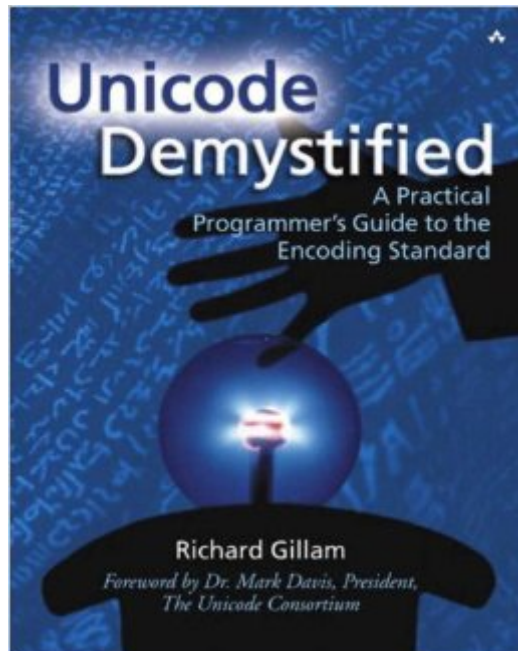


The book was found

Unicode Demystified: A Practical Programmer's Guide To The Encoding Standard



Synopsis

Unicode provides a unique number for every character a computer deals with, no matter what platform, what program or what language. This text provides a hands-on programmer's guide to Unicode. It offers specific guidance on integrating Unicode with other technologies, including Java.

Book Information

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Customer Reviews

The book has three main parts:(1) Unicode in essence: an architectural overview of the Unicode standard (six chapters) where you also get bits of terminology and history.(2) Unicode in depth: A guided tour of the character repertoire (six chapters) where you get a lot about writing systems that can be represented in Unicode, and less about the Unicode characters.(3) Unicode in action: implementing and using the Unicode standard (five chapters) where you get information aimed at computer programmers that wish to implement parts of the standard or write applications dealing with multilingual text.Though this book is very long (~800 pages) it is still shorter and a lot more clear than the Unicode standard itself (over 1000 pages).Code examples are in Java but they are not ment to be complete solutions and so there is no accompanying website or a CD.Professional programmers are the target audience of this book. The reader is faced with many topics in linguistics, history and data structures. Readers with computer science background would probably appreciate how classic traditional algorithms were adapted and how data structures are used in character sets with a significantly larger number of character than 256.The author of the book states

that the book is about "representing written language in a computer", which may be misleading to some readers. The book is about the Unicode standard. Obviously, there are many other ways to represent written language other than the methods described in the book. As chapter 2 teaches... There are always more ways (sometimes better ways) to represent your data. Part 2 of the book will not cover every writing system of the world. A better book for that would be "The world's writing systems".

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