

JAVA.LANG.CHARACTER.UNICODEBLOCK.OFINTCODEPOINT METHOD

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

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Description

The **java.lang.Character.UnicodeBlock.of(intcodePoint)** method returns the object representing the Unicode block containing the given character *Unicodecodepoint*, 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(int codePoint)
```

Parameters

- **codePoint** -- This is the character *Unicodecodepoint*.

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

- **IllegalArgumentException** -- if the specified codePoint is an invalid Unicode code point.

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 UnicodeBlock by specifying codePoint
        System.out.println(Character.UnicodeBlock.of(20));
        System.out.println(Character.UnicodeBlock.of(1009));
        System.out.println(Character.UnicodeBlock.of(12345));
        System.out.println(Character.UnicodeBlock.of(999));
    }
}
```

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

```
BASIC_LATIN
GREEK
CJK_SYMBOLS_AND_PUNCTUATION
GREEK
```

Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js