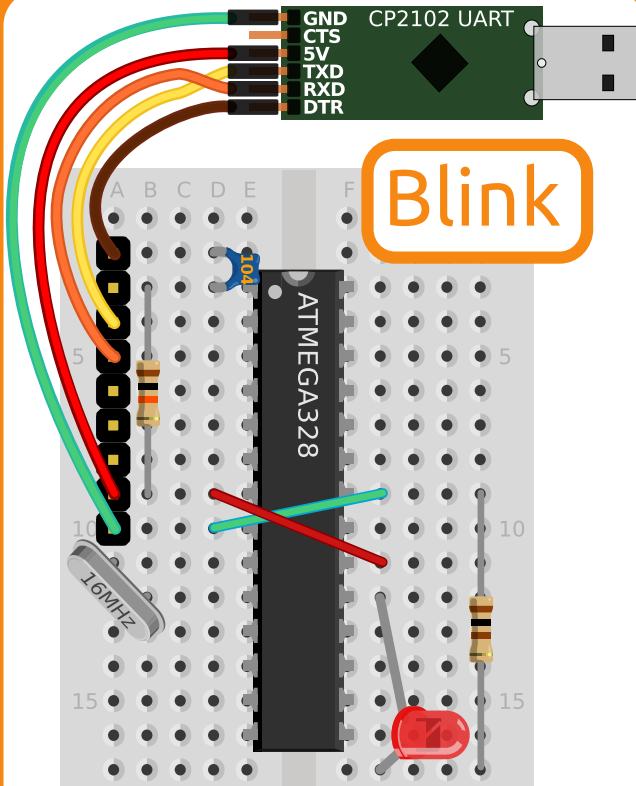


The diagram shows a breadboard setup for a 'Blink' project. A CP2102 UART module is connected to an ATMEGA328 microcontroller. The UART module's GND, CTS, 5V, TXD, RXD, and DTR pins are connected to the breadboard. The ATMEGA328 is connected to a 16MHz crystal, a 10k resistor, and a red LED. The breadboard is labeled with columns A through F and rows 5, 10, and 15. A 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground. The 16MHz crystal is connected to the ATMEGA328's XTAL1 and XTAL2 pins. The 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground.

Blink

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

<http://shrimping.it/project/blink/>

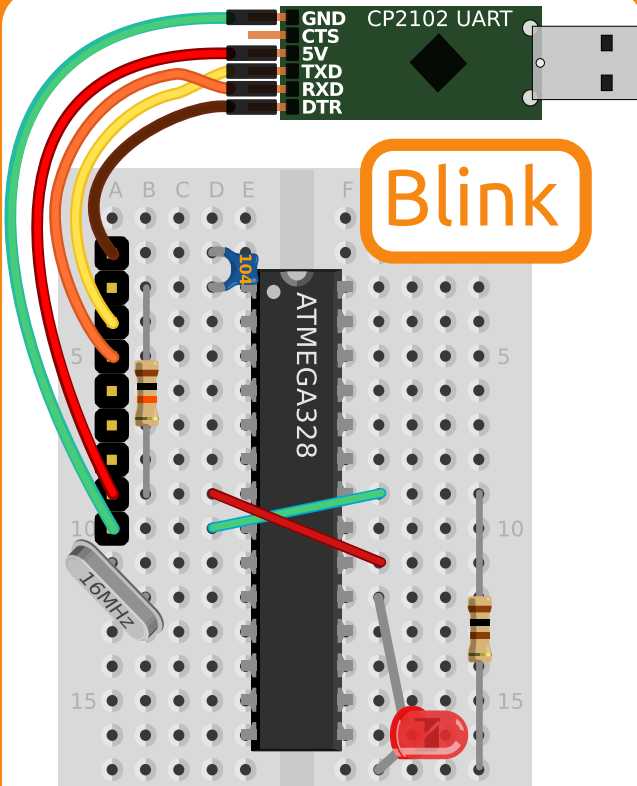


The diagram shows a breadboard setup for a 'Blink' project. A CP2102 UART module is connected to an ATMEGA328 microcontroller. The UART module's GND, CTS, 5V, TXD, RXD, and DTR pins are connected to the breadboard. The ATMEGA328 is connected to a 16MHz crystal, a 10k resistor, and a red LED. The breadboard is labeled with columns A through F and rows 5, 10, and 15. A 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground. The 16MHz crystal is connected to the ATMEGA328's XTAL1 and XTAL2 pins. The 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground.

Blink

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

<http://shrimping.it/project/blink/>

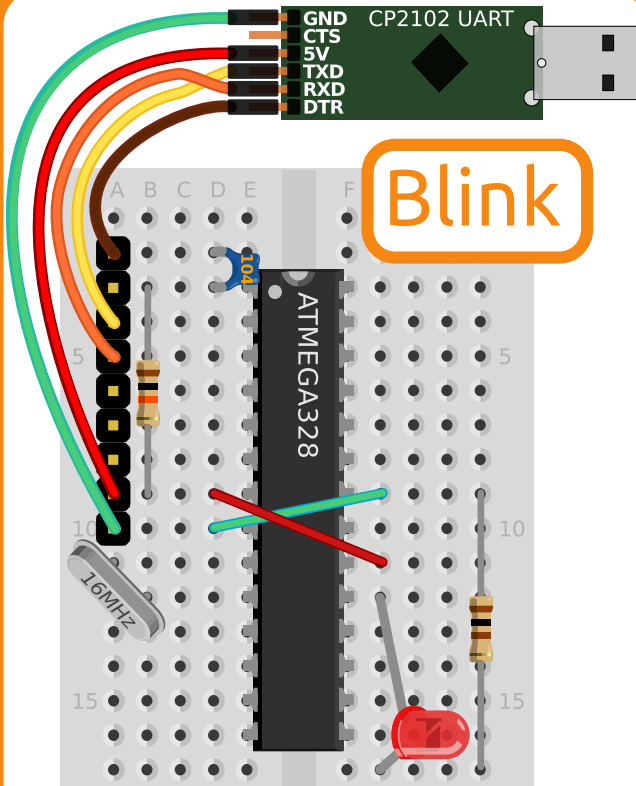


The diagram shows a breadboard setup for a 'Blink' project. A CP2102 UART module is connected to an ATMEGA328 microcontroller. The UART module's GND, CTS, 5V, TXD, RXD, and DTR pins are connected to the breadboard. The ATMEGA328 is connected to a 16MHz crystal, a 10k resistor, and a red LED. The breadboard is labeled with columns A through F and rows 5, 10, and 15. A 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground. The 16MHz crystal is connected to the ATMEGA328's XTAL1 and XTAL2 pins. The 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground.

Blink

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

<http://shrimping.it/project/blink/>



The diagram shows a breadboard setup for a 'Blink' project. A CP2102 UART module is connected to an ATMEGA328 microcontroller. The UART module's GND, CTS, 5V, TXD, RXD, and DTR pins are connected to the breadboard. The ATMEGA328 is connected to a 16MHz crystal, a 10k resistor, and a red LED. The breadboard is labeled with columns A through F and rows 5, 10, and 15. A 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground. The 16MHz crystal is connected to the ATMEGA328's XTAL1 and XTAL2 pins. The 10k resistor is connected between the TXD pin and the LED's anode. The LED's cathode is connected to ground.

Blink

The **Blink** build is our recommended starting point for all your @ShrimpingIt fun. Blink ensures you have the right components in the right places for more complex builds, and offers a simple test for your 'breadboarding' skills.

<http://shrimping.it/project/blink/>