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#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();

    // Turn on the backlight and print a message.
    lcd.backlight();
    lcd.setCursor(1, 1);
    lcd.print("C");
}

void loop()
{
    lcd.setCursor(7, 1);
    lcd.print(n);
    n=n+1;
    lcd.setCursor(11, 1);
    lcd.print(f,3);
    f=f+0.531;
    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);
}

```