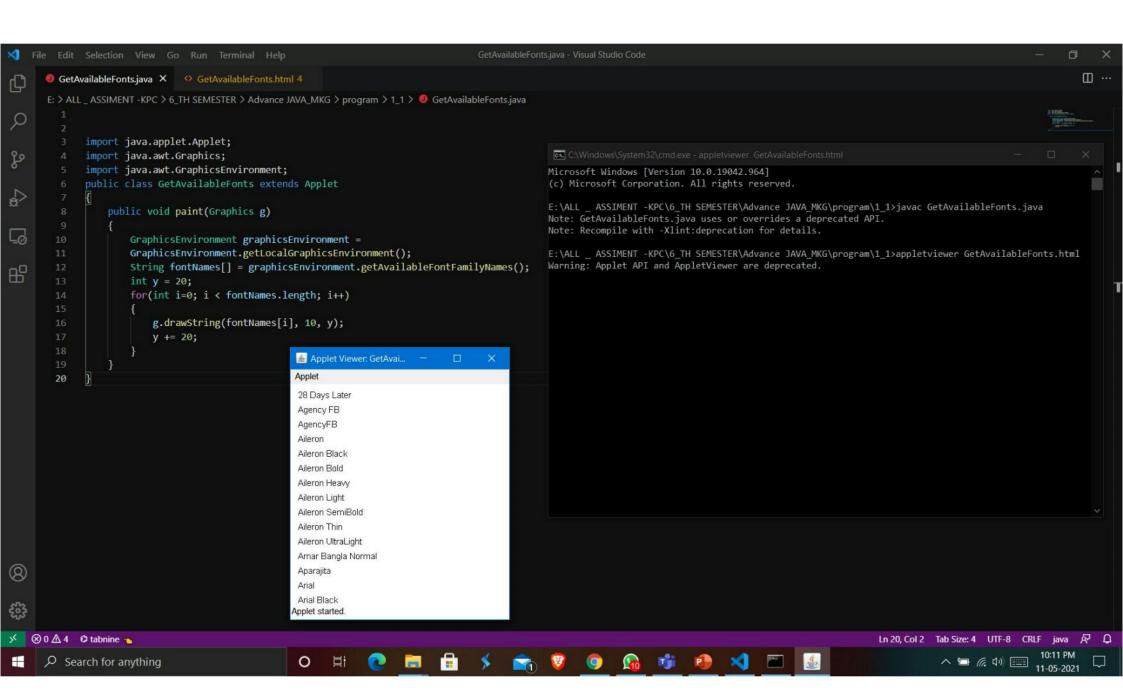
```
3. Write a program to display all available font family
hames.
    import java. applet. Applet;
    import Java. aut. Graphics;
    importjava. aut. Graphics Environment;
   public class Get Available Fonts extends Applet
  spublic void paint (anophies g)
   anaphic sEnvinomment graphics Envinoment =
   Graphics Environment. getlocal Graphics Environment ();
   string font Name [] = graphics Environment get Available Font
                                      Family Names ();
    int y = 20;
    for (int i=0; i < font Names. length; i++)
        9. drawstring (font Names [1], 10, y);
          Y + = 20;
save: GetAvailableFonts. Java
         Javac GetAvailable Fonts. java.
compile:
< html>
      Kapplet code "Gref Available Font s. class "width = "300" height=
    < body>
                                        "300"></applet>
    </body>
(html)
save: Get Available Fonts. Html
 Run: appletriewen GetAvailable Fonts. Html
```



```
Page
```

```
4. Write a program to display font style and size.
> import java. aut. *;
   import java. applet. *;
   public class Font-style-size extends Applet
    Font f1, f2, fs;
    public void int ()
     fi = new font ("Anial", Font. PLAIN, 25);
      f2 = new Font ("Anial", Font. ITALIC, 30);
     f3 = new Font ("Anial", Font. BOLD, 35);
   public void paint (Grouphics 9)
   g. drawstring ("Namendra Nath Panda", 50, 50);
    g. set Font (f1);
     9. drawstning ("Namendra Nath Panda", 50, 80);
     9. setFont (f2);
     J. draw String ("Namendra Noth Panda", 50, 110);
   g. dranstring ("Namendra Nath Panda", 50, 140);
     9. set Font (f3);
Save: Font-style-size. Java
compilation: Javac Font-style-size. Java
     capplet code = "Font_style_size.class" height = "200"
2 HTMLY
   1 body>
save: Font_style_size.html Run; appletviewen Font_style_size.html
```

