Aa Bb Cc
 Dd Ee Ff
Gg Hh Ii
 Jj Kk Ll
Mm Nn Oo
 Pp Qq Rr
Ss Tt Uu
 Vv Ww Xx
Yy Zz 0123456789
.,@!?-+=*"' ^ $&%
:;''""«» ( )[ ]{ }

MONOSPACED FONTS WERE
WIDELY USED IN EARLY
COMPUTERS AND COMPUTER
TERMINALS, which often
had extremely limited
graphical capabilities.
Hardware implementation
was simplified by using a
text mode where the
screen layout was
addressed as a regular
grid of tiles, each of
which could be set to
display a character by
indexing into the
hardware's character map.
Some systems allowed
colored text to be
displayed by varying the
foreground and background
color for each tile.
Other effects included

reverse video and
blinking text.
Nevertheless, these early
systems were typically
limited to a single
console font.
   Even though computers
can now display a wide
variety of fonts, the
majority of IDEs and
software text editors
employ a monospaced font
as the default typeface.
This increases the
readability of source
code, which is often
heavily reliant on
distinctions involving
individual symbols, and
makes differences between
letters more unambiguous
in situations like

password entry boxes
where typing mistakes are
unacceptable. Monospaced
fonts are also used in
terminal emulation and
for laying out tabulated
data in plain text
documents. In technical
manuals and resources for
programming languages, a
monospaced font is often
used to distinguish code
from natural-language
text. It is also used in
disassemblers when it
outputs the information
when an instruction have
been executed sorted in
columns so that they line
up vertically.

MONOSPACED FONTS WERE
WIDELY USED IN EARLY
COMPUTERS AND COMPUTER
TERMINALS, which often
had extremely limited
graphical capabilities.
Hardware implementation
was simplified by using a
text mode where the
screen layout was
addressed as a regular

grid of tiles, each of
which could be set to
display a character by
indexing into the
hardware's character map.
Some systems allowed
colored text to be
displayed by varying the
foreground and background
color for each tile.
Other effects included
reverse video and
blinking text.
Nevertheless, these early
systems were typically
limited to a single
console font.
   Even though computers
can now display a wide
variety of fonts, the
majority of IDEs and
software text editors
employ a monospaced font