

```

#include <Wire.h>
#include <LiquidCrystal_I2C.h>
int n;
float f;
LiquidCrystal_I2C lcd(0x27,20,4); // set the LCD address to 0x27 for a 16 chars
and 2 line display

void setup()
{
    lcd.init();                // initialize the lcd
    lcd.init();
    // Print a message to the LCD.
    lcd.backlight();

    lcd.setCursor(2,0);
    lcd.print("mos=");
    lcd.setCursor(2,1);
    lcd.print("zaa=");
}

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

    lcd.setCursor(10,0);
    lcd.write(0xF4);

    lcd.setCursor(6,1);
    lcd.print(f,3);
    f=f+0.01;

    lcd.setCursor(10,1);
    lcd.write(0xDF);
    lcd.print("C");
    delay(500);
}

```