

JAVA EXAMPLES - DRAW TEXT USING GUI

http://www.tutorialspoint.com/javaexamples/gui_text.htm

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Problem Description:

How to draw text using GUI?

Solution:

Following example demonstrates how to draw text drawString, setFont methods of Graphics class.

```
import java.awt.Font;
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.RenderingHints;

import javax.swing.JFrame;
import javax.swing.JPanel;

public class Main extends JPanel{
    public void paint(Graphics g) {
        Graphics2D g2 = (Graphics2D)g;
        g2.setRenderingHint(RenderingHints.KEY_ANTIALIASING,
            RenderingHints.VALUE_ANTIALIAS_ON);
        Font font = new Font("Serif", Font.PLAIN, 96);
        g2.setFont(font);
        g2.drawString("Text", 40, 120);
    }
    public static void main(String[] args) {
        JFrame f = new JFrame();
        f.getContentPane().add(new Main());
        f.setSize(300, 200);
        f.setVisible(true);
    }
}
```

Result:

The above code sample will produce the following result.

Text is displayed in a frame

Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js