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#include <Wire.h>
#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2);
int n=0;
float f=0.0;
void setup()
{
    lcd.begin();
    lcd.backlight();           //เปิด backlight
    lcd.setCursor(3, 0);
    lcd.print("10");
    lcd.setCursor(4, 1);
    lcd.print("love");
}

void loop()
{
    lcd.setCursor(7 , 1);
    lcd.print(n);
    n=n+1;
    lcd.setCursor(0 , 1);
    lcd.print(f,5);
    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(1000);
}

```