

JAVA.LANG.CHARACTER.ISVALIDCODEPOINT METHOD

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

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Description

The **java.lang.Character.isValidCodePoint***intcodePoint* determines whether the specified code point is a valid Unicode code point value.

Declaration

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

```
public static boolean isValidCodePoint(int codePoint)
```

Parameters

- **codePoint** - the Unicode code point to be tested

Return Value

This method returns true if the specified code point value is between MIN_CODE_POINT and MAX_CODE_POINT inclusive, false otherwise.

Exception

- NA

Example

The following example shows the usage of lang.Character.isValidCodePoint 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 = 0x0123;
        cp2 = 0x123fff;

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

        /**
         * check if cp1, cp2 are valid Unicode code points
         * and assign results to b1, b2
         */
        b1 = Character.isValidCodePoint(cp1);
        b2 = Character.isValidCodePoint(cp2);

        String str1 = "cp1 is a valid Unicode code point is " + b1;
        String str2 = "cp2 is a valid Unicode code point 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:

```
cp1 is a valid Unicode code point is true
cp2 is a valid Unicode code point is false
Loading [Mathjax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```