

Font Menu

```
using System;
using System.Drawing;
using System.Windows.Forms;

class FontMenu: Form
{
    const int iPointSize = 24;
    string strFacename;

    public static void Main()
    {
        Application.Run(new FontMenu());
    }
    public FontMenu()
    {
        strFacename = Font.Name;

        Menu = new MainMenu();

        MenuItem mi = new MenuItem("&Facename");
        mi.Popup += new EventHandler(MenuFacenameOnPopup);
        mi.MenuItems.Add(" "); // Necessary for pop-up call
        Menu.MenuItems.Add(mi);
    }
    void MenuFacenameOnPopup(object obj, EventArgs ea)
    {
        MenuItem miFacename = (MenuItem)obj;
        FontFamily[] aff = FontFamily.Families;
        EventHandler ehClick = new EventHandler(MenuFacenameOnClick);
        MenuItem[] ami = new MenuItem[aff.Length];

        for (int i = 0; i < aff.Length; i++) { ami[i] = new
        MenuItem(aff[i].Name); ami[i].Click += ehClick; if
        (aff[i].Name == strFacename) ami[i].Checked = true; }
        miFacename.MenuItems.Clear();
```

```
miFacename.MenuItems.AddRange(ami);      }      void
MenuFacenameOnClick(object obj, EventArgs ea) { MenuItem mi =
(MenuItem)obj; strFacename = mi.Text; Invalidate(); }
protected override void OnPaint(PaintEventArgs pea) { Graphics
grfx = pea.Graphics; Font font = new Font(strFacename,
iPointSize); StringFormat strfmt = new StringFormat();
grfx.DrawString("Sample      Text",      font,      new
SolidBrush(ForeColor), ClientRectangle, strfmt); } } [/csharp]
```