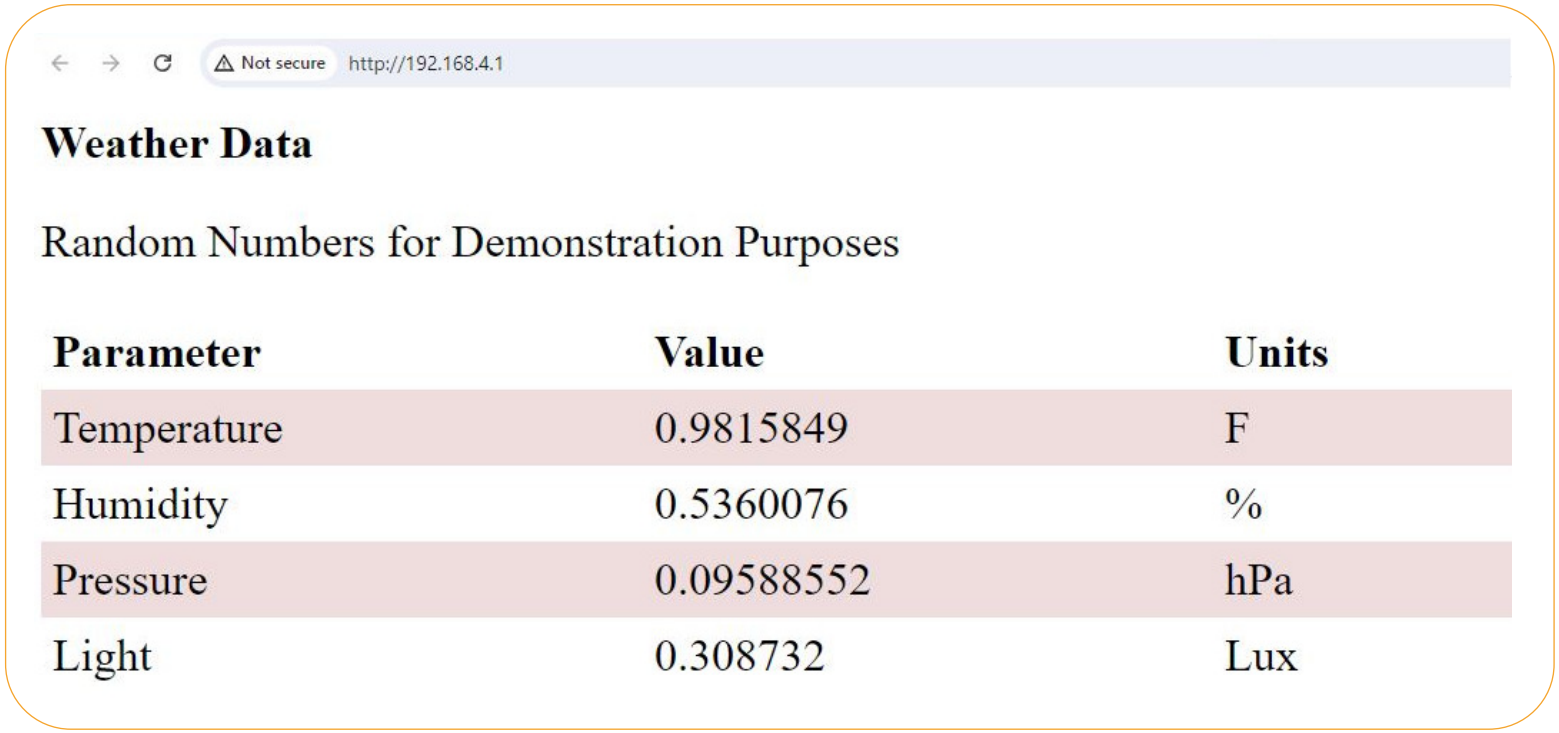
Pass random numbers

Each time you refresh the screen (F5), the data updates

```
while(1):
    conn, addr = s.accept()
    print('Got a connection from %s' % str(addr))
    request = conn.recv(1024)
    print('Content = %s' % str(request))
    response = web_page(random(), random(), random(), random())
    conn.send(response)
    conn.close()
```

Result:

- Data appears in the table
- Each time you refresh (F5),. the data changes



Summary: AP Mode

In AP mode,

- The Pi-Pico W sets up a stand-alone WiFi network
- Other devices can connect to this network as clients

Each ping, the Pico can reply with a web page

- By changing the data in the web page, the clients can see what's going on
- Two-way communications is also possible
  - Next lecture

References

- https://www.youtube.com/watch?v=cZNoXXIEPbg
- https://medium.com/@shilleh/creating-a-wireless-network-with-raspberry-pi-pico-w-part-1-c896211f2bd6
- https://www.w3schools.com/html/default.asp