```cpp
#include<WiFi.h>
#include <HTTPClient.h>

#define WIFI_STA_NAME "FIFA_LABCOM"
#define WIFI_STA_PASS ""

void setup() {
  Serial.begin(115200);
  pinMode(2, OUTPUT);

  Serial.println();
  Serial.println();
  Serial.print("Connecting to ");
  Serial.println(WIFI_STA_NAME);

  WiFi.mode(WIFI_STA);
  WiFi.begin(WIFI_STA_NAME, WIFI_STA_PASS);

  while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.print(".");
    digitalWrite(2, !digitalRead(2));
  }

  digitalWrite(2, HIGH);
  Serial.println("");
  Serial.println("WiFi connected");
  Serial.println("IP address: ");
  Serial.println(WiFi.localIP());
}

void loop() {
  if (WiFi.status() == WL_CONNECTED) {
    HTTPClient http;
    http.begin("https://asrs-ubru.tech/mcu/wp-content/uploads/asgarosforum/603/ESP32-v3_4.php");
    int httpCode = http.GET();
```

```cpp
    if (httpCode > 0) {
      String payload = http.getString();
      Serial.println("Response:");
      Serial.println(payload);
      digitalWrite(2,payload.toInt ());
    } else {
      Serial.printf("Error: %s\n",
http.errorToString(httpCode).c_str());
    }
    http.end();
  }
  delay(500); // Nutt.
}
```