

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

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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.

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