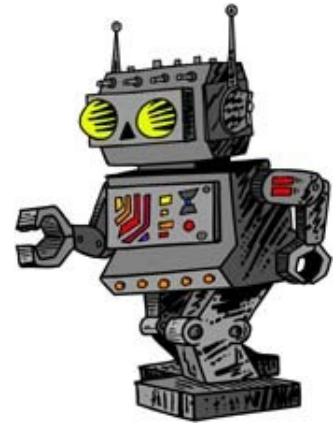


# Fonts in Java

---

When you use a `setFont()` method to tell Java what font you want to use, you have to put something in the brackets to specify the font. The thing you put in the brackets will create a new font for Java to use. Fonts are used for **drawString()**.



## You create a new font to use like this:

```
new Font(fontname, style, size)
```

↓                      ↓                      ↓

"Serif"	Font.BOLD	Any
"SansSerif"	Font.ITALIC	positive
"MonoSpaced"	Font.PLAIN	integer

## 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, **but it must be spelled exactly correctly.**

## Examples:

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

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

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

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

*(yes, you can assign fonts to variables too)*

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

```
gc.setFont(new Font(name, style, size) );  
gc.setFont(new Font("Serif", Font.BOLD, 12) );  
gc.setFont( comicFont );
```

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