
Subject: Do you need a read character literal in CParser?

Posted by [cbpporter](#) on Fri, 05 Jun 2015 08:50:55 GMT

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I am using one in my code. If you need it, I could clean it up and make it full featured. Right now it is a bit bare bones and not necessarily pretty:

```
uint32 Parser::ReadChar() {
    if (term[0] != "\\")
        return -1;
    if (term[1] == '\\') {
        term += 2;
        uint32 c = -1;
        if (*term == 't') {
            c = '\t';
            term += 1;
        }
        else if (*term == 'n') {
            c = '\n';
            term += 1;
        }
        else if (*term == 'r') {
            c = '\r';
            term += 1;
        }
        else if (*term == 'u') {
            term += 1;
            c = 0;
            for(int i = 0; i < 6; i++) {
                uint32 cc = ctoi(*term);
                if(cc < 0 || cc >= 16)
                    return -1;
                c = 16 * c + cc;
                term++;
            }
        }
        else
            return -1;
        if (*term != "\\")
            return -1;
        term += 1;
        Spaces();
        return c;
    }
    else {
        term += 1;
        uint32 c = (byte)*term;
    }
}
```

```
if (c == 0)
    return -1;
if (c < 0x80)
    term += 1;
else if (c < 0xC0)
    return -1;
else if (c < 0xE0) {
    c = ((c - 0xC0) << 6) + (byte)term[1] - 0x80;
    term += 2;
}
else if (c < 0xF0) {
    c = ((c - 0xE0) << 12) + (((byte)term[1] - 0x80) << 6) + (byte)term[2] - 0x80;
    term += 3;
}
if (*term != '\0')
    return -1;
term += 1;
Spaces();
return c;
}
}
```

Subject: Re: Do you need a read character literal in CParser?

Posted by [mirek](#) on Fri, 05 Jun 2015 08:59:46 GMT

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I have to say I have always cheated here, using

```
CParser::ReadString("\0");
```

(but if would have checked that the result length is exactly 1, it would not be that much cheating...)
