

JAVA.UTIL.LOCALE.EQUALS METHOD

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

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Description

The **java.util.Locale.equalsObjectobj** method returns true if this Locale is equal to another object. A Locale is deemed equal to another Locale with identical language, country, and variant, and unequal to all other objects.

Declaration

Following is the declaration for **java.util.Locale.equals** method

```
public boolean equals(Object obj)
```

Parameters

- **obj** -- the reference object with which to compare.

Return Value

This method returns true if this Locale is equal to the specified object.

Exception

- NA

Example

The following example shows the usage of java.util.Locale.equals method.

```
package com.tutorialspoint;

import java.util.*;

public class LocaleDemo {

    public static void main(String[] args) {

        // create a new locale
        Locale locale1 = new Locale("ENGLISH", "US");

        // print this locale
        System.out.println("Locale1:" + locale1);

        // create a second locale
        Locale locale2 = new Locale("GERMANY", "GERMAN");

        // compare two locales
        System.out.println("Locales are equal:" + locale1.equals(locale2));

        // create a third locale
        Locale locale3 = new Locale("ENGLISH", "US");

        // compare locale1 and locale3
        System.out.println("Locales are equal:" + locale1.equals(locale3));
    }
}
```

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

```
Locale1:english_US
Locales are equal:false
```

Locales are equal: true

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