

### 1) Liberation Mono

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
```

### 2) DeJaVu Sans Mono

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
```

### 3) Ubuntu Mono

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
```

### 4) Input

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    }
    /// vrátí zapamatovaná moudra a všechna zapomene
```

### 5) Anonymous Pro

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    }
    /// vrátí zapamatovaná moudra a všechna zapomene
```

### 6) Source Code Mono

```
using System;
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
```

## 7) Inconsolata

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
```

## 8) Fira Mono

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
```

## 9) Hack

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
}
```

## 10) Camingo Code

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    } /// vrátí zapamatovaná moudra a všechna zapomene
```

## 11) Droid Sans Mono

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    }/// vrátí zapamatovaná moudra a všechna zapomene
```

## 12) Free Mono

```
using System.Collections.Generic;

class Sklerotik {
    private List<string> memory;

    public Sklerotik() {
        this.memory = new List<string> (10);
    }/// vrátí zapamatovaná moudra a všechna zapomene
```