System.Globalization.UnicodeCategory Enum

```
[ILASM]
.class public sealed serializable UnicodeCategory extends
System.Enum


[C#]
public enum UnicodeCategory
```

Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 1.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

Summary

Designates the general Unicode category of a **System.Char**.

Inherits From: System.Enum

Library: BCL

Description

These categories conform to Version 3.1 of the Unicode Standard.

[*Note:* For information on mapping specific Unicode characters to categories, see the UnicodeData.txt file in the Unicode Character Database at http://www.unicode.org/Public/UNIDATA/UnicodeCharacterDatabase.html. The UnicodeData.txt file format is described at http://www.unicode.org/Public/3.1-Update/UnicodeData-3.1.0.html.]

This enumeration is used to support **System.Char** methods such as **System.Char.IsLetter**, **System.Char.IsUpper**, etc.

1 UnicodeCategory.ClosePunctuation Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory ClosePunctuation = 21


[C#]
ClosePunctuation = 21
```

Summary

Designates a Unicode 'Pe' (punctuation, close).

UnicodeCategory.ConnectorPunctuation Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory ConnectorPunctuation =
18


[C#]
ConnectorPunctuation = 18
```

Summary

Designates a Unicode 'Pc' (punctuation, connector).

1 UnicodeCategory.Control Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory Control = 14


[C#]
Control = 14
```

Summary

Designates a Unicode 'Cc' (other, control).

UnicodeCategory.CurrencySymbol Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory CurrencySymbol = 26


[C#]
CurrencySymbol = 26
```

Summary

Designates a Unicode 'Sc' (symbol, currency).

UnicodeCategory.DashPunctuation Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory DashPunctuation = 19


[C#]
DashPunctuation = 19
```

Summary

Designates a Unicode 'Pd' (punctuation, dash).

UnicodeCategory.DecimalDigitNumber Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory DecimalDigitNumber = 8

[C#]
DecimalDigitNumber = 8
```

Summary

Designates a Unicode 'Nd' (number, decimal digit).

UnicodeCategory.EnclosingMark Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory EnclosingMark = 7


[C#]
EnclosingMark = 7
```

Summary

Designates a Unicode 'Me' (mark, enclosing).

UnicodeCategory.FinalQuotePunctuation Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory FinalQuotePunctuation
= 23

[C#]
FinalQuotePunctuation = 23
```

Summary

Designates a Unicode 'Pf' (punctuation, final quote).

UnicodeCategory.Format Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory Format = 15


[C#]
Format = 15
```

Summary

Designates a Unicode 'Cf' (other, format).

1 UnicodeCategory.InitialQuotePunctuation
2 Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory
InitialQuotePunctuation = 22


[C#]
InitialQuotePunctuation = 22
```

Summary

Designates a Unicode 'Pi' (punctuation, initial quote).

UnicodeCategory.LetterNumber Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory LetterNumber = 9


[C#]
LetterNumber = 9
```

Summary

Designates a Unicode 'Nl' (number, letter).

UnicodeCategory.LineSeparator Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory LineSeparator = 12


[C#]
LineSeparator = 12
```

Summary

Designates a Unicode 'Zl' (separator, line).

UnicodeCategory.LowercaseLetter Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory LowercaseLetter = 1


[C#]
LowercaseLetter = 1
```

Summary

Designates a Unicode 'Ll' (letter, lowercase).

UnicodeCategory.MathSymbol Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory MathSymbol = 25


[C#]
MathSymbol = 25
```

Summary

Designates a Unicode 'Sm' (symbol, math).

UnicodeCategory.ModifierLetter Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory ModifierLetter = 3


[C#]
ModifierLetter = 3
```

Summary

Designates a Unicode 'Lm' (letter, modifier).

UnicodeCategory.ModifierSymbol Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory ModifierSymbol = 27


[C#]
ModifierSymbol = 27
```

Summary

Designates a Unicode 'Sk' (symbol, modifier).

UnicodeCategory.NonSpacingMark Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory NonSpacingMark = 5


[C#]
NonSpacingMark = 5
```

Summary

Designates a Unicode 'Mn' (mark, non-spacing).

UnicodeCategory.OpenPunctuation Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory OpenPunctuation = 20


[C#]
OpenPunctuation = 20
```

Summary

Designates a Unicode 'Ps' (punctuation, open).

UnicodeCategory.OtherLetter Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory OtherLetter = 4


[C#]
OtherLetter = 4
```

Summary

Designates a Unicode 'Lo' (letter, other: not an uppercase letter, a lowercase letter, a titlecase letter, or a modifier letter).

UnicodeCategory.OtherNotAssigned Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory OtherNotAssigned = 29


[C#]
OtherNotAssigned = 29
```

Summary

Designates a Unicode 'Cn' (other, not assigned).

UnicodeCategory.OtherNumber Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory OtherNumber = 10


[C#]
OtherNumber = 10
```

Summary

Designates a Unicode 'No' (number, other: not a decimal digit number or a letter number).

UnicodeCategory.OtherPunctuation Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory OtherPunctuation = 24


[C#]
OtherPunctuation = 24
```

Summary

Designates a Unicode 'Po' (punctuation, other: not connector, dash,
open, close, initial quote, or final quote punctuation).

UnicodeCategory.OtherSymbol Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory OtherSymbol = 28


[C#]
OtherSymbol = 28
```

Summary

Designates a Unicode 'So' (symbol, other: not a math, currency, or modifier symbol).

UnicodeCategory.ParagraphSeparator Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory ParagraphSeparator =
13


[C#]
ParagraphSeparator = 13
```

Summary

Designates a Unicode 'Zp' (separator, paragraph).

UnicodeCategory.PrivateUse Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory PrivateUse = 17


[C#]
PrivateUse = 17
```

Summary

Designates a Unicode 'Co' (other, private use).

UnicodeCategory.SpaceSeparator Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory SpaceSeparator = 11


[C#]
SpaceSeparator = 11
```

Summary

Designates a Unicode 'Zs' (separator, space).

UnicodeCategory.SpacingCombiningMark Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory SpacingCombiningMark =
6


[C#]
SpacingCombiningMark = 6
```

Summary

Designates a Unicode 'Mc' (mark, spacing combining).

UnicodeCategory.Surrogate Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory Surrogate = 16


[C#]
Surrogate = 16
```

Summary

Designates a Unicode 'Cs' (other, surrogate).

UnicodeCategory.TitlecaseLetter Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory TitlecaseLetter = 2


[C#]
TitlecaseLetter = 2
```

Summary

Designates a Unicode 'Lt' (letter, titlecase).

UnicodeCategory.UppercaseLetter Field

```
[ILASM]
.field public static literal valuetype
System.Globalization.UnicodeCategory UppercaseLetter = 0


[C#]
UppercaseLetter = 0
```

Summary

Designates a Unicode 'Lu' (letter, uppercase).