Font Famylies

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/*
Professional Windows GUI Programming Using C#
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Publisher: Peer Information
ISBN: 1861007663
*/

using System;
using System.Drawing;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;
using System.Drawing.Text; // InstalledFontCollection

namespace FontFamylies
{
///

/// Summary description for FontFamylies.
///
public class FontFamylies : System.Windows.Forms.Form
{
private System.Windows.Forms.ComboBox comboBox1;
///

/// Required designer variable.
///
private System.ComponentModel.Container components = null;

FontFamily[] iFCF;
ArrayList iFCFN;
```

```
public FontFamylies()
{
//
// Required for Windows Form Designer support
//
InitializeComponent();

this.Text = “Installed Font Families”;
iFCF = null; // fontfamilies
iFCFN = new ArrayList(); // strings

iFCF = InstalledFontFamilies(iFCFN);
this.comboBox1.Sorted = true;
this.comboBox1.DataSource = iFCFN; //set the combo's data
source

//
// TODO: Add any constructor code after InitializeComponent
call
//
}

///

/// Clean up any resources being used.
///
protected override void Dispose( bool disposing )
{
if( disposing )
{
if (components != null)
{
components.Dispose();
}
}
base.Dispose( disposing );
}

#region Windows Form Designer generated code
```

```
///

/// Required method for Designer support – do not modify
/// the contents of this method with the code editor.
///
private void InitializeComponent()
{
this.comboBox1 = new System.Windows.Forms.ComboBox();
this.SuspendLayout();
//
// comboBox1
//
this.comboBox1.Name = “comboBox1”;
this.comboBox1.Size = new System.Drawing.Size(121, 21);
this.comboBox1.TabIndex = 0;
this.comboBox1.Text = “comboBox1”;
//
// FontFamylies
//
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(292, 266);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.comboBox1});
this.Name = “FontFamylies”;
this.Text = “FontFamylies”;
this.ResumeLayout(false);

}
#endregion

///

/// The main entry point for the application.
///
[STAThread]
static void Main()
{
Application.Run(new FontFamylies());
}
```

```
private FontFamily[] InstalledFontFamilies(ArrayList iFCFN)
{
InstalledFontCollection iFC = new InstalledFontCollection();
foreach(FontFamily ff in iFC.Families)
iFCFN.Add(ff.Name);
return iFC.Families;
}
protected override void OnPaint(PaintEventArgs pea)
{
Graphics g = pea.Graphics;
int wi = 150, hi = 12, rectNb = 4;
this.Width = (wi + 2)*rectNb + 9;
int iFCFNb = iFCF.Length;
DisplayInstalledFontFamilies(g, iFCFNb, wi, hi, rectNb);

g.Dispose();
}
private void DisplayInstalledFontFamilies(Graphics g, int
iFCFNb, int wi,
int hi, int rectNb)
{
Rectangle rec;
Pen p = new Pen(this.ForeColor);
Brush b = null;

Font f;
StringFormat strfmt = new StringFormat();
strfmt.LineAlignment = strfmt.Alignment =
StringAlignment.Near;

int x, y;
for (int i = 0; i < iFCFNb; i++) { x = (int)(i % rectNb); y =
(int)(i / rectNb); rec = new Rectangle(1 + x*(2 + wi), 25 +
y*(2 + hi), wi, hi); g.DrawRectangle(p, rec); try { f = new
Font(iFCF[i], 8, FontStyle.Regular, GraphicsUnit.Point); }
catch { // some fonts do not support Regular style f = new
Font("Arial", 8, FontStyle.Strikeout, GraphicsUnit.Point); } b
= new SolidBrush(Color.Black); g.DrawString((string)iFCFN[i],
```

```
f, b, rec, strfmt); } p.Dispose(); b.Dispose(); } } }
```
[/csharp]