

JAVA.UTIL.RESOURCEBUNDLE.GETSTRING METHOD

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

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Description

The **java.util.ResourceBundle.getString***String*key method gets a string for the given key from this resource bundle or one of its parents.

Declaration

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

```
public final String getString(String key)
```

Parameters

- **key** -- the key for the desired string

Return Value

This method returns the string for the given key

Exception

- **NullPointerException** -- if key is **null**
- **MissingResourceException** -- if no object for the given key can be found
- **ClassCastException** -- if the object found for the given key is not a string

Example

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

```
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```