

```

#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;
float f;
byte c0[]={ // 8
    B00010,
    B01110,
    B11001,
    B11001,
    B01001,
    B01001,
    B11111,
    B11001
};
byte c1[]={ // 8
    0b00000,
    0b11010,
    0b11010,
    0b01010,
    0b01010,
    0b01111,
    0b01011,
    0b00000
};

void setup()
{
    // initialize the LCD
    lcd.begin();
    lcd.backlight();

```

```
    lcd.setCursor (2,0);  
    lcd.print("f =");  
    lcd.setCursor (3,1);  
    lcd.print("n = ");  
    lcd.createChar (0,c0);  
    lcd.createChar (1,c1);  
}
```

```
void loop()  
{  
    lcd.setCursor (5,0);  
    lcd.print(f,3);  
    lcd.write(0xDF);  
    lcd.print("C");  
    lcd.write(0);  
  
    lcd.setCursor (5,1);  
    lcd.print(n);  
    lcd.write(0xF4);  
    n++;  
    f=f+0.005;  
    delay(1000);  
}
```