



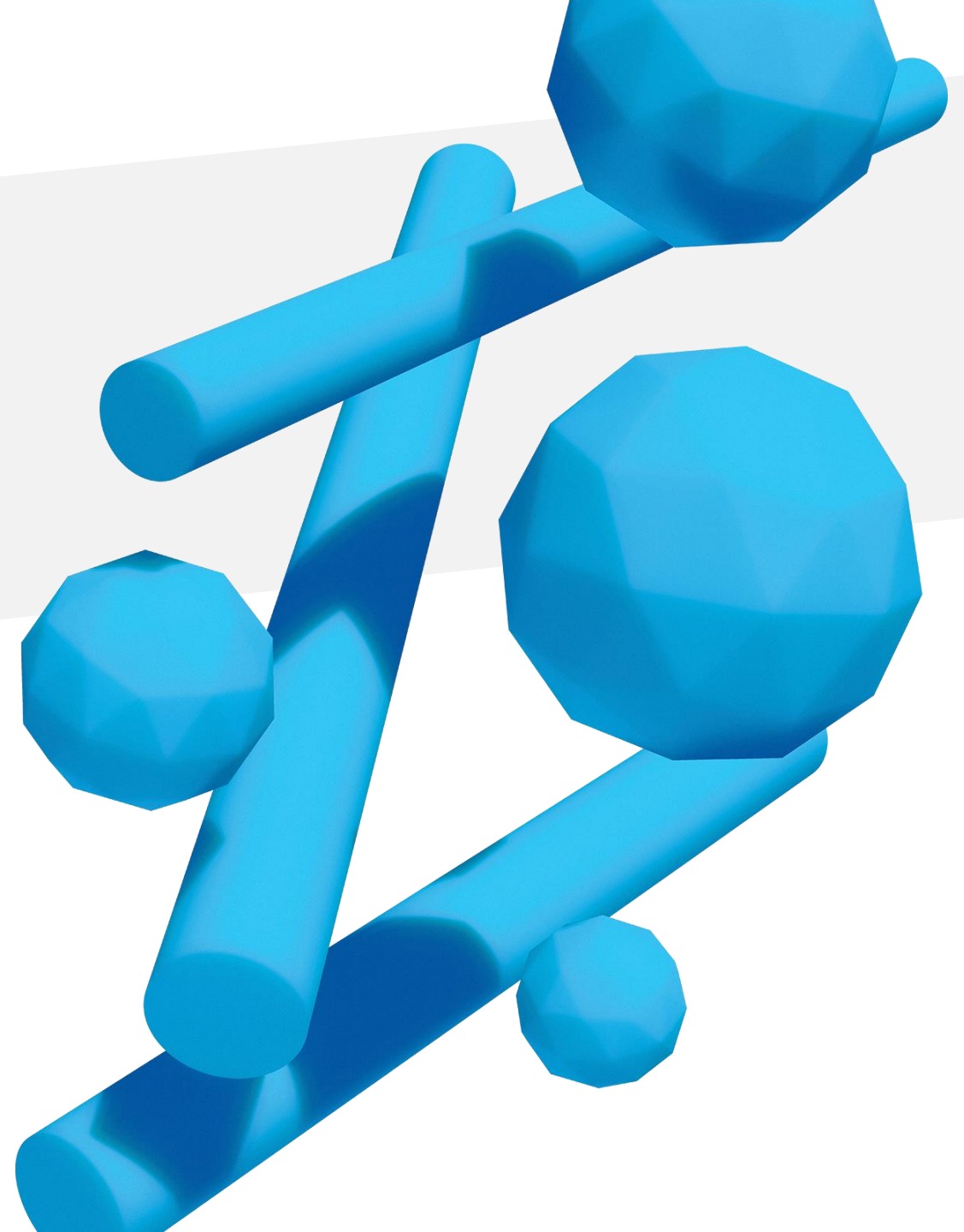
Building Full-Stack Unicode Applications with VAST

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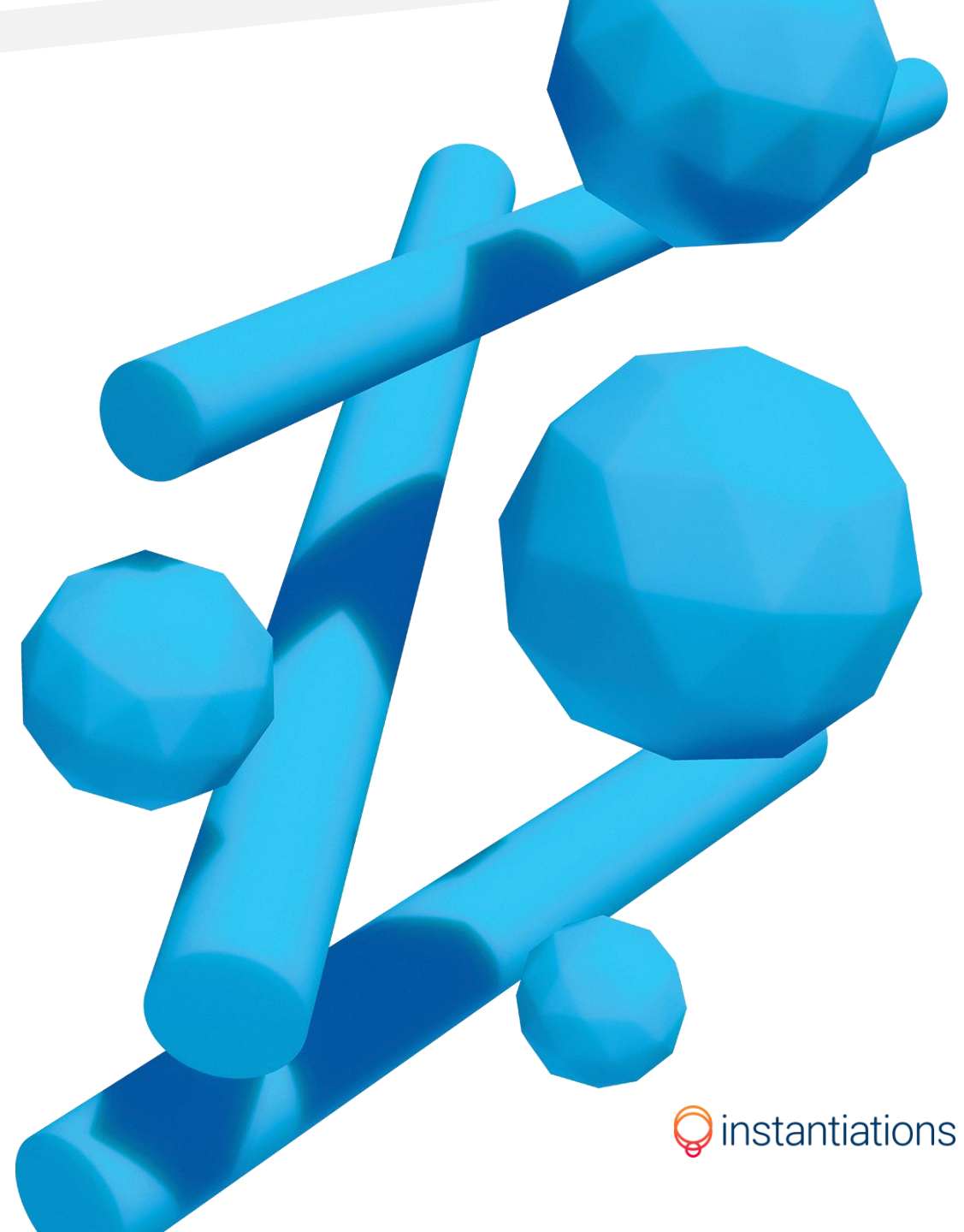
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Agenda

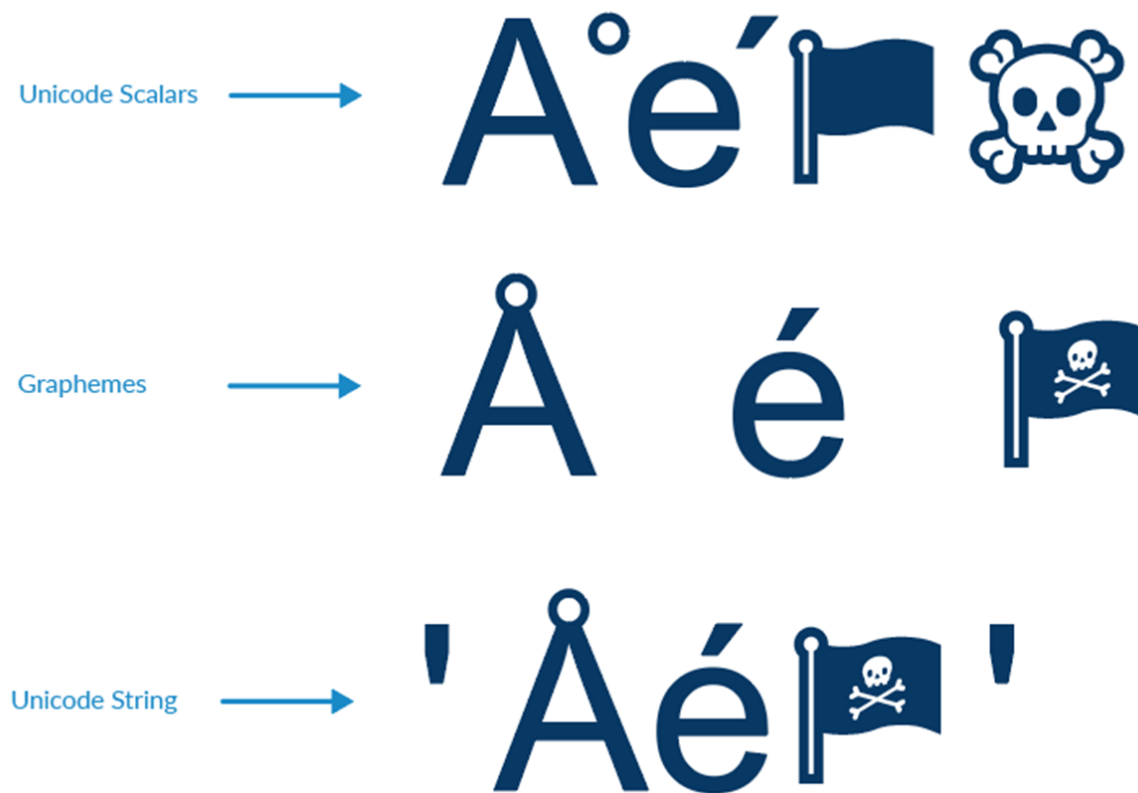
- VAST Unicode Support Recap
- Unicode support scope
- **Live and interactive** demo
- Unicode Support Next Steps
- Questions



VAST Unicode Support Recap

Unicode abstractions composition

- UnicodeScalar
 - Represents a Unicode code point
- Grapheme
 - Composed of one or more UnicodeScalars
 - User perceived "character"
- UnicodeString
 - Collection of Graphemes
 - Mutable/Growable
 - API Compatible with String
 - Internal storage is validated UTF-8



Unicode Support as of VAST 2024 (13.0.0)

- Tools
 - Inspectors, Workspace
- JSON/CSV/STON support
- Database/GLORP support
 - Full support, input/output of UnicodeStrings
- Seaside
 - Can render UnicodeStrings, Graphemes, Scalars
 - Input is limited to codepage dependent strings
- Unicode support is always an opt-in feature

Seaside Unicode Support in upcoming VAST version

- Updated Grease/Seaside to latest releases
- Modified hashing of UnicodeStrings
- Full Unicode support for Grease/Seaside
 - Enabling is optional

Live demo!
(using upcoming VAST release)

Play with the Live Demo

- Scan QR with your phone!



<http://10.201.3.32:8080/unicode>

(INRIA-guest network)



<https://bit.ly/esug-unicode>

Unicode Support Summary

Unicode Support in VAST 2025 (14.0.0)

- Use of Unicode is optional, but encouraged
- GLORP
 - Can take both Strings and UnicodeStrings as input
 - Outputs UnicodeString's instead of String
- Seaside
 - Can take both Strings and UnicodeStrings as input
 - Unicode support for WAFileLibrary text MIME types

Unicode Support Next Steps

Unicode Support Next Steps

- Unicode Collation support
- Dev tools Unicode integration
 - ENVY/Library integration
 - Browsers
 - UI composers
- Extend frameworks support
 - CFS (Filesystem) integrations
 - SST libraries
 - XML
- Define literals syntax
 - UnicodeString
 - Grapheme

Let's see the ranking!

Questions?

Thanks for attending!

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