#Place the red LED between J12 & any point on the blue (-'ve) rail.

The long anode pin is +'ve while the shorter pin is the -'ve cathode and is on the side of the slightly flattened part of the clear LED plastic.

You need to get this right or it won't light up! Notice inside the LED the cathode (-'ve) the metal end is larger than the anodes pole

x1 Red LED

x1 Push Button reset

x1 100Ohm Resistor
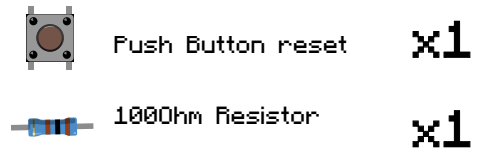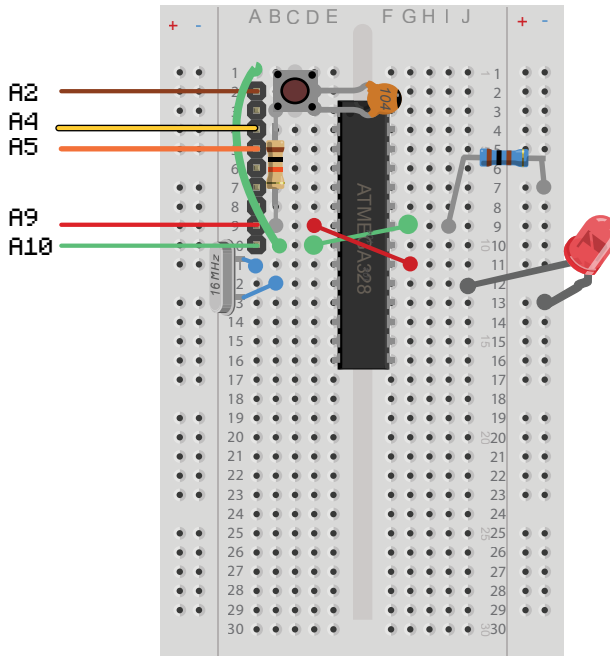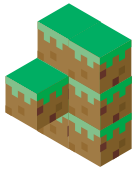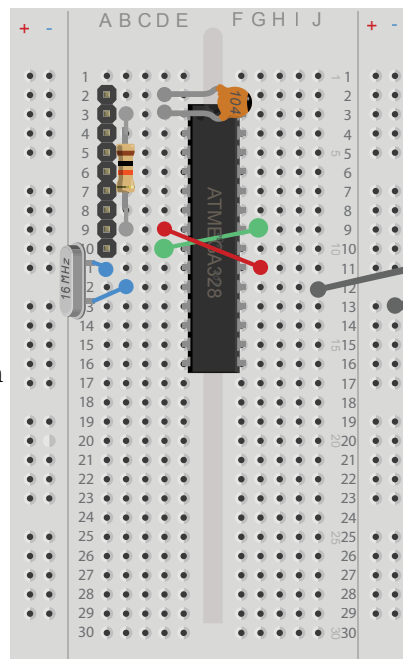
Next add a 100Ohm resistor (brown, black, brown, gold) between I9 (ground; follow the jumper wire back to ground on the USB) and any point on the blue (-'ve) rail.

This is a current limiting resistor for the LEDs
Add a jumper between A1 and B10 so
a push button between C1 & C3
when pressed will pull the current down
and trigger a re-boot. The 104 capacitor protects
the ATMEGA328 from this surge.

You've now made a basic unprotected shrimp
and will be able to upload the Blink sketch
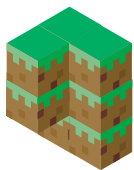
This is a CP2102 USB adaptor it lets you communicate with your shrimp over USB and serial

DTR — A2
RXD — A5
TXD — A4
5V — A9
CTS
GND — A10
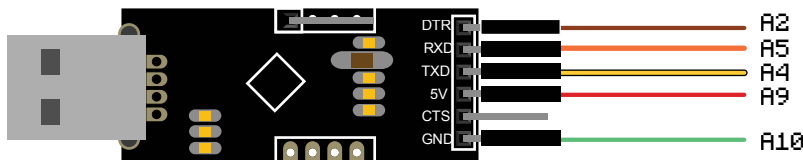
#Download & install USB drivers from
http://shrimping.it/drivers/cp2102/
#Connect up the USB serial adaptor with the coloured ribbon connector as shown
Once plugged in it should appear as COM1 or COM0 in Windows, depending on your Computer. For UNIX systems like Linux and Mac OS it should be listed in /dev as tty.SLAB_USBtoUARTUSB or similar.