

# Update Annex E based on Unicode 15.0 UAX 31

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## Abstract

Update Annex E, Conformance with UAX #31, based on the updated guidance from Unicode 15. In particular update the pattern whitespace and syntax section.

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## 1 Wording

The proposed changes are relative to the current working draft [N4910].

### ◆.4 R3 Pattern\_White\_Space and Pattern\_Syntax characters [uaxid.pattern]

- <sup>1</sup> UAX #31 describes how languages that use or interpret patterns of characters such as ~~regular expressions or number formats~~ computer languages, may describe that syntax with Unicode properties.
- <sup>2</sup> ~~C++ does not do this as part of the language, deferring to library components for such usage of patterns. This requirement does not apply to C++.~~ C++ does not use the methods or properties in UAX #31 to do this. It instead uses the whitespace and syntax characters defined in [lex] to describe the white space characters and the basic source characters used to define syntactic elements other than identifiers.

## References

[N4910] Thomas Köppe. N4910: Working draft, standard for programming language c++. <https://wg21.link/n4910>, 3 2022.