

JAVA.UTIL.RESOURCEBUNDLE.GETOBJECT METHOD

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

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Description

The **java.util.ResourceBundle.getObjectStringkey** method gets an object for the given key from this resource bundle or one of its parents. This method first tries to obtain the object from this resource bundle using `handleGetObject`. If not successful, and the parent resource bundle is not null, it calls the parent's `getObject` method. If still not successful, it throws a `MissingResourceException`.

Declaration

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

```
public final Object getObject(String key)
```

Parameters

- **key** -- the key for the desired object

Return Value

This method returns the object for the given key

Exception

- **NullPointerException** -- if key is **null**
- **MissingResourceException** -- if no object for the given key can be found

Example

The following example shows the usage of `java.util.ResourceBundle.getObject` 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 object 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!
```

