Localization

java.util.Locale

- Class Locale doesn’t itself provide any method to format the

numbers, dates, or currencies. You use Locale objects to pass localespecific

information to other classes like NumberFormat or DateFormat to

format data.

You can create and access objects of class Locale by using

■ Constructors of class Locale

■ Locale methods

■ Locale constants

■ Class Locale.Builder

Constructor

Locale(String language)

Locale(String language, String country)

Locale(String language, String country, String variant)

Language is the most important parameter that you pass to a

Locale object. All overloaded constructors of Locale accept language as

their first parameter. Watch out for exam questions that pass language

as the second or third argument to a Locale constructor, which might

return an unexpected value.

The preceding constructors accept up to three method parameters. No exceptions

are thrown if you pass incorrect or invalid values for these arguments

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Language is a *lowercase*, two-letter code.  
Country or region code is an uppercase, two-letter code or three numbers.  
Variant is a vendor- or browser-specific code, such as WIN for Windows and MAC

for Macintosh.

can access the current value of a JVM’s default locale, by using class Locale’s static

method getDefault():

If you specify only a language constant to define a Locale, its

region remains undefined. Look out for exam questions that print the

region when you don’t specify it during the creation of a Locale (DefaultLocale.java)