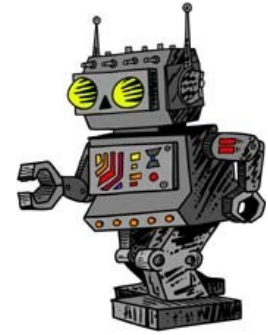
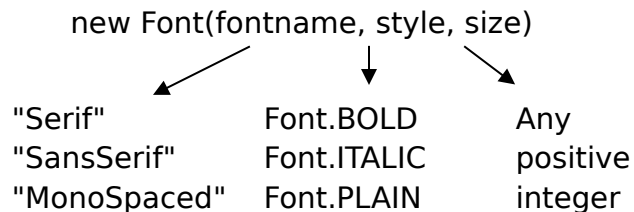


Fonts in Java

Fonts are used for **drawString()** which draws text on a graphics screen. When you use a *setFont()* method to tell Java what font you want to use, you have to put three parameters in the brackets to specify the font.

You create a new font to use like this:



fontName can be one of these three general font categories:

Serif → Times New Roman on most computers

SansSerif → Arial on most computers

MonoSpaced → Courier New on most computers

fontName can also be an actual specific font that exists on the computer, eg. Algerian, **but it must be spelled exactly correctly.**

Examples (creating a font variable)

```
Font f2 = new Font("Serif", Font.PLAIN, 12)
```

```
Font heading = new Font("SansSerif", Font.ITALIC, 16);
```

```
Font smallText = new Font("MonoSpaced", Font.PLAIN, 8)
```

```
Font comicFont = new font ("Comic Sans MS", Font.BOLD + Font.ITALIC, 12)
```

You tell the GraphicsConsole to use your new font like this:

```
gc.setFont( comicFont );    //use a font that you've created earlier
```

or directly

```
gc.setFont(new Font("Arial", Font.BOLD, 12) ); // **
```

The GraphicsConsole will now use your new font with the specified name, and size for any **gc.drawString()** methods that you subsequently do.

**** NOTE:** Do not create fonts inside a loop; it will slow the computer down to keep making font objects. Create the font outside the loop and only put setFont() in the loop. gc.setFont() in a loop will also slow down the computer a lot, so avoid doing this if at all possible.
[HSA2 avoids setting the font unless it has changed from the previous setting.]