from_chars

This lesson mainly elaborates on from_chars function types.

WE'LL COVER THE FOLLOWING ^

- Integral type functions
- Floating point version:
- chars_format
 - from_chars_result

from_chars is a set of overloaded functions: for integral types and floating point types.

Integral type functions

Where TYPE expands to all available signed and unsigned integer types and char. base can be a number ranging from 2 to 36.

Floating point version:

FLOAT_TYPE expands to float, double or long double.

chars_format

chars_format is an enum with the following values:

```
enum class chars_format {
    scientific = /*unspecified*/,
    fixed = /*unspecified*/,
    hex = /*unspecified*/,
    general = fixed | scientific
};
```

It's a bit-mask type, that's why the values for enums are implementationspecific. By default, the format is set to be general so the input string can use "normal" floating-point format with scientific form as well.

The return value in all of those functions (for integers and floats) is from chars result:

```
struct from_chars_result {
   const char* ptr;
   std::errc ec;
};
```

from_chars_result #

from_chars_result holds valuable information about the conversion process.

Here's the summary:

- On **Success** from_chars_result::ptr points at the first character not matching the pattern, or has the value equal to last if all characters match and from_chars_result::ec is value-initialized.
- On **Invalid conversion** from_chars_result::ptr equals first and from_chars_result::ec equals std::errc::invalid_argument. value is unmodified.
- On Out of range The number is too large to fit into the value type.
 from_chars_result::ec equals std::errc::result_out_of_range and
 from_chars_result::ptr points at the first character not matching the pattern. value is unmodified.

Now that you've learned about from_chars, next lesson will discuss its two types; floating and integral.