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#include <LiquidCrystal_I2C.h>
LiquidCrystal_I2C lcd(0x27, 16, 2); //Module IIC/I2C Interface บางรุ่นอาจจะใช้ 0x3f
int n;
float f;

void setup()

{
  lcd.begin();
  //lcd.noBacklight(); // ปิด backlight
  lcd.backlight(); // เปิด backlight

  lcd.home();
  lcd.setCursor(3, 3);
  lcd.print("n =");
  lcd.setCursor(3, 3);
  lcd.print("f =");
}

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

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

  lcd.setCursor(6, 0);
  lcd.write("f,3");
  f=f+0.001;

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

  delay(500);
}

```