



Ocumentation

Overview

Package utf16 implements encoding and decoding of UTF-16 sequences.

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func AppendRune(a []uint16, r rune) []uint16

func Decode(s []uint16) []rune

func DecodeRune(r1, r2 rune) rune

func Encode(s []rune) []uint16

func EncodeRune(r rune) (r1, r2 rune)

func IsSurrogate(r rune) bool

Constants

This section is empty.

Variables

This section is empty.

Functions

```
func AppendRune(a []uint16, r rune) []uint16
```

AppendRune appends the UTF-16 encoding of the Unicode code point r to the end of p and returns the extended buffer. If the rune is not a valid Unicode code point, it appends the encoding of U+FFFD.

func Decode

```
func Decode(s []uint16) []rune
```

Decode returns the Unicode code point sequence represented by the UTF-16 encoding s.

func DecodeRune

```
func DecodeRune(r1, r2 rune) rune
```

DecodeRune returns the UTF-16 decoding of a surrogate pair. If the pair is not a valid UTF-16 surrogate pair, DecodeRune returns the Unicode replacement code point U+FFFD.

func Encode

```
func Encode(s []rune) []uint16
```

Encode returns the UTF-16 encoding of the Unicode code point sequence s.

func EncodeRune

```
func EncodeRune(r rune) (r1, r2 rune)
```

EncodeRune returns the UTF-16 surrogate pair r1, r2 for the given rune. If the rune is not a valid Unicode code point or does not need encoding, EncodeRune returns U+FFFD, U+FFFD.

func IsSurrogate

```
func IsSurrogate(r rune) bool
```

IsSurrogate reports whether the specified Unicode code point can appear in a surrogate pair.

Types

This section is empty.

Source Files

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