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#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(14,0);
    lcd.write(0xF4);

```

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lcd.setCursor(8,1);  
lcd.print(f,3);  
f=f+0.001;  
  
lcd.setCursor(14,1);  
lcd.write(0xDF);  
lcd.print("C");  
  
delay(500);  
}
```

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