JAVA.LANG.CHARACTER.ISLETTER METHOD

Description

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

A character is considered to be a letter if its general category type, provided by getType*codePoint*, 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(int codePoint)
```

Parameters

- **codePoint** - the character *Unicodecodepoint* 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 int primitives cp1, cp2
      int cp1, cp2;

      // assign values to cp1, cp2
      cp1 = 0x0065;
      cp2 = 0x007c;

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

      // check if cp1, cp2 represent letter and assign results to b1, b2
```

```
      b1 = Character.isLetter(cp1);
      b2 = Character.isLetter(cp2);

      String str1 = "Code point cp1 represents a letter is " + b1;
      String str2 = "Code point cp2 represents 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:

```
Code point cp1 represents a letter is true
Code point cp2 represents a letter is false
```