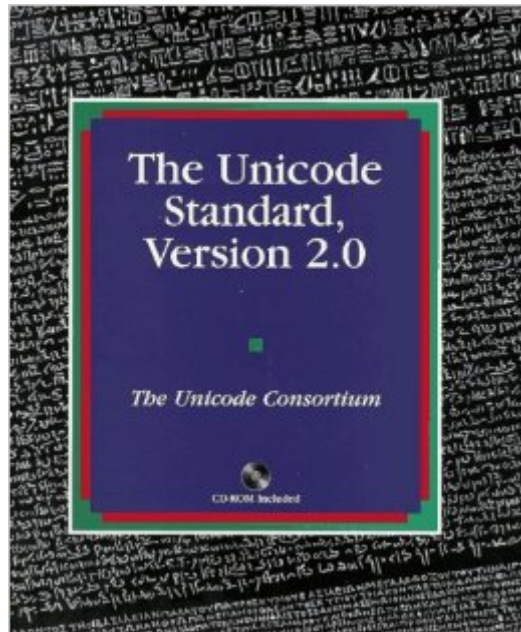


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# The Unicode Standard: Version 2.0



## Synopsis

Version 3.0 now available! Modern software must function all around the world. This demands a single character set that works everywhere. The Unicode Standard is the proven answer, implemented in software for the world market: Windows NT and Windows 95, AIX, NetWare 4.0, QuickDraw GX, and Java. The list grows! Version 2.0 of the Unicode Standard introduces additional scripts, and contains over five years' worth of cumulated experience from unrivaled experts in multilingual applications. Unicode scripts include alphabets used in the Western world, Africa, the Middle East, the Indian subcontinent and other parts of Asia, as well as the unified Han set of East Asian ideographs and the complete set of modern Korean Hangul. The standard is also consistent with International Standard ISO/IEC 10646. The Unicode Standard, Version 2.0 is the official source of information on the new version of the standard. Providing more than just code charts and character names, this authoritative guide covers every aspect of implementation, including structure, character properties, rules for conformance, and implementation guidelines. There are also standard algorithms for formatting Arabic, Devanagari, and Tamil scripts, for display of bidirectional text (e. g., mixed English and Arabic), and for the creation of Korean Hangul syllables. The accompanying CD-ROM provides a complete character properties database and tables that map Unicode characters to international, national, and vendor character sets. The Unicode Standard, Version 2.0 is an essential reference for computer programmers and software developers working on global software and multilingual applications. 0201483459B04062001

## Book Information

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## Customer Reviews

If you are writing software which must be internationalized, then there is no question that you need this book and you need Unicode. What ASCII is for the United States, Unicode is for the rest of the world. In this world (particularly this software world) of pontificating know-it-all-who-don't, it is getting rarer and rarer to find complete compendiums of an entire domain of knowledge which can serve as the seminal reference for all successive work. This book is one of those rare seminal references which has in it the greatest quantity and greatest quality of wisdom and knowledge on the alphabets of the world for use in computer software. From the perspective of domestic software developers within the United States, Unicode is essentially 7-bit ASCII in a 16-bit unsigned integer. In the immensely popular C and C++ languages Unicode strings behave like ASCII strings: . Unicode 0/null terminates C/C++ strings, just like ASCII 0/null. . Unicode has a type in ANSI Standard C and ISO Standard C++ (and ARM-defined C++): `wchar_t`. For C/C++ programmers, `char=ASCII` `wchar_t=Unicode`. . Unicode has a plethora of standard string manipulation functions already standardized in ANSI Standard C and ISO Standard C++, usually substitute the `str` with `wcs` (e.g., `strcpy=wcsncpy`, `strcmp=wcscmp`, `strcat=wcsconcat`) and substitute the `char` parameters with `wchar_t` parameters. Abracadabra, your software is well on its way to being able to have strings in any foreign language as well as English. . Unicode characters are all the same size (16-bit), just like ASCII (8-bit). . Unicode's first 127 values are essentially 7-bit ASCII values. . Unicode completely eliminates all that darned "code page" baloney. .

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