

```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>

// Set the LCD address to 0x27 for a 16 chars and 2 line
display
LiquidCrystal_I2C lcd(0x27, 16, 2);
int n = 0;
float f=0.0;

void setup()
{
    // initialize the LCD
    lcd.begin();
    lcd.setCursor(3,0);
    // Turn on the backlight and print a message.
    lcd.backlight();
    // lcd.print("I Love you");
    lcd.setCursor(1,1);
    lcd.print("count");
}

void loop()
{
    // Do nothing here...
    lcd.setCursor(7, 1);
    lcd.print(n);
    n=n+1;
    lcd.setCursor(10, 1);
    lcd.print(f,3);
    f=f+0.001;
    lcd.print((char)0xF4);

    lcd.setCursor(0, 0);
```

```
    lcd.print("Temp = ");  
    lcd.print("f");  
    lcd.print("");  
    lcd.print((char) 0xDF);  
    lcd.print("c");  
    delay(1500);  
}
```