

JAVA.LANG.CHARACTER.CHARCOUNT METHOD

http://www.tutorialspoint.com/java/lang/character_charcount.htm

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Description

The **java.lang.Character.charCount** *intcodePoint* determines the number of char values needed to represent the specified character *Unicodecodepoint*. If the specified character is equal to or greater than 0x10000, then the method returns 2. Otherwise, the method returns 1.

This method doesn't validate the specified character to be a valid Unicode code point. The caller must validate the character value using `isValidCodePoint` if necessary.

Declaration

Following is the declaration for **java.lang.Character.charCount** method

```
public static int charCount(int codePoint)
```

Parameters

- **codePoint** - the character *Unicodecodepoint* to be tested

Return Value

This method returns 2 if the character is a valid supplementary character, 1 otherwise.

Exception

- NA

Example

The following example shows the usage of `lang.Character.charCount` method.

```
package com.tutorialspoint;

import java.lang.*;

public class CharacterDemo {

    public static void main(String[] args) {

        // create and assign values to int codepoint cp
        int cp = 0x12345;

        // create an int res
        int res;

        // assign the result of charCount on cp to res
        res = Character.charCount(cp);

        String str1 = "It is not a valid supplementary character";
        String str2 = "It is a valid supplementary character";

        // print res value
        if ( res == 1 ){
            System.out.println( str1 );
        }
        else if ( res == 2 ){
            System.out.println( str2 );
        }
    }
}
```

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

$\textcolor{violet}{T}\textcolor{blue}{t}$ is a valid supplementary character

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