

JAVA.LANG.STRINGBUILDER.CODEPOINTCOUNT METHOD

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

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Description

The **java.lang.StringBuilder.codePointCount** method returns the number of Unicode code points in the specified text range of this sequence.

The text range begins at the specified **beginIndex** and extends to the char at index **endIndex - 1**. Therefore the length *inchars* of the text range is **endIndex - beginIndex**

Declaration

Following is the declaration for **java.lang.StringBuilder.codePointCount** method

```
public int codePointCount(int beginIndex, int endIndex)
```

Parameters

- **beginIndex** -- This is the index to the first char of the text range.
- **endIndex** -- This is the index after the last char of the text range.

Return Value

This method returns the number of Unicode code points in the specified text range.

Exception

- **IndexOutOfBoundsException** -- if the **beginIndex** is negative, or **endIndex** is larger than the length of this sequence, or **beginIndex** is larger than **endIndex**.

Example

The following example shows the usage of **java.lang.StringBuilder.codePointCount** method.

```
package com.tutorialspoint;

import java.lang.*;

public class StringBuilderDemo {

    public static void main(String[] args) {

        StringBuilder str = new StringBuilder("programming");
        System.out.println("string = " + str);

        // returns the codepoint count from index 1 to 5
        int retval = str.codePointCount(1, 5);
        System.out.println("Count = " + retval);

        str = new StringBuilder("amrood admin ");
        System.out.println("string = " + str);
        // returns the codepoint count from index 3 to 9
        retval = str.codePointCount(3, 9);
        System.out.println("Count = " + retval);
    }
}
```

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

```
string = programming
Count = 4
```

```
string = amrood admin
```

```
Count = 6
```

```
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```