

JAVA.UTIL.RESOURCEBUNDLE.HANDLEGETOBJECT METHOD

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

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Description

The **java.util.ResourceBundle.handleGetObject***Stringkey* method gets an object for the given key from this resource bundle. Returns null if this resource bundle does not contain an object for the given key.

Declaration

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

```
protected abstract Object handleGetObject(String key)
```

Parameters

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

Return Value

This method returns the object for the given key, or **null**

Exception

- **NullPointerException** -- if key is **null**

Example

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

```
package com.tutorialspoint;

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

public class ResourceBundleDemo extends ResourceBundle {

    @Override
    public Object handleGetObject(String key) {
        if (key.equals("hello")) {
            return "Hello World!";
        } else {
            return null;
        }
    }

    @Override
    public Enumeration getKeys() {
        StringTokenizer key = new StringTokenizer("Hello World!");
        return key;
    }

    public static void main(String[] args) {

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

        // print the string array 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/jax.js
```