

Component:	Image Reference:		
Servo		e5 e6 e7	
Jumper Wire		e5	
Jumper Wire		e6	
Jumper Wire		e7	
Jumper Wire		Pin 9	a7
Jumper Wire		b5	-
Jumper Wire		a6	+
Jumper Wire		5V	+
Jumper Wire		GND	-

Expand your horizons using Libraries:

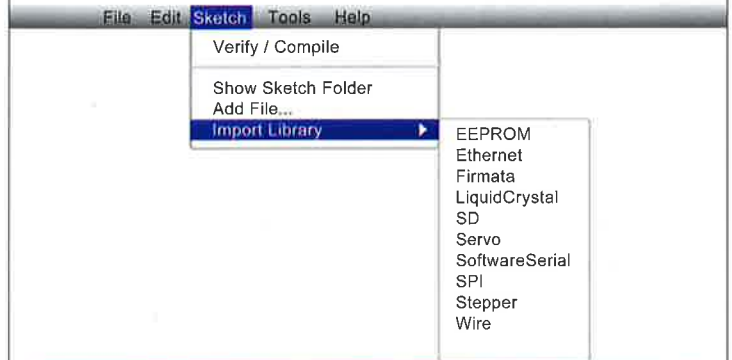
The Arduino development environment gives you a very useful set of built-in commands for doing basic input and output, making decisions using logic, solving math problems, etc. But the real power of Arduino is the huge community using it and their willingness to share their work.

Libraries are collections of new commands that have been packaged together to make it easy to include them in your sketches. Arduino comes with a handful of useful libraries, such as the servo library used in this example, that can be used to interface to more advanced devices (LCD displays, stepper motors, ethernet ports, etc.)

See <http://arduino.cc/en/reference/libraries> for a list of the standard libraries and information on using them.

But anyone can create a library, and if you want to use a new sensor or output device, chances are that someone out there has already written one that interfaces that device to the RedBoard. Many of SparkFun's products come with Arduino libraries, and you can find even more using Google and the Arduino Playground at <http://arduino.cc/playground/>. When YOU get the RedBoard working with a new device, consider making a library for it and sharing it with the world!

To use a library in a sketch, select it from **Sketch > Import Library**.



After importing the library into your code, you will have access to a number of pre-written commands and functions. More information on how to use the standard library functions can be accessed at: <http://arduino.cc/en/Reference/Libraries>.