

JAVA.UTIL.SCANNER.USELOCALE METHOD

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

Copyright © tutorialspoint.com

Description

The **java.util.Scanner.useLocale** method sets this scanner's locale to the specified locale.

Declaration

Following is the declaration for **java.util.Scanner.useLocale** method

```
public Scanner useLocale(Locale locale)
```

Parameters

- **locale** -- A string specifying the locale to use

Return Value

This method returns this scanner

Exception

- NA

Example

The following example shows the usage of java.util.Scanner.useLocale method.

```
package com.tutorialspoint;

import java.util.*;

public class ScannerDemo {

    public static void main(String[] args) {

        String s = "Hello World! 3 + 3.0 = 6.0 true ";

        // create a new scanner with the specified String Object
        Scanner scanner = new Scanner(s);

        // print a line of the scanner
        System.out.println("'" + scanner.nextLine());

        // change the locale of the scanner
        scanner.useLocale(Locale.ENGLISH);

        // display the new locale
        System.out.println("'" + scanner.locale());

        // close the scanner
        scanner.close();
    }
}
```

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

```
Hello World! 3 + 3.0 = 6.0 true
en
```

Loading [MathJax]/jax/output/HTML-CSS/jax.js