

```

#include <LiquidCrystal_I2C.h>

LiquidCrystal_I2C lcd = LiquidCrystal_I2C(0x27, 16, 2);

const float MAX_VALUE_FOR_KM_PER_HOUR = 999.9;
const int MAX_VALUE_FOR_LAP_COUNT = 99;
const unsigned int MAX_VALUE_FOR_ELAPSED_TIME = 999.9;

float speedKilometersPerHour[2]={95.1,103.2};
float averageSpeed[2]= {96.6, 102.8};
int lapCount[2]= {4,3};

void setup(){
    lcd.init();
    lcd.begin(16, 2);
    lcd.backlight();
    lcd.clear();
    displayResults();
}

void loop() {
}

void displayResults() {
    char buffer[6];

    for (byte dir=0; dir<2; dir++) {
        if(speedKilometersPerHour[dir]> MAX_VALUE_FOR_KM_PER_HOUR){
            strcpy(buffer, "*****");
        } else{
            dtostrf(speedKilometersPerHour[dir],5,1,buffer);
        }
        lcd.setCursor(0,dir);
        lcd.print(buffer);

        if(averageSpeed[dir]> MAX_VALUE_FOR_KM_PER_HOUR) {
            strcpy(buffer, "*****");
        } else {
            dtostrf(averageSpeed[dir], 5, 1, buffer);
        }
        lcd.setCursor(6,dir);
        lcd.print(buffer);

        if(lapCount[dir]>MAX_VALUE_FOR_LAP_COUNT){
            strcpy(buffer,"**d");
        } else {
            sprintf(buffer, "%2d", lapCount[dir]);
        }
        lcd.setCursor(12, dir);
        lcd.print(buffer);
    }
}

```