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#include <Wire.h>
#include <LiquidCrystal_I2C.h>

int A;

// 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();
    lcd.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);

    lcd.setCursor(6,1);
    lcd.print(f,3);
    f=f+0.001;

    lcd.setCursor(11,1);
    lcd.write (0xDF);
    lcd.setCursor(12,1);
    lcd.print("C");
}

```

```
delay(500);  
}
```