

```

#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2); //Module
IIC/I2C Interface บางรุ่นอาจจะใช้ 0x3f

int n ;
float f;
void setup()

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

  lcd.setCursor(2, 0);
  lcd.print("n = ");
  lcd.setCursor(2, 1);
  lcd.print(" f = ");
}

void loop()
{ lcd.setCursor(6, 0);
  lcd.print(n);
  n++;

  lcd.setCursor(10,0);

  lcd.write(0xF4);

```

```
f=f+0.01;
```

```
lcd.setCursor(6,1);
```

```
lcd.print(f,3);
```

```
lcd.write(0xDF);
```

```
lcd.print("c");
```

```
delay(500);
```

```
}
```