

JAVA.LANG.SYSTEM.SETPROPERTY METHOD

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

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Description

The **java.lang.System.setProperty** method sets the system property indicated by the specified **key**.

Declaration

Following is the declaration for **java.lang.System.setProperty** method

```
public static String setProperty(String key, String value)
```

Parameters

- **key** -- This is the name of the system property.
- **value** -- This is the value of the system property.

Return Value

This method returns the previous value of the system property, or null if it did not have one.

Exception

- **SecurityException** -- if a security manager exists and its checkPermission method doesn't allow setting of the specified property.
- **NullPointerException** -- if key or value is null.
- **IllegalArgumentException** -- if key is empty.

Example

The following example shows the usage of java.lang.System.setProperty method.

```
package com.tutorialspoint;

import java.lang.*;

public class SystemDemo {

    public static void main(String[] args) {

        // prints Java Runtime Version before property set
        System.out.print("Previous : ");
        System.out.println(System.getProperty("java.runtime.version" ));
        System.setProperty("java.runtime.version", "Java Runtime 1.6.0");

        // prints Java Runtime Version after property set
        System.out.print("New : ");
        System.out.println(System.getProperty("java.runtime.version" ));
    }
}
```

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

```
Previous : 1.6.0_22-b22
New : Java Runtime 1.6.0
```

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