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#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(2, 1);
    lcd.print("f = ");
}

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

    lcd.setCursor(12, 0);
    lcd.write (0xF4);
```

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

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

```
delay (500);
```

```
}
```