

JAVA.LANG.STRINGBUFFER.CODEPOINTAT METHOD

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

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Description

The **java.lang.StringBuffer.codePointAt** method returns the character *Unicodecodepoint* at the specified **index**. The index refers to char values *Unicodecodeunits* and ranges from **0 to length - 1**.

Declaration

Following is the declaration for **java.lang.StringBuffer.codePointAt** method

```
public int codePointAt(int index)
```

Parameters

- **index** -- This is the index to the char values.

Return Value

This method returns the code point value of the character at the index.

Exception

- NA

Example

The following example shows the usage of **java.lang.StringBuffer.codePointAt** method.

```
package com.tutorialspoint;

import java.lang.*;

public class StringBufferDemo {

    public static void main(String[] args) {

        StringBuffer buff = new StringBuffer("TUTORIALS");
        System.out.println("buffer = " + buff);

        // returns the codepoint at index 5
        int retval = buff.codePointAt(5);
        System.out.println("Character(unicode point) = " + retval);

        buff = new StringBuffer("amrood admin ");
        System.out.println("buffer = " + buff);
        // returns the codepoint at index 6 i.e whitespace character
        retval = buff.codePointAt(6);
        System.out.println("Character(unicode point) = " + retval);
    }
}
```

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

```
buffer = TUTORIALS
Character(unicode point) = 73
buffer = amrood admin
Character(unicode point) = 32
```

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