

# Fonts

- The absolutely best way to get a font in code

Get preferred font for a given text style (e.g. body, etc.) using this UIFont type method ...

```
class func preferredFontForTextStyle(UIFontTextStyle) -> UIFont
```

Some of the styles (see UIFontDescriptor documentation for more) ...

```
UIFontTextStyle.Headline
```

```
UIFontTextStyle.Body
```

```
UIFontTextStyle.Footnote
```

- There are also “system fonts”

These appear usually on things like buttons

```
class func systemFontOfSize(pointSize: CGFloat) -> UIFont
```

```
class func boldSystemFontOfSize(pointSize: CGFloat) -> UIFont
```

Don't use these for your user's content. Use preferred fonts for that.

- Other ways to get fonts

Check out UIFont and UIFontDescriptor for more, but you should not need that very often

