

JAVA.UTIL.RESOURCEBUNDLE.GETLOCALE METHOD

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

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Description

The **java.util.ResourceBundle.getLocale** method returns the locale of this resource bundle. This method can be used after a call to **getBundle** to determine whether the resource bundle returned really corresponds to the requested locale or is a fallback.

Declaration

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

```
public Locale getLocale()
```

Parameters

- NA

Return Value

This method returns the locale of this resource bundle

Exception

- NA

Example

The following example shows the usage of **java.util.ResourceBundle.getLocale** 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"));

        // get the locale
        System.out.println("'" + bundle.getLocale().toString());

    }
}
```

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!
en_US
```

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