CSCI 112
Introduction to computer Science -I

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Character Codes

Character Codes

- Letters, numerals, punctuation marks and other characters are represented in a computer by assigning a numeric value to each character.
- As computers have evolved, character codes have evolved.
- Larger computer memories and storage devices permit richer character codes.

Character Codes

- The earliest computer coding systems used ~~six~~ four bits.
- Binary-coded decimal (BCD, 4 bits) was one of these early codes. It was used by IBM mainframes in the 1950s and 1960s.
- In 1964, BCD was extended to an 8-bit code, Extended Binary-Coded Decimal Interchange Code (EBCDIC).
- EBCDIC was one of the first widely-used computer codes that supported upper and lowercase alphabetic characters, in addition to special characters, such as punctuation and control characters.
- EBCDIC and BCD are still in use by IBM mainframes today.

Character Codes

- Other computer manufacturers chose the 7-bit ASCII (American Standard Code for Information Interchange) as a replacement for 6-bit codes.
- While BCD and EBCDIC were based upon punched card codes, ASCII was based upon telecommunications (Telex) codes.
- Until recently, ASCII was the dominant character code outside the IBM mainframe world.

ASCII Code

- ASCII is a 7-bit code, commonly stored in 8-bit bytes.
- "A" is at 41_{16}. To convert upper case letters to lower case letters, add 20_{16}. Thus "a" is at $41_{16} + 20_{16} = 61_{16}$.
- The character "5" at position 35_{16} is different than the number 5. To convert character-numbers into number-numbers, subtract 30_{16}: $35_{16} - 30_{16} = 5$.
- Space codes as 20_{16}
- Backspace codes as 08_{16}
- Carriage return CR ($0D_{16}$) and linefeed LF ($0A_{16}$) together create a line break

ASCII Code(Hex table)

00 NUL	10 DLE	20 SP	30 0	40 @	50 P	60 `	70 p
01 SOH	11 DC1	21 !	31 1	41 A	51 Q	61 a	71 q
02 STX	12 DC2	22 "	32 2	42 B	52 R	62 b	72 r
03 ETX	13 DC3	23 #	33 3	43 C	53 S	63 c	73 s
04 EOT	14 DC4	24 $	34 4	44 D	54 T	64 d	74 t
05 ENQ	15 NAK	25 %	35 5	45 E	55 U	65 e	75 u
06 ACK	16 SYN	26 &	36 6	46 F	56 V	66 f	76 v
07 BEL	17 ETB	27 '	37 7	47 G	57 W	67 g	77 w
08 BS	18 CAN	28 (	38 8	48 H	58 X	68 h	78 x
09 HT	19 EM	29)	39 9	49 I	59 Y	69 i	79 y
0A LF	1A SUB	2A *	3A :	4A J	5A Z	6A j	7A z
0B VT	1B ESC	2B +	3B ;	4B K	5B [	6B k	7B {
0C FF	1C FS	2C ´	3C <	4C L	5C \	6C l	7C |
0D CR	1D GS	2D -	3D =	4D M	5D]	6D m	7D }
0E SO	1E RS	2E .	3E >	4E N	5E ^	6E n	7E ~
0F SI	1F US	2F /	3F ?	4F O	5F _	6F o	7F DEL

ASCII Code - Interpretation

NUL	Null	FF	Form feed	CAN	Cancel
SOH	Start of heading	CR	Carriage return	EM	End of medium
STX	Start of text	SO	Shift out	SUB	Substitute
ETX	End of text	SI	Shift in	ESC	Escape
EOT	End of transmission	DLE	Data link escape	FS	File separator
ENQ	Enquiry	DC1	Device control 1	GS	Group separator
ACK	Acknowledge	DC2	Device control 2	RS	Record separator
BEL	Bell	DC3	Device control 3	US	Unit separator
BS	Backspace	DC4	Device control 4	SP	Space
HT	Horizontal tab	NAK	Negative acknowledge	DEL	Delete
LF	Line feed	SYN	Synchronous idle		
VT	Vertical tab	ETB	End of transmission block		

Newer Character Codes

- Many of today's systems embrace *Unicode*
- Unicode is a universal character encoding standard that assigns a code to every character and symbol in every language in the world.
- *Unicode* provides a unique number for every character no matter
    - what the platform
    - what the program,
    - what the language

Unicode

- Unicode based formats: UTF-8, UTF-16 and UTF-32
- Based on how many bytes it require to represent a character in memory.
- UTF-8
  - A character can be from 1 to 4 bytes long.
  - Backward compatible with ASCII.
  - Preferred encoding for e-mail and web pages
- UTF-16
  - A character can be from 2 or 4 bytes long.
  - Used in major OS /environments, Windows, Java and .NET
- UTF-32
  - Fixed width encoding scheme and always uses 4 bytes

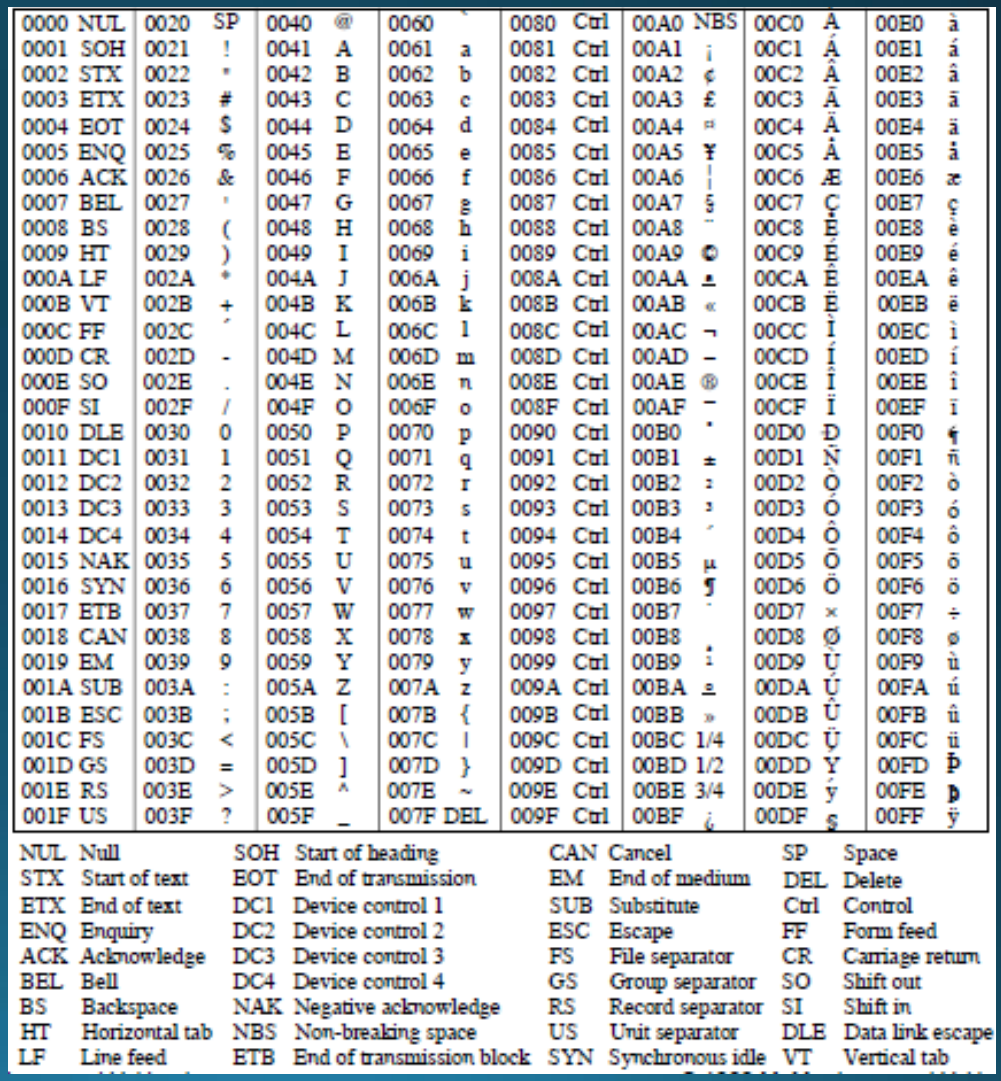
Unicode – scheme(2 bytes)

- The Unicode codes pace allocation is shown at the right.
- The lowest-numbered Unicode characters comprise the ASCII code.
- The highest provide for user-defined codes.

Character Types	Language	Number of Characters	Hexadecimal Values
Alphabets	Latin, Greek, Cyrillic, etc.	8192	0000 to 1FFF
Symbols	Dingbats, Mathematical, etc.	4096	2000 to 2FFF
CJK	Chinese, Japanese, and Korean phonetic symbols and punctuation.	4096	3000 to 3FFF
Han	Unified Chinese, Japanese, and Korean	40,960	4000 to DFFF
	Han Expansion	4096	E000 to EFFF
User Defined		4095	F000 to FFFE

Unicode – character set

- 16 bit or 2 byte code
- Lower order 7 bits are same as ascii for UTF-8
- Higher order bits allow support for international languages and symbols.



0000	NUL	0020	SP	0040	@	0060	`	0080	Ctrl	00A0	NBS	00C0	À	00E0	à
0001	SOH	0021	!	0041	A	0061	a	0081	Ctrl	00A1	¡	00C1	Á	00E1	á
0002	STX	0022	"	0042	B	0062	b	0082	Ctrl	00A2	¢	00C2	Â	00E2	â
0003	ETX	0023	#	0043	C	0063	c	0083	Ctrl	00A3	£	00C3	Ã	00E3	ã
0004	EOT	0024	$	0044	D	0064	d	0084	Ctrl	00A4	¤	00C4	Ä	00E4	ä
0005	ENQ	0025	%	0045	E	0065	e	0085	Ctrl	00A5	¥	00C5	Å	00E5	å
0006	ACK	0026	&	0046	F	0066	f	0086	Ctrl	00A6	¦	00C6	Æ	00E6	æ
0007	BEL	0027	'	0047	G	0067	g	0087	Ctrl	00A7	§	00C7	Ç	00E7	ç
0008	BS	0028	(	0048	H	0068	h	0088	Ctrl	00A8	¨	00C8	È	00E8	è
0009	HT	0029	)	0049	I	0069	i	0089	Ctrl	00A9	©	00C9	É	00E9	é
000A	LF	002A	*	004A	J	006A	j	008A	Ctrl	00AA	ª	00CA	Ê	00EA	ê
000B	VT	002B	+	004B	K	006B	k	008B	Ctrl	00AB	«	00CB	Ë	00EB	ë
000C	FF	002C	´	004C	L	006C	l	008C	Ctrl	00AC	¬	00CC	Ì	00EC	ì
000D	CR	002D	-	004D	M	006D	m	008D	Ctrl	00AD	–	00CD	Í	00ED	í
000E	SO	002E	.	004E	N	006E	n	008E	Ctrl	00AE	®	00CE	Î	00EE	î
000F	SI	002F	/	004F	O	006F	o	008F	Ctrl	00AF	¯	00CF	Ï	00EF	ï
0010	DLE	0030	0	0050	P	0070	p	0090	Ctrl	00B0	°	00D0	Ð	00F0	¶
0011	DC1	0031	1	0051	Q	0071	q	0091	Ctrl	00B1	±	00D1	Ñ	00F1	ñ
0012	DC2	0032	2	0052	R	0072	r	0092	Ctrl	00B2	²	00D2	Ò	00F2	ò
0013	DC3	0033	3	0053	S	0073	s	0093	Ctrl	00B3	³	00D3	Ó	00F3	ó
0014	DC4	0034	4	0054	T	0074	t	0094	Ctrl	00B4	´	00D4	Ô	00F4	ô
0015	NAK	0035	5	0055	U	0075	u	0095	Ctrl	00B5	µ	00D5	Õ	00F5	õ
0016	SYN	0036	6	0056	V	0076	v	0096	Ctrl	00B6	¶	00D6	Ö	00F6	ö
0017	ETB	0037	7	0057	W	0077	w	0097	Ctrl	00B7	·	00D7	×	00F7	÷
0018	CAN	0038	8	0058	X	0078	x	0098	Ctrl	00B8	¸	00D8	Ø	00F8	ø
0019	EM	0039	9	0059	Y	0079	y	0099	Ctrl	00B9	¹	00D9	Ù	00F9	ù
001A	SUB	003A	:	005A	Z	007A	z	009A	Ctrl	00BA	º	00DA	Ú	00FA	ú
001B	ESC	003B	;	005B	[	007B	{	009B	Ctrl	00BB	»	00DB	Û	00FB	û
001C	FS	003C	<	005C	\	007C	|	009C	Ctrl	00BC	1/4	00DC	Ü	00FC	ü
001D	GS	003D	=	005D	]	007D	}	009D	Ctrl	00BD	1/2	00DD	Y	00FD	Þ
001E	RS	003E	>	005E	^	007E	~	009E	Ctrl	00BE	3/4	00DE	ý	00FE	þ
001F	US	003F	?	005F	_	007F	DEL	009F	Ctrl	00BF	¿	00DF	ß	00FF	ÿ

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STX	Start of text	EOT	End of transmission	EM	End of medium	DEL	Delete
ETX	End of text	DC1	Device control 1	SUB	Substitute	Ctrl	Control
ENQ	Enquiry	DC2	Device control 2	ESC	Escape	FF	Form feed
ACK	Acknowledge	DC3	Device control 3	FS	File separator	CR	Carriage return
BEL	Bell	DC4	Device control 4	GS	Group separator	SO	Shift out
BS	Backspace	NAK	Negative acknowledge	RS	Record separator	SI	Shift in
HT	Horizontal tab	NBS	Non-breaking space	US	Unit separator	DLE	Data link escape
LF	Line feed	ETB	End of transmission block	SYN	Synchronous idle	VT	Vertical tab

Wrap up notes

Contents in memory are TYPE less. A byte in memory might be

- a character
- a number
- A symbol
- A special character
- potion of a multi-byte integer in little endian
- portion of a multi-byte integer in big endian
- part of a multi-byte floating point number
- …