

JAVA.UTIL.RESOURCEBUNDLE.GETBUNDLE METHOD

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

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Description

The **java.util.ResourceBundle.getBundle***String**baseName, Locale**locale* method gets a resource bundle using the specified base name and locale, and the caller's class loader.

Declaration

Following is the declaration for **java.util.ResourceBundle.getBundle** method

```
public static final ResourceBundle getBundle(String baseName, Locale locale)
```

Parameters

- **baseName** -- the base name of the resource bundle, a fully qualified class name
- **locale** -- the locale for which a resource bundle is desired

Return Value

This method returns a resource bundle for the given base name and locale

Exception

- **NullPointerException** -- if baseName or locale is **null**
- **MissingResourceException** -- if no resource bundle for the specified base name can be found

Example

The following example shows the usage of java.util.ResourceBundle.getBundle method.

```
package com.tutorialspoint;

import java.util.Locale;
import java.util.ResourceBundle;

public class ResourceBundleDemo {

    public static void main(String[] args) {

        // create a new ResourceBundle with specified locale
        ResourceBundle bundle =
            ResourceBundle.getBundle("hello", Locale.US);

        // print the text assigned to key "hello"
        System.out.println("'" + bundle.getString("hello"));

    }
}
```

Assuming we have a resource file **hello_en_US.properties** available in your CLASSPATH, with the following content. This file will be used as an input for our example program:

```
hello=Hello World!
```

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

```
Hello World!
```

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