

JAVA.UTIL.PROPERTIES.SETPROPERTYSTRINGKEY, STRINGVALUE METHOD

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

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Description

The **java.util.Properties.setPropertyStringkey, Stringvalue** method calls the Hashtable method put. Provided for parallelism with the getProperty method. Enforces use of strings for property keys and values. The value returned is the result of the Hashtable call to put.

Declaration

Following is the declaration for **java.util.Properties.setProperty** method

```
public Object setProperty(String key,String value)
```

Parameters

- **key** -- the key to be placed into this property list.
- **value** -- the value corresponding to key.

Return Value

This method returns the previous value of the specified key in this property list, or null if it did not have one.

Exception

- **NA**

Example

The following example shows the usage of java.util.Properties.setProperty method.

```
package com.tutorialspoint;

import java.util.*;

public class PropertiesDemo {

    public static void main(String[] args) {
        Properties prop = new Properties();

        // add some properties
        prop.setProperty("Height", "200");
        prop.put("Width", "1500");

        // print the list
        System.out.println("" + prop);

        // change the properties
        prop.setProperty("Width", "15");
        prop.setProperty("Height", "500");

        // print the list
        System.out.println("" + prop);
    }
}
```

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

```
{width=1500, height=200}  
{width=15, height=500}
```

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