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Unicode Guide Laminated Reference Chart (Quickstudy: Computer)

BarCharts, Inc. WORLD'S #1 ACADEMIC OUTLINE

Quick Study: COMPUTER Unicode Guide

The Ultimate Reference Guide to the Universal Character Encoding Standard

This guide summarizes the principles of the Unicode encoding along with an overview of the key problems that programmers need to be aware of when dealing with text from different languages. It is intended to be a handy reference for anyone who works with Unicode text.

UNICODE AND TEXT

- Unicode is the universal character encoding standard. It extends ASCII and ISO 6392-2 (Latin-1), so that electronic text can represent all of the world's languages and symbols.
- The Unicode Consortium supplies a wide range of globalization specifications that give programmers the ability to interoperate and deal with all languages of the world. These specifications are built on the Unicode Standard in their foundation.
- The Unicode Standard assigns a unique numeric code to every character and symbol used in any language. The relationship between the code and the character is as follows (e.g.):
 - U+0041 → A (ASCII)
 - U+0042 → B (ASCII)
 - U+0043 → C (ASCII)
 - U+0044 → D (ASCII)
 - U+0045 → E (ASCII)
 - U+0046 → F (ASCII)
 - U+0047 → G (ASCII)
 - U+0048 → H (ASCII)
 - U+0049 → I (ASCII)
 - U+004A → J (ASCII)
 - U+004B → K (ASCII)
 - U+004C → L (ASCII)
 - U+004D → M (ASCII)
 - U+004E → N (ASCII)
 - U+004F → O (ASCII)
 - U+0050 → P (ASCII)
 - U+0051 → Q (ASCII)
 - U+0052 → R (ASCII)
 - U+0053 → S (ASCII)
 - U+0054 → T (ASCII)
 - U+0055 → U (ASCII)
 - U+0056 → V (ASCII)
 - U+0057 → W (ASCII)
 - U+0058 → X (ASCII)
 - U+0059 → Y (ASCII)
 - U+005A → Z (ASCII)
 - U+005B → [(ASCII)
 - U+005C → \ (ASCII)
 - U+005D →] (ASCII)
 - U+005E → ^ (ASCII)
 - U+005F → _ (ASCII)
 - U+0060 → ` (ASCII)
 - U+0061 → a (ASCII)
 - U+0062 → b (ASCII)
 - U+0063 → c (ASCII)
 - U+0064 → d (ASCII)
 - U+0065 → e (ASCII)
 - U+0066 → f (ASCII)
 - U+0067 → g (ASCII)
 - U+0068 → h (ASCII)
 - U+0069 → i (ASCII)
 - U+006A → j (ASCII)
 - U+006B → k (ASCII)
 - U+006C → l (ASCII)
 - U+006D → m (ASCII)
 - U+006E → n (ASCII)
 - U+006F → o (ASCII)
 - U+0070 → p (ASCII)
 - U+0071 → q (ASCII)
 - U+0072 → r (ASCII)
 - U+0073 → s (ASCII)
 - U+0074 → t (ASCII)
 - U+0075 → u (ASCII)
 - U+0076 → v (ASCII)
 - U+0077 → w (ASCII)
 - U+0078 → x (ASCII)
 - U+0079 → y (ASCII)
 - U+007A → z (ASCII)
 - U+007B → { (ASCII)
 - U+007C → | (ASCII)
 - U+007D → } (ASCII)
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 - U+00EA → (ASCII)
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 - U+00F8 → (ASCII)
 - U+00F9 → (ASCII)
 - U+00FA → (ASCII)
 - U+00FB → (ASCII)
 - U+00FC → (ASCII)
 - U+00FD → (ASCII)
 - U+00FE → (ASCII)
 - U+00FF → (ASCII)

KEY GOTCHAS

- The Unicode Standard encodes characters, not the possible visual presentation of those characters. Thus, all of the following shapes will share the same code:
 - A (ASCII)
 - A (ASCII)
 - A (ASCII)
 - A (ASCII)
- Unicode does not encode characters to language. Thus, a French *à* and German *à* have the same code point as an English *à* (though *à* has a different accent and pronunciation). Likewise, Chinese *王* (Wang) has the same code point as corresponding Japanese *王* (Wang).
- Characters are not necessarily eight bytes in size. Some are encoded as a single character (e.g., 王) might be represented via a sequence of coded characters in Unicode.

UNICODE IN PRACTICE

- Unicode is the key to software globalization, making software easily localizable for any target market. This is globalization in a nutshell.
 - Use Unicode for all character processing, and the internal string browser from that platform. Consider then to to begin encoding as needed to support global.
 - Move all readable text strings out of code and into separate files called *resource*.
 - Make support of three fonts, resolution, anti-alias, and message localizer dependent by calling API via *Resource* according to local language, country, currency, culture, time zone, etc.
 - Provide all types of text processing, especially writing and parsing, in globalized way.
 - Programming Language and Platform: Most modern operating systems, such as Microsoft Windows and Mac OS, and modern programming languages, such as Java, the .NET languages, JavaScript, and Perl, use Unicode as their native character set. However, various of Data Link use binary Unicode.
 - C and C++ have neither native Unicode libraries nor standard Unicode libraries. The most operating system APIs provide C++ APIs for handling Unicode text.
- The open-source libraries ICU (International Components for Unicode) can be used to implement OS-specific, or where cross-platform solution is desired.
 - <http://www.unicode.org/publications/icu/>
 - Internet Explorer, Unicode support is required in all new Internet protocols. Email messages support Unicode through character sets such as the MIME format. Modern versions of HTML use Unicode. The XML standard is based on Unicode as the default encoding. All XML parsers are required to understand it.
 - <http://www.w3.org/TR/xml/>
 - <http://www.w3.org/TR/xml-unicode/>
 - Security: The large number of characters and bytes in Unicode make new security threats, especially if using Unicode representations to represent text strings. Java software and C++ using Unicode should be especially vigilant.
 - <http://www.unicode.org/unicode/4.0/>
 - Unicode Security Considerations
 - Unicode Security Considerations
 - International Standardization: The Unicode Standard maintains consistency with the international encoding standard ISO/IEC 10646. For example, Unicode version 3.0 has the same repertoire as ISO/IEC 10646:2003 with amendments.

Detail of General Symbology Area (2000 to 20FF)

Detail of Symbols and CJK Miscellaneous Areas (3000 to 32FF)

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Synopsis

The ultimate reference guide to the universal character encoding standard. 6-page laminated guide includes information on: [Unicode & text](#) [Unicode codespace](#) [key gotchas](#) [Unicode in practice](#) [data as text & text as data](#) [Unicode code chart sample](#) [text segmentation](#) [text comparison](#) [text transformations](#) [Chinese characters - CJK/HAN Ideographs](#) [text encoding conversions](#) [text rendering](#) [character properties](#) [from characters to bytes](#) [byte order mark - the bom](#) [utf-32](#) [utf-16](#) [utf-8](#)

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Customer Reviews

Very few people will need such a Unicode reference, but it's great for web-designers and people working with fonts in various languages. I design international webpages, and Asian dictionary interfaces, so this reference is a nice visual way to "peel back the layers of the onion" of Unicode to get a better understanding of where various characters of languages reside.

Wow. Love it. The Unicode Guide Laminated Reference Chart is a geek's dream. It's jampacked with tons of details. Much better than I expected. I'll bet the author, Joe Becker, has a very large throbbing head.

This chart is prepared so well that it has tons of nitty-gritty details well put together in couple of pages. I have this on my desk and I just love it.

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