Subject: Re: 16 bits wchar
Posted by sergei on Wed, 26 Sep 2007 14:54:17 GMT
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Theoretically String could be used "exclusively" for UTF-8, WString for UTF-16. "normal strings" could be Vector<char> and Vector<wchar>. All operations - (reverse) find/replace char/substring, trim(truncate), starts/endswith, left/right/mid, cat (append), insert, are applicable to Vectors as well (and maybe should be implemented as algorithms for all containers). Extra considerations might be a closing '\0' (maybe not necessary - normal strings aren't for interop with OS, where '\0' is used, for inner works there's GetCount), and conversion functions (already partially implemented).

P.S. does anyone know why chars/wchars tend to be signed? IMHO unsigned character values are much more clear - after all the ASCII codes we use are unsigned (in hex).