

```

#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 f;
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(3,1);
    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(10,1);
    lcd.write(0xDF);
    lcd.print("C") ;

    delay (500) ;
    // Do nothing here...
}

```