

JAVA.UTIL.CURRENCY.GETINSTANCE METHOD

http://www.tutorialspoint.com/java/util/currency_getinstance.htm

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Description

The **java.util.Currency.getInstance** method returns the Currency instance for the given **locale's** country.

Declaration

Following is the declaration for **java.util.Currency.getInstance** method

```
public static Currency getInstance(Locale locale)
```

Parameters

- **locale** -- the locale for whose country a Currency instance is required

Return Value

This method returns the Currency instance for the country of the given locale, or null

Exception

- **NullPointerException** -- if country or locale code is null
- **IllegalArgumentException** -- if ISO 3166 does not support the given locale's country code.

Example

The following example shows the usage of java.util.Currency.getInstance method.

```
package com.tutorialspoint;

import java.util.*;

public class CurrencyDemo {

    public static void main(String args[]) {

        // create a currency object with specified locale
        Locale locale = Locale.GERMANY;
        Currency curr = Currency.getInstance(locale);

        // print currency's code
        System.out.println("Locale's currency code:" + curr.getCurrencyCode());

    }

}
```

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

```
Locale's currency code:EUR
```

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