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

{
    lcd.init();                      // initialize the lcd
    lcd.init();
    // Print a message to the LCD.
    lcd.backlight();
    lcd.setCursor(1,0);
    lcd.print("n =");
    lcd.setCursor(1,3);
    lcd.print("f =");
}

void loop()
{
    lcd.setCursor(5,0);
    lcd.print(n);
    n++;

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

    lcd.setCursor(5,1);
    lcd.print(f,3);
    f=f+0.001;

    lcd.setCursor(10,0);
    lcd.write(0xDF);
    lcd.print("C");

    delay(500);

}

```