

JAVA.LANG.CHARACTER.UNICODEBLOCK.FORNAME METHOD

http://www.tutorialspoint.com/java/lang/character.unicodeblock_forname.htm

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Description

The **java.lang.Character.UnicodeBlock.forName** method returns the UnicodeBlock with the given name. Block names are determined by The Unicode Standard. This method accepts block names in the following forms:

- Canonical block names as defined by the Unicode Standard. For example, the standard defines a "Basic Latin" block.
- Canonical block names with all spaces removed. For example, "BasicLatin" is a valid block name for the "Basic Latin" block.
- The text representation of each constant UnicodeBlock identifier. For example, this method will return the BASIC_LATIN block if provided with the "BASIC_LATIN" name.

Declaration

Following is the declaration for **java.lang.Character.UnicodeBlock.forName** method

```
public static final Character.UnicodeBlock forName(String blockName)
```

Parameters

- **blockName** -- This is a UnicodeBlock name.

Return Value

This method returns the UnicodeBlock instance identified by blockName.

Exception

- **IllegalArgumentException** -- if blockName is an invalid name.
- **NullPointerException** -- if blockName is null.

Example

The following example shows the usage of java.lang.Character.UnicodeBlock.forName method.

```
package com.tutorialspoint;

import java.lang.*;

public class CharacterUnicodeBlockDemo {

    public static void main(String[] args) {

        // returns the UnicodeBlock instance with blockName "BASIC_LATIN"
        System.out.println(Character.UnicodeBlock.forName("BASIC_LATIN"));

        // returns the UnicodeBlock instance with blockName "BasicLatin"
        System.out.println(Character.UnicodeBlock.forName("BasicLatin"));

        // returns the UnicodeBlock instance with specified blockName
        System.out.println(Character.UnicodeBlock.forName("ARABIC"));
        System.out.println(Character.UnicodeBlock.forName("MUSICALSYMBOLS"));
        System.out.println(Character.UnicodeBlock.forName("TAMIL"));
    }
}
```

Let us compile and run the above program, this will produce the following result:

```
BASIC_LATIN  
BASIC_LATIN  
ARABIC  
MUSICAL_SYMBOLS  
TAMI
```

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