

393. UTF-8 Validation

Question Editorial Solution

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- Total Accepted: **4481**
- Total Submissions: **13004**
- Difficulty: **Medium**
- Contributors: **Admin**

A character in UTF8 can be from 1 to 4 bytes long, subjected to the following rules:

1. For 1-byte character, the first bit is a 0, followed by its unicode code.
2. For n-bytes character, the first n-bits are all one's, the n+1 bit is 0, followed by n-1 bytes with most significant 2 bits being 10.

This is how the UTF-8 encoding would work:

Char. number range (hexadecimal)	UTF-8 octet sequence (binary)
0000 0000-0000 007F	0xxxxxxx
0000 0080-0000 07FF	110xxxxx 10xxxxxx
0000 0800-0000 FFFF	1110xxxx 10xxxxxx 10xxxxxx
0001 0000-0010 FFFF	11110xxx 10xxxxxx 10xxxxxx 10xxxxxx

Example 1:

```
data = [197, 130, 1], which represents the octet sequence: 11000101 10000010 00000001.
```

Return true.

It is a valid utf-8 encoding for a 2-bytes character followed by a 1-byte character.

Example 2:

```
data = [235, 140, 4], which represented the octet sequence: 11101011 10001100 00000100.
```

Return false.

The first 3 bits are all one's and the 4th bit is 0 means it is a 3-bytes character.

The next byte is a continuation byte which starts with 10 and that's correct.

But the second continuation byte does not start with 10, so it is invalid.

```
class Solution {
public:
    bool validUtf8(vector<int>& data) {
        int mask1 = 128, mask2 = 192, cnt = 0;
```

```

//(zhewei) mask1 = 0x10000000; mask2 = 0x11000000;
for(int i=0;i<data.size();i++)
{
    int cur = data[i];
    if(cnt==0)
    {
        while((cur & mask1)!=0)
        {
            cur = cur<<1;
            cnt++;
        }
        //(zhewei) at least 2 for the first number
        // i.e.,110xxxxx 1110xxxx ...
        if(cnt==1) return false;
        // cnt-1 means when the first number has cnt '1' s (i.e.,1110xxxx) in
1110xxxx 10xxxxxx 10xxxxxx
        // its has cnt-1 remaining number (i.e.,10xxxxxx 10xxxxxx)
        cnt = max(0,cnt-1);
    }
    else{
        if((mask2 & data[i]) != mask1) //cur & 0x11000000 != 0x10000000
            return false;
        cnt--;
    }
}
return cnt==0;
}
};

```