

```
8 | return seq_dict
```

11 Typography of Code

```
14 def distance1(s1, s2):
```

```
15     kmers_s1 = kmers(s1, k)
```

```
if (bool == true) {  
    // do something  
} else {  
    if (x == 1) {  
        // do something else  
    }  
}
```

Helvetica Neue
Proportional

```
if (bool = true) {  
    // do something  
} else {  
    if (x = 1) {  
        // do something else  
    }  
}
```

Jetbrains Mono
Monospace

CRT Monitor & Bitmapped Font

Low-res LCD & Anti-aliasing

High-res Monitor



IBM PC 5150 (with CRT Monitor)

CHARACTER SET

0 1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [\] ^ _
` a b c d e f g h i j k l m n o p q r s t u v w x y z { | } ~ ¢
£ ¤ ¥ ¦ § ¨ © ª « ¬ ® ¯ ° ± ² ³ ´ µ ¶ · ¸ ¹ º » ¼ ½ ¾
¿ À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï Ñ Ò Ó Ô Õ Ö × Ø Ù Ú Û Ü Ý Þ ß à á â ã
ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ÷ ø ù

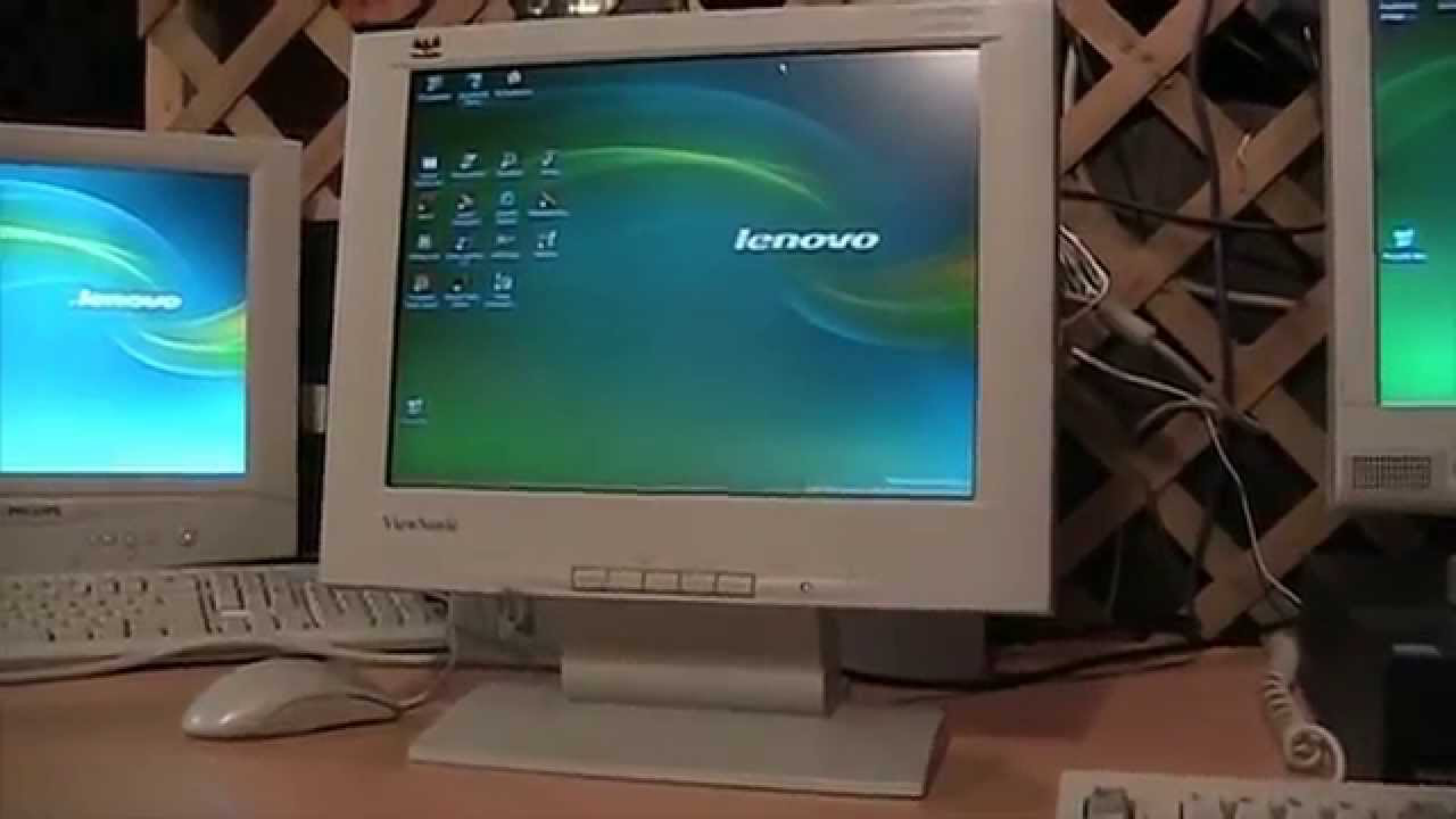


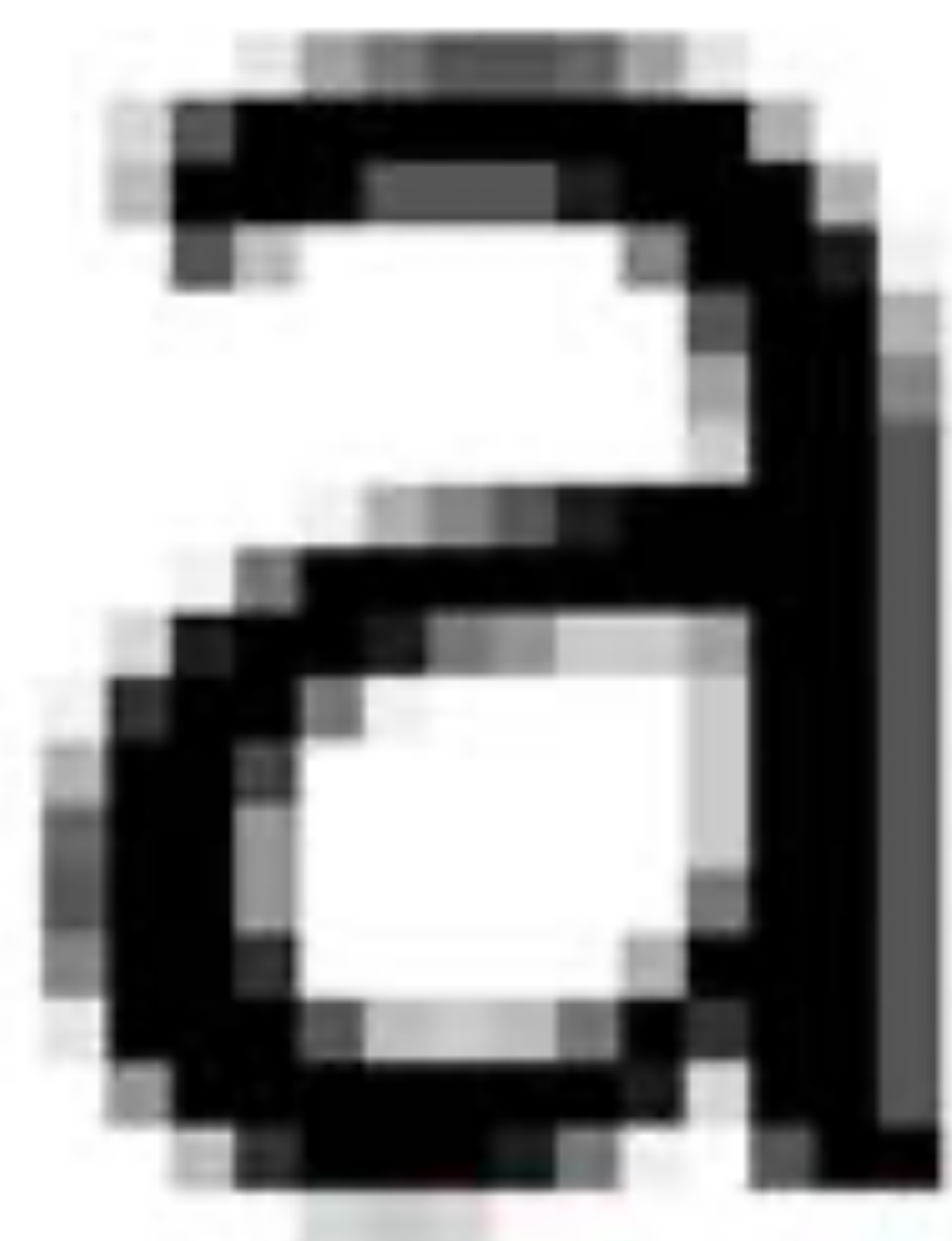
IS THE SCREEN CORRECT? (Y/N)


```
$ ed fstab
Newline appended
116
%1
/dev/hda2      /          ext2 defaults 1 1\r$
/dev/hdb1      /home      ext2 defaults 1 2\r$
/dev/hda1      swap       swap  pri=40    0 0$
3s/40/42/
w fstab
116
-
```

ed (text editor)

CRT Monitor & Bitmapped Font
Low-res LCD & Anti-aliasing
High-res Monitor





anti-aliased



bitmapped


```
<body class="dark">  
<body class="dark">  
<body class="dark">  
<body class="dark">
```

Monoid, Fira Mono, Source Code Pro, Pragmata Pro (15px)

Designing a Coding Font - Andreas Larsen

•= •- := ::= =:= = ≠ ≡ ≇ ≈ =!= /=
 ⇌ ⇐ ⇐⇐ ⇐⇐ ⇐ ≤ ≥ → ⇒ →⇒ ⇢ ⇢⇒
 ⇢⇒ ⇢⇢ ⇢⇢ ⇢ ⇢⇢ ⇢⇢ ⇢ ⇢⇢ ⇢⇢ ⇢⇢ ⇢⇢⇢
 << < { [:< <: < > >: > } >>
 #[/* </ ⊥ <!-- www </> → |⊥ /> */]#
 --- +++ *** #= ?? !! %% && ..< <\$> <+> <*>
 #= #! ### ≈ ~@ ^_ ⊥ ⊥ ⊥ :::: ... #: #=
 <<< ⇐⇐ ⇐⇐ ≤ ◀ < ℵ ↗ 🔒 > ▶ ≥ ⇨ >>> ++
 ^ v ◊ ◊|| ◊| ◊ ▷ |▷ ||▷ FIRA CODE

Fira Code Ligature

CRT Monitor & Bitmapped Font
Low-res LCD & Anti-aliasing
High-res Monitor




```
import React, {useState} from 'react';
import { SomeType } from './types';

type Props = {
  prop1: string;
  prop2: boolean;
  prop3: SomeType;
}

const SomeComponent: React.FC<Props> = (props) => {
  const [someState, setSomeState] = useState<string>('');
  return (
    <article className='someComponent'>
      <section>
        <h1>Cool new Cascadia Code font Microsoft!</h1>
      </section>
    </article>
  );
};

export default SomeComponent;
```

Dank Mono

ABCDEFGHIJKLM
NOPQRSTUVWXYZ
abcdefghijklm
nopqrstuvwxyz
0123456789

Italic

*ABCDEFGHIJKLM
NOPQRSTUVWXYZ
abcdefghijklm
nopqrstuvwxyz
0123456789*

Dank Mono is about details and aesthetics. It doesn't compromise to optimise rendering at small font sizes. At that point coding can become an endless strain of looking at a lot of text as if it was far away. Instead it focuses on making all glyphs as delightful as possible as sizes you'll actually use.

What sets Dank Mono apart? - Phil Plückthun


```

1  # This is bogus code by Doug Wilson (from Toshi C
2  Typeface:IBM Plex Mono()
3      except Exception as e:
4          print("Export.py Error: %s" % e)
5  class ExportInDesignTaggedText( object ):
6      def __init__( self ):
7          windowWidthResize  = 100 1/2 ½ ¾ # user can
8          self.w = findfloat.FloatingWindow(
9              "Export InDesign", # window title
10 # UI elements:
11 self.w.runButton = vanilla.Button((sp, sp*3+edY*4
12     if sender.get():
13         self.w.breakCheck.set(True)

```

IBM Plex Mono

```

1  # This is bogus code by Doug Wilson (from Toshi C
2  Typeface:Cartograph()
3      except Exception as e:
4          print("Export.py Error: %s" % e)
5  class ExportInDesignTaggedText( object ):
6      def __init__( self ):
7          windowWidthResize  = 100 1/2 ½ ¾ # user can
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```

Cartograph

```

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11 self.w.runButton = vanilla.Button((sp, sp*3+edY,
12     if sender.get():
13         self.w.breakCheck.set(True)

```

```

1  # This is bogus code by Doug Wilson (from Toshi (
2  Typeface:Comic Code()
3      except Exception as e:
4          print("Export.py Error: %s" % e)
5  class ExportInDesignTaggedText( object ):
6      def __init__( self ):
7          windowWidthResize = 100 1/2 ½ ¾ ⅝ # user c
8          self.w = findfloat.FloatingWindow(
9              "Export InDesign", # window title
10 # UI elements:
11 self.w.runButton = vanilla.Button((sp, sp*3+edY
12     if sender.get():
13         self.w.breakCheck.set(True)

```



```

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```

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12     if sender.get():
13         self.w.breakCheck.set(True)

```

Why do you
hate me?:-(

Recursive

By Arrow Type

r **e** **c** **u** **r** **s** **i** **v** **e**
r **e** **c** **u** **r** **s** **i** **v** **e**
r **e** **c** **u** **r** **s** **i** **v** **e**



Painter unknown; Brooklyn,
NY, near Myrtle & Wyckoff Aves



Recursive Casual Mono
Early sketches

```
8 | return seq_dict
```

11 Typography of Code

```
14 def distance1(s1, s2):
```

```
15     kmers s1 - kmers(s1 k
```