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Developers ⌄

UUID Class ☰

UUID Class

Contains methods to randomly generate a version 4 universally unique identifier (UUID), compare UUIDs, and convert UUID instance to a string.

Namespace

System

Usage

The UUID is generated using a cryptographically strong pseudo-random number generator and is represented as 32 hexadecimal values.

- **UUID Methods**

UUID Methods

The following are methods for `UUID`.

- **equals(obj)**
  Compares a UUID instance with the specified object and returns true if both are equal. Otherwise, returns false.
- **fromString(str)**
  Converts a 32 character hexadecimal string representation of a UUID to a UUID instance.
- **hashCode()**
  Returns the hashcode corresponding to the UUID instance.
- **randomUUID()**
  A static method that randomly generates a version 4 UUID.
- **toString()**
  Returns the string representation of the UUID instance.

equals(obj)

Compares a UUID instance with the specified object and returns true if both are equal. Otherwise, returns false.

Signature

```
public Boolean equals(Object obj)
```

Parameters

obj

  Type: Object

  The UUID object to be compared.

Return Value

Type: Boolean

```
// UUIDs are equal when all the characters in the UUID are the same
String uuidStr = '707b2538-98bb-41e7-95e3-1d77bf42b102';
UUID fromStr = UUID.fromString(uuidStr);
UUID fromStr2 = UUID.fromString(uuidStr);
Assert.isTrue(fromStr.equals(fromStr2));

// A UUID is never equal to a String or any non-UUID object
Assert.isFalse(fromStr.equals(uuidStr));
```

fromString(str)

Converts a 32 character hexadecimal string representation of a UUID to a UUID instance.

Signature

```
public static System.UUID fromString(String str)
```

Parameters

str

  Type: String

Return Value

Type: System.UUID

Example

```
String uuidStr = '707b2538-98bb-41e7-95e3-1d77bf42b102';
UUID fromStr = UUID.fromString(uuidStr);

UUID.fromString(null); // Throws NullPointerException

UUID.fromString('not a uuid'); // Throws IllegalArgumentException
```

hashCode()

Returns the hashcode corresponding to the UUID instance.

Signature

```
public Integer hashCode()
```

Return Value

Type: Integer

randomUUID()

A static method that randomly generates a version 4 UUID.

Signature

```
public static System.UUID randomUUID()
```

Return Value

Type: System.UUID

A 32 hexadecimal value of the UUID generated.

```
    system.debug(randomUUID); // Prints the UUID string that was randomly generated
```

toString()

Returns the string representation of the UUID instance.

Signature

```
public String toString()
```

Return Value

Type: String

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