

JAVA.UTIL.LOCALE.GETDISPLAYVARIANT METHOD

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

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Description

The **java.util.Locale.getDisplayVariant** method returns a name for the locale's variant code that is appropriate for display to the user. If possible, the name will be localized for the default locale. If the locale doesn't specify a variant code, this function returns the empty string.

Declaration

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

```
public final String getDisplayVariant()
```

Parameters

- NA

Return Value

This method does not return a value.

Exception

- NA

Example

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

```
package com.tutorialspoint;

import java.util.*;

public class LocaleDemo {

    public static void main(String[] args) {

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

        // print locale
        System.out.println("Locale:" + locale);

        // print display variant for locale - based on inLocale
        System.out.println("Variant:" + locale.getDisplayVariant());

    }
}
```

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

```
Locale:english_US_WIN
Variant:WTN
```

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