

```

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

    // Turn on the backlight and print a message.
    lcd.backlight();
    lcd.setCursor(4,0);
    lcd.print("n = ");
    lcd.setCursor(4,1);
    lcd.print("f = ");
}

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

    lcd.setCursor(15,0);
    lcd.write(0xf4);

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

    lcd.setCursor(14,1);

```

```
    lcd.write(0xdf);  
    lcd.print("C");  
    delay(500);  
    // Do nothing here...  
}
```