

JAVA.LANG.CLASSLOADER.GETRESOURCE METHOD

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

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Description

The **java.lang.ClassLoader.getResource** method finds the resource with the given name. A resource is some data *images, audio, text, etc* that can be accessed by class code in a way that is independent of the location of the code. The name of a resource is a '/'-separated path name that identifies the resource.

Declaration

Following is the declaration for **java.lang.ClassLoader.getResource** method

```
public URL getResource(String name)
```

Parameters

- **name** -- This is the resource name.

Return Value

This method returns the URL object for reading the resource, or null if the resource could not be found or the invoker doesn't have adequate privileges to get the resource.

Exception

- **NA**

Example

The following example shows the usage of java.lang.ClassLoader.getResource method.

```
package com.tutorialspoint;

import java.lang.*;
import java.net.URL;

public class ClassLoaderDemo {

    public static void main(String[] args) throws Exception {

        Class cls = Class.forName("ClassLoaderDemo");

        // returns the ClassLoader object associated with this Class
        ClassLoader cLoader = cls.getClassLoader();

        System.out.println(cLoader.getClass());

        // finds resource with the given name
        URL url = cLoader.getResource("file.txt");
        System.out.println("Value = " + url);

        // finds resource with the given name
        url = cLoader.getResource("newfolder/a.txt");
        System.out.println("Value = " + url);
    }
}
```

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

```
class sun.misc.Launcher$AppClassLoader
Value = file:/C:/Program%20Files/Java/jdk1.6.0_06/bin/file.txt
```

Value = null

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