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Draw Font Using Canvas Example Home J2me Draw Font Using Canvas Using Canvas Example Example **J2me Tutorials** J2ME Tutorial Advertisement This example is used to draw the Image Icon Using Canvas Example different types of font using Canvas class. The following line of code is J2ME Hello World used to show the different style, size Example and faces of font. J2ME Draw Triangle **Draw Font Using** Simple Line Canvas Canvas Example Example Arc MIDIet Example Text MIDIet Example This example is used to draw the different types of font using Canvas class. The Access URL following line of code is used to show the different style, size and faces of font. Kxml Parser Example static final int[] styles = {Font.STYLE_PLAIN, Font.STYLE_BOLD, Font.S KXML Parse static final int[] sizes = {Font.SIZE SMALL, Font.SIZE MEDIUM, Font.SI Example static final int[] faces = {Font.FACE_SYSTEM, Font.FACE_MONOSPACE, Fon J2ME Kxml Connection Example Here we have set the different Faces for the text... J2ME Kxml Example FACE_MONOSPACE J2ME Kxml Example FACE_PROPORTIONAL FACE SYSTEM J2ME Tutorial Now we are setting their size J2ME Draw String SIZE LARGE Rectangle Canvas SIZE_MEDIUM MIDlet Example SIZE_SMALL Graphics MIDlet Example and the style of the text J2ME Tutorial STYLE_BOLD

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STYLE_PLAIN
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Example

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getHeight()	int	
getSize()	int	
getStyle()	int	
isBold()	boolean	
isItalic()	boolean	
isPlain()	boolean	
isUnderlined()	boolean	
stringWidth(String str)	int	
substringWidth(String str, int offset, int len)	int	

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The Application is as follows:





Source Code of DrawFont.java

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
public class DrawFont extends MIDlet{
 private Display display;
 public void startApp() {
 display = Display.getDisplay(this);
 display.setCurrent(new FontCanvas());
 public void pauseApp(){}
 public void destroyApp(boolean unconditional){}
```

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Example

Example

```
public void commandAction(){}
class FontCanvas extends Canvas
 static final int[] styles = {Font.STYLE_PLAIN,
 Font.STYLE_BOLD, Font.STYLE_ITALIC); static final int[] sizes = {F
Font.SIZE MEDIUM, Font.SIZE LARGE};
 static final int[] faces = {Font.FACE_SYSTEM,
Font.FACE MONOSPACE, Font.FACE PROPORTIONAL);
 public void paint(Graphics q) {
 Font font = null;
 int y = 0;
 g.setColor(202, 238, 255);
 g.fillRect(0, 0, getWidth(), getHeight());
 g.setColor(255, 87, 6);
 for(int size = 0; size < sizes.length; size++) {</pre>
 for(int face = 0; face < faces.length; face++) {</pre>
 int x = 0;
 for(int style = 0; style < styles.length; style++) {</pre>
 font = Font.getFont(faces [face], styles [style], sizes [size]);
 g.drawString(" Font ", x+1, y+1, Graphics.TOP | Graphics.LEFT);
 g.drawRect(x, y, font.stringWidth(" Font ") + 1, font.getHeight() +
 x += font.stringWidth (" Font ") + 1;
 y += font.getHeight() + 1;
```

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