

JAVA.UTIL.RESOURCEBUNDLE.GETSTRINGARRAY METHOD

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

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Description

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

Declaration

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

```
public final String[] getStringArray(String key)
```

Parameters

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

Return Value

This method returns the string for the given key array

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.getStringArray** method.

```
package com.tutorialspoint;

import java.util.ArrayList;
import java.util.Enumeration;
import java.util.Locale;
import java.util.ResourceBundle;

// this method seems to be having problems with the base implementation
// the following example shows an alternative way doing the same function
public class ResourceBundleDemo {

    public static String[] getPropertyStringArray(ResourceBundle bundle, String
    keyPrefix) {
        String[] result;
        Enumeration<String> keys = bundle.getKeys();
        ArrayList<String> temp = new ArrayList<String>();

        // get the keys and add them in a temporary ArrayList
        for (Enumeration<String> e = keys; e.hasMoreElements(); ) {
            String key = e.nextElement();
            if (key.startsWith(keyPrefix)) {
                temp.add(key);
            }
        }

        // create a string array based on the size of temporary ArrayList
        result = new String[temp.size()];

        // store the bundle Strings in the StringArray
        for (int i = 0; i < temp.size(); i++) {
```

```

    result[i] = bundle.getString(temp.get(i));
}

return result;
}

public static void main(String[] args) {

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

    // save the keys in a string array
    String[] s = ResourceBundleDemo.getPropertyStringArray(bundle, "");

    // print the string array one by one
    for (int i = 0; i < s.length; i++) {
        System.out.println("" + s[i]);
    }
}
}

```

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!
bye=Goodbye World!
morning=Good Morning World!

```

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

```

Hello World!
Goodbye World!
Good Morning World!

```

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