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byte

A package for working with bytes (8-bit unsigned integers) in MoonBit.

Constants

The package provides constants for the minimum and maximum values of a byte:

```
1
2  test "byte constants" {
3      inspect(@byte.min_value, content="b'\\x00'")
4      inspect(@byte.max_value, content="b'\\xFF'")
5  }
```

Conversion

Bytes can be converted to other numeric types. The package provides conversion to `UInt64`:

```
1
2  test "byte conversion" {
3      let byte = b'A'
4      inspect(byte.to_uint64(), content="65")
5      let byte = b' '
6      inspect(byte.to_uint64(), content="32")
7  }
```

Byte Literals

Although not directly part of this package, MoonBit provides byte literals with the `b` prefix:

```
1
2  test "byte literals" {
3
4      let a = b'a'
5      inspect(a.to_uint64(), content="97")
6
7
8      let hex = b'\\x41'
9      inspect(hex.to_uint64(), content="65")
10
11
12     let null = b'\\x00'
13     inspect(null.to_uint64(), content="0")
14
15
16     let max = b'\\xff'
17     inspect(max.to_uint64(), content="255")
18 }
```

Note: The same conversion method can be called either as a method (