In Java, a **Locale** represents a specific geographical, political, or cultural region. It is used to handle locale-specific operations such as language, country, time zone, number formats, and more. The **java.util.Locale** class provides methods to retrieve information about a specific locale and perform operations based on the locale settings.

Here's an example that demonstrates the usage of **Locale** in Java:

import java.util.Locale;

public class LocaleExample {

public static void main(String[] args) {

// Create a Locale object with specific language and country

Locale usLocale = new Locale("en", "US");

// Retrieve and display information about the locale

String language = usLocale.getLanguage();

String country = usLocale.getCountry();

String displayName = usLocale.getDisplayName();

System.out.println("Language: " + language);

System.out.println("Country: " + country);

System.out.println("Display Name: " + displayName);

// Set the default locale

Locale.setDefault(usLocale);

// Perform locale-specific operations

double number = 12345.67;

String formattedNumber = String.format("%.2f", number);

System.out.println("Formatted Number: " + formattedNumber);

}

}