

I. INTRODUCTION

Wi-Fi, short for Wireless Fidelity, is a wireless connectivity solution that links computer networks, including smartphones, through radio technology, enabling users to swiftly and securely transfer data. Currently, Wi-Fi is the most in-demand internet connection option among the general population. Not only does Wi-Fi provide internet access, but it also allows for the establishment of wireless networks in various settings like homes, offices, classrooms, and commercial hubs. With Wi-Fi technology, users enjoy to access the internet or exchange data from meeting rooms, hotel accommodations, educational campuses, and cafes designated as "Wi-Fi Hot Spots". Hotspot is a form of utilizing wireless LAN technology in public locations [1].

However, many people are interested in turning this WiFi network into a business, starting from access points using vouchers, usernames, etc. Therefore this research is interested in designing and developing a tool to make it easier for people to access WiFi and do business in using WiFi networks. The concept of Wifi Coin is the same as vending machines or toy cars that we often encounter in supermarkets [2].

A vending machine is an automatic vending machine that is used by inserting coins or money to buy items in the showcase according to your choice. These machines are starting to be commonly found in public places. Previous research was conducted on a coin-operated WiFi hotspot using Raspberry Pi2 hardware that can be placed outside a library or anywhere that requires an internet connection [3]. The principle of operation is to deny internet access until the user inserts coins into the machine. Whereas people use the NodeMCU microcontroller embedded system hardware to make it easier for ordinary people who want to reset it.