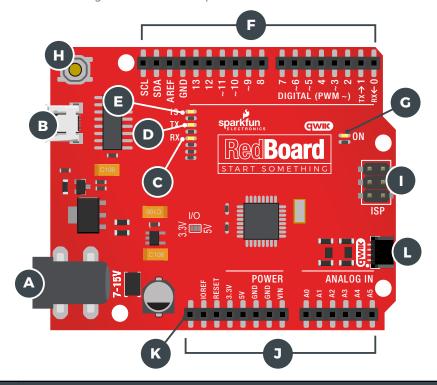
Anatomy of the SparkFun RedBoard



REDBOARD HARDWARE OVERVIEW

A	POWER IN (BARREL JACK)	Can be used with either a 9V or 12V "wall-wart" or a battery pack.
В	POWER IN (USB PORT)	Provides power and communicates with your board when plugged into your computer via USB.
С	LED (RX: RECEIVING)	Shows when the USB-to-serial chip is receiving data bits from the computer.
D	LED (TX: TRANSMITTING)	Shows when the USB-to-serial chip is transmitting data bits to the computer. $ \\$
E	ONBOARD LED PIN D13	This LED, connected to digital pin 13, can be controlled in your program and is great for troubleshooting.
F	PINS AREF, GROUND, DIGITAL, RX, TX, SDA, SCL	These pins can be used for inputs, outputs, power and ground.
G	POWER LED	Illuminated when the board is connected to a power source.
Н	RESET BUTTON	A manual reset switch that will restart the RedBoard and your code.
ı	ISP HEADER	This is the In-System Programming header. It is used to program the ATMega328 directly. It will not be used in this guide.
J	ANALOG IN, VOLTAGE IN, GROUND, 3.3 AND 5V OUT, RESET	The power bus has pins to power your circuits with various voltages. The analog inputs allow you to read analog signals.
K	RFU	This stands for Reserved for Future Use.
L	QWIIC® CONNECTOR	SparkFun Qwiic® Cable Connector for I ² C Devices. This connection will not be used in this guide

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