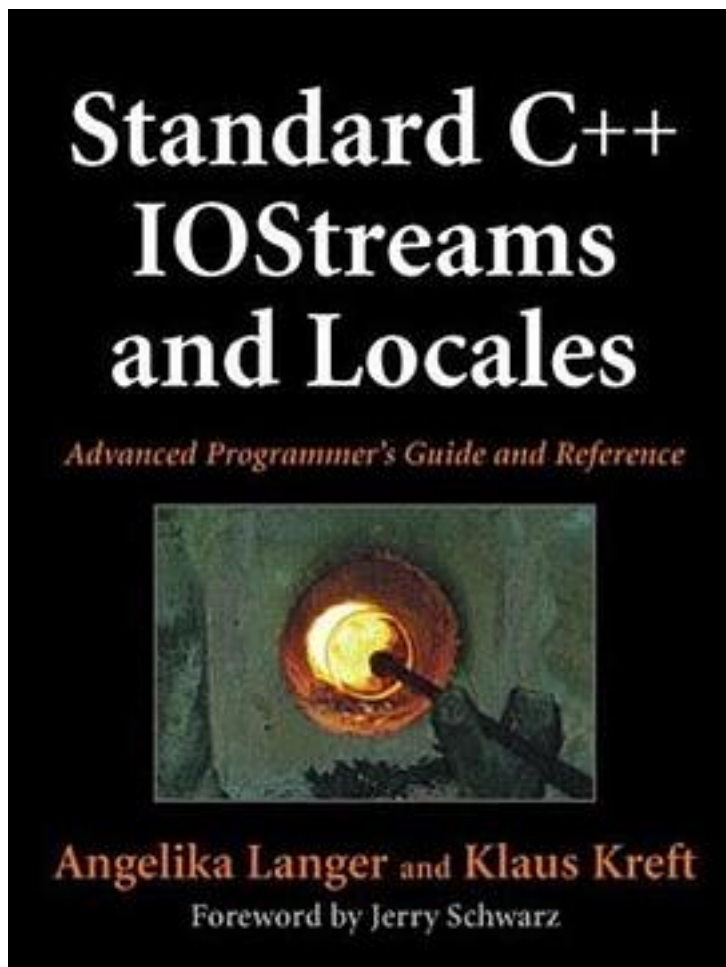


Standard C++ IOStreams and Locales



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Standard C++ provides a foundation for creating new, improved, and more powerful C++ components. IOStreams and locales are two such major components for text

internationalization. As critical as these two APIs are, however, there are few resources devoted to explaining them. *Standard C++ IOStreams and Locales* fills this informational gap. It provides a comprehensive description of, and reference to, the `iostreams` and `locales` classes, showing how to put them to use and offering advanced information on customizing and extending their basic operation. Written by two experts involved with the development of the standard, this book reveals the rationale behind the design of the APIs and points out their potential pitfalls. This book serves as both a guide and a reference to C++ components. Part I explains `iostreams`, what they are, how they are used, their underlying architectural concepts, and the techniques for extending the `iostream` framework. Part II introduces internationalization and shows you how to adapt your program to local conventions. Readers seeking an initial overview of the problem domain will find an explanation of what internationalization and localization are, how they are related, and how they differ. With examples, the authors show the differences among cultural conventions, how C++ `locales` can be used to address such differences, and how `locale` framework can be extended to handle further, nonstandard cultural conventions. *Standard C++ IOStreams and Locales*: *Explains formatting and error indication features of `iostreams`

作者介绍:

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