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#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2);    //Module IIC/I2C
Interface บางรุ่นอาจจะใช้ 0x3f
int a;
float b;
void setup()

{
  lcd.begin();
  //lcd.noBacklight();    // ปิด backlight
  lcd.backlight();        // เปิด backlight

  lcd.setCursor(4, 0);
  lcd.print("a = ");
  lcd.setCursor(4, 1);
  lcd.print("b = ");
}

void loop()
{
  lcd.setCursor(8, 0);
  lcd.print(a);
  a++;

  lcd.setCursor(11, 0);
  lcd.write(0xd6);

  lcd.setCursor(8, 1);
  lcd.print(b, 3);
  b=b+0.001;
}

```

```
lcd.setCursor(13, 1);  
lcd.write(0xdf);  
lcd.print("c");  
delay(1000);
```

```
}
```