

JAVA.UTIL.LOCALE CLASS

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

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Introduction

The **java.util.Locale** class object represents a specific geographical, political, or cultural region. Following are the important points about Locale:

- An operation that requires a Locale to perform its task is called locale-sensitive and uses the Locale to form information for the user.
- Locale is a mechanism for identifying objects, not a container for the objects themselves.

Class declaration

Following is the declaration for **java.util.Locale** class:

```
public final class Locale
    extends Object
    implements Cloneable, Serializable
```

Field

Following are the fields for **java.util.Locale** class:

- **static Locale CANADA** -- This is the constant for country.
- **static Locale CANADA FRENCH** -- This is the constant for country.
- **static Locale CHINA** -- This is the constant for country.
- **static Locale CHINESE** -- This is the constant for language.
- **static Locale ENGLISH** -- This is the constant for language.
- **static Locale FRANCE** -- This is the constant for country.
- **static Locale FRENCH** -- This is the constant for language.
- **static Locale GERMAN** -- This is the constant for language.
- **static Locale GERMANY** -- This is the constant for country.
- **static Locale ITALIAN** -- This is the constant for language.
- **static Locale ITALY** -- This is the constant for country.
- **static Locale JAPAN** -- This is the constant for country.
- **static Locale JAPANESE** -- This is the constant for language.
- **static Locale KOREA** -- This is the constant for country.
- **static Locale KOREAN** -- This is the constant for language.
- **static Locale PRC** -- This is the constant for country.
- **static Locale ROOT** -- This is the constant for root locale.
- **static Locale SIMPLIFIED CHINESE** -- This is the constant for language.
- **static Locale TAIWAN** -- This is the constant for country.
- **static Locale TRADITIONAL CHINESE** -- This is the constant for language.

- **static Locale UK** -- This is the constant for country.
- **static Locale US** -- This is the constant for country.

Class constructors

S.N. Constructor & Description

- | | |
|---|--|
| 1 | LocaleStringlanguage
This constructs a locale from a language code. |
| 2 | LocaleStringlanguage, Stringcountry
This constructs a locale from a language code. |
| 3 | LocaleStringlanguage, Stringcountry, Stringvariant
This constructs a locale from language, country, variant. |

Class methods

S.N. Method & Description

- | | |
|---|--|
| 1 | <u>Object clone</u>
This method overrides Cloneable |
| 2 | <u>boolean equalsObjectobj</u>
This method returns true if this Locale is equal to another object. |
| 3 | <u>static Locale[] getAvailableLocales</u>
This method returns an array of all installed locales. |
| 4 | <u>String getCountry</u>
This method returns the country/region code for this locale, which will either be the empty string or an uppercase ISO 3166 2-letter code. |
| 5 | <u>static Locale getDefault</u>
This method gets the current value of the default locale for this instance of the Java Virtual Machine. |
| 6 | <u>String getDisplayCountry</u>
This method returns a name for the locale's country that is appropriate for display to |

the user.

7

[S String getDisplayCountryLocaleinLocale](#)

This method Returns a name for the locale's country that is appropriate for display to the user.

8

[String getDisplayLanguage](#)

This method returns a name for the locale's language that is appropriate for display to the user.

9

[String getDisplayLanguageLocaleinLocale](#)

This method returns a name for the locale's language that is appropriate for display to the user.

10

[String getDisplayName](#)

This method returns a name for the locale that is appropriate for display to the user.

11

[String getDisplayNameLocaleinLocale](#)

This method returns a name for the locale that is appropriate for display to the user.

12

[String getDisplayVariant](#)

This method returns a name for the locale's variant code that is appropriate for display to the user.

13

[String getDisplayVariantLocaleinLocale](#)

This method returns a name for the locale's variant code that is appropriate for display to the user.

14

[String getISO3Country](#)

This method returns a three-letter abbreviation for this locale's country.

15

[String getISO3Language](#)

This method returns returns a three-letter abbreviation for this locale's language.

16

[static String\[\] getISOCountries](#)

This method returns a list of all 2-letter country codes defined in ISO 3166.

17

[static String\[\] getISOLanguages](#)

This method returns a list of all 2-letter language codes defined in ISO 639.

18

[String getLanguage](#)

This method returns the language code for this locale, which will either be the empty string or a lowercase ISO 639 code.

19

[String getVariant](#)

This method returns the variant code for this locale.

20

[int hashCode](#)

This method override hashCode.

21

[static void setDefaultLocale](#)

This method sets the default locale for this instance of the Java Virtual Machine.

22

[String toString](#)

This method is the getter for the programmatic name of the entire locale, with the language, country and variant separated by underbars.

Methods inherited

This class inherits methods from the following classes:

• [java.util.Object](#)

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