

# 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:* 2.0.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.

# 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).

# 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).

# UnicodeCategory.InitialQuotePunctuation 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 'NI' (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).