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#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2); //Module IIC/I2C
Interface 0x3f
int n = 0;
float f=0.0;
void setup()
{
  lcd.begin();
  lcd.backlight(); // backlight
  lcd.setCursor(3,0);
  //lcd.print("LOVE");
  lcd.setCursor(1,1);
  lcd.print("ddd");
}
void loop()
{
  lcd.setCursor(4,1);
  lcd.print(n);
  n=n+1;
  lcd.setCursor(8,1);
  lcd.print(f,3);
  f=f+0.001;
  lcd.print((char)0XF6);
  delay(1000);
  lcd.setCursor(0,0);
  lcd.print("Temp=");
  lcd.print(f);
  lcd.print("");
  lcd.print((char)0XD6);
  lcd.print("C");
  delay(1000);
}

```