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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);
}
```