

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

    // Turn on the backlight and print a message.
    lcd.backlight();
    lcd.setCursor(2,0);
    lcd.print("n = ");
    lcd.setCursor(2,1);
    lcd.print("r = ");
}

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

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

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

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

```
r=r+0.001;
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```
lcd.setCursor(11,1);
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```
lcd.write(0xDF);
```

```
lcd.setCursor(12,1);
```

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

```
delay(500);
```

```
// Do nothing here...
```

```
}
```



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