Description

The **java.lang.Character.UnicodeBlock.of***charc* method returns the object representing the Unicode block containing the given character, or null if the character is not a member of a defined block.

Declaration

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

```
public static Character.UnicodeBlock of(char c)
```

Parameters

- **c** -- This is the character.

Return Value

This method returns the UnicodeBlock instance representing the Unicode block of which this character is a member, or null if the character is not a member of any Unicode block.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class CharacterUnicodeBlockDemo {

   public static void main(String[] args) {

     /* returns the object representing the Unicode block containing
     the given character */
     System.out.println(Character.UnicodeBlock.of('\u20ac'));
     System.out.println(Character.UnicodeBlock.of('-'));
     System.out.println(Character.UnicodeBlock.of('='));
     System.out.println(Character.UnicodeBlock.of('Z'));
   }
}
```

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

```
CURRENCY_SYMBOLS
BASIC_LATIN
BASIC_LATIN
BASIC LATIN
```

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