

JAVA.UTIL.LOCALE.TOSTRING METHOD

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

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Description

The **java.util.Locale.toString** method is a getter for the programmatic name of the entire locale, with the language, country and variant separated by underbars

Declaration

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

```
public final String toString()
```

Parameters

- NA

Return Value

This method returns a string representation of the object.

Exception

- NA

Example

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

```
package com.tutorialspoint;

import java.util.*;

public class LocaleDemo {

    public static void main(String[] args) {

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

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

        // print the locale as a string
        System.out.println("Locale:" + locale1.toString());

        // create a new locale
        Locale locale2 = new Locale("fr", "FRANCE", "WIN");

        // print locale
        System.out.println("Locale2:" + locale2);

        // print the locale as a string
        System.out.println("Locale2:" + locale2.toString());

    }
}
```

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

```
Locale:en_US_WIN
Locale:en_US_WIN
```

Locale2:fr_FRANCE_WIN

Locale2:fr_FRANCE WIN

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