Update Annex E based on Unicode 15.0 UAX 31

Steve Downey (sdowney@gmail.com)

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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].

4.3 R3 Pattern_White_Space and Pattern_Syntax characters [uaxid.pattern]

1 UAX #31 describes how languages that use or interpret patterns of characters such as regular expressions or number formats in computer languages, may describe that syntax with Unicode properties.

2 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