

JAVA.LANG.CHARACTER.ISLETTER METHOD

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

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Description

The **java.lang.Character.isLetter** method determines if the specified character is a letter.

A character is considered to be a letter if its general category type, provided by `Character.getType` method, is any of the following:

- `UPPERCASE_LETTER`
- `LOWERCASE_LETTER`
- `TITLECASE_LETTER`
- `MODIFIER_LETTER`
- `OTHER_LETTER`

Not all letters have case. Many characters are letters but are neither uppercase nor lowercase nor titlecase.

Declaration

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

```
public static boolean isLetter(char ch)
```

Parameters

- **ch** - the character to be tested

Return Value

This method returns true if the character is a letter, false otherwise.

Exception

- **NA**

Example

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

```
package com.tutorialspoint;

import java.lang.*;

public class CharacterDemo {

    public static void main(String[] args) {

        // create 2 char primitives ch1, ch2
        char ch1, ch2;

        // assign values to ch1, ch2
        ch1 = 'A';
        ch2 = '9';

        // create 2 boolean primitives b1, b2
        boolean b1, b2;

        // check if ch1, ch2 are letter or not and assign results to b1, b2
        b1 = Character.isLetter(ch1);
```

```
b2 = Character.isLetter(ch2);

String str1 = ch1 + " is a letter is " + b1;
String str2 = ch2 + " is a letter is " + b2;

// print b1, b2 values
System.out.println( str1 );
System.out.println( str2 );
}
```

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

```
A is a letter is true
9 is a letter is false
```

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