

```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2);

int n;
float f;

byte smile[8] =
{
    B00000,
    B01010,
    B01010,
    B00000,
    B10001,
    B01110,
    B00000,
};

void setup()

{
    lcd.begin();
    lcd.backlight();

    lcd.setCursor(3,0);
    lcd.print("f = ");
    lcd.setCursor(3,1);
    lcd.print("n = ");
    lcd.createChar(0,smile);
}

void loop()
{
    lcd.setCursor(7,0);
```

```
lcd.print(f,3);  
lcd.print(" ");  
lcd.write(0xDF);  
lcd.print("c");  
lcd.write(0);
```

```
lcd.setCursor(7,1);  
lcd.print(n);  
lcd.write(0xF4);  
n++;  
f=f+0.001;  
delay(500);
```

```
}
```