```
#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);
    }
  }
```