

```
//=====LiquidCrystal_I2C  
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```

```
#include <Wire.h>  
#include <LiquidCrystal_I2C.h>  
LiquidCrystal_I2C lcd(0x27, 16, 2);  
int n;  
float f;  
void setup()  
{  
    lcd.begin();  
    lcd.backlight();  
    lcd.setCursor(6, 0);  
    lcd.print("n = ");  
  
    lcd.setCursor(13, 0);  
    lcd.write(0xf4);  
    lcd.setCursor(4, 0);  
    lcd.write(0xB7);  
    lcd.setCursor(11, 0);  
    lcd.write(0xB7);  
  
    lcd.setCursor(5, 1);  
    lcd.print("f = ");  
    lcd.setCursor(0, 1);  
    lcd.write(0xCC);  
    lcd.setCursor(1, 1);  
    lcd.write(0xCC);  
    lcd.setCursor(2, 1);  
    lcd.write(0xDE);  
    lcd.setCursor(3, 1);  
    lcd.write(0x3C);  
}  
void loop()  
{
```

```
lcd.setCursor(8,0);  
lcd.print(n);  
n++;
```

```
lcd.setCursor(7,1);  
lcd.print(f);  
f=f+0.001;
```

```
lcd.setCursor(13, 1);  
lcd.write(0xDF);  
lcd.print("C");
```

```
delay(500);
```

```
}
```