



Decoding Text Encodings

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In The Beginning

- Easy peasy
- Character = Byte, Byte = Character
- ;-) was good enough
- China didn't exist



Text vs. String

- Text: human readable, e.g. "Háns Grüber"
- String: "bucket of bytes"
- Not interchangeable
- Unicode



Encodings

- Convert text to bytes and back
- Interpret the bytes
- Single vs. multiple



Demo

And now a brief interlude as we switch to the ridiculously well-done and brilliant demonstration



Encodings In Xojo

- Chr(x) vs. ChrB(x)
- &u1234
- Encodings module
e.g., Encodings.UTF8
- enc.IsValidData(s)
- ConvertEncoding vs. DefineEncoding



Best Approach

- Don't Worry, Be Happy
- No:
 - Databases
 - Files
 - MemoryBlock <—> String
 - TCP or HTTP



Q & A

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