

Getting started

This is a simple example, how to use esp_http_server - probably there are libraries to handle it different.

Yet this displays how to connect to the Wifi and start a webserver.

And bind a handler to the endpoint "/" - where we reply with a string "hello world"

```
#include "esp_http_server.h"
#include

// Replace with your network credentials
const char* ssid = "YourWifi";
const char* password = "YourPassWord";

httpd_handle_t stream_httpd = NULL;
httpd_handle_t camera_httpd = NULL;

static esp_err_t file_handler(httpd_req_t *req) {

    Serial.printf("File handler");

    char ret_homepage[255] = "";

    strcpy(ret_homepage, "Hello world");

    /* Set some custom headers */
    httpd_resp_set_hdr(req, "Connection", "close");
    httpd_resp_set_hdr(req, "Cache-Control", "no-cache");

    /* Send response with custom headers and body set as the
     * string passed in user context*/
    const char *resp_str = (const char*) ret_homepage;

    Serial.print(ret_homepage);
    httpd_resp_send(req, resp_str, HTTPD_RESP_USE_STRLEN);
    ESP_LOGI(TAG, "Response sent for home page request.Time:%s", esp_log_system_timestamp());
    return ESP_OK;
}

void StartServer(){
    httpd_config_t config = HTTPD_DEFAULT_CONFIG();
    config.server_port = 80;

    httpd_uri_t index_uri = {
        .uri      = "/",
        .method    = HTTP_GET,
        .handler   = file_handler,
        .user_ctx  = NULL
    };
};
```

```
Serial.printf("Starting server on port: '%d'\n", config.server_port);
if (httpd_start(&stream_httpd, &config) == ESP_OK) {
    httpd_register_uri_handler(stream_httpd, &index_uri);
}
}
```

```
void setup() {
    Serial.begin(115200);
    Serial.setDebugOutput(true);
    Serial.println("Started");
}
```

```
Serial.println("Wifi");
// Wi-Fi connection
WiFi.begin(ssid, password);
while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.print(".");
}
Serial.println("");
Serial.println("WiFi connected");
```

```
Serial.print("Camera Stream Ready! Go to: http://");
Serial.println(WiFi.localIP());
```

```
Serial.println("Start Server");
StartServer();
```

```
}
```

```
void loop() {
    Serial.println("Loop");
    //s_listFiles("/sdcard");
    // captureImage();
    delay(10000);
}
```

```
}
```

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