The size of the table used by ctype<char> is specified in the WP to be of size UCHAR_MAX+1. This may be an arbitrarily large value, too large for practicality in some implementations.

There is no reason all implementations need to have a table this large, if it is large. For very large values of UCHAR_MAX, the set of actual character codes used is always much smaller.

** Proposed Resolution:

In [lib.facet.ctype.special] 22.2.1.3

Add a public member:

```c
static const size_t table_size = IMPLEMENTATION_DEFINED;
```

Add a sentence:

The implementation-defined value of table_size is at least 256.

In [lib.facet.ctype.char.members] 22.2.1.3.2 (p. 22-16), add a paragraph before the member descriptions:

In the following member descriptions, for unsigned char values v where \( v \geq table_size \), table()[v] is assumed to have an implementation-defined value (possibly different for each such value v) without performing the array lookup.

In [lib.facet.ctype.char.statics] 22.1.3.3

Change the table size to (simply) table_size.

In [lib.facet.ctype.char.members] 22.2.1.3.2, in the constructor, add:

Precondition: tab either 0 or an array of at least table_size elements.