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.
B	**POWER IN (USB PORT)**	Provides power and communicates with your board when plugged into your computer via USB.
C	**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.
H	**RESET BUTTON**	A manual reset switch that will restart the RedBoard and your code.
I	**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 I²C Devices. This connection will not be used in this guide.