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Information technology — 8-bit single-byte coded graphic character sets —

Part 10:

Latin alphabet No. 6

*Technologies de l'information — Jeux de caractères graphiques codés sur
un seul octet —*

Partie 10: Alphabet latin n° 6



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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

International Standard ISO/IEC 8859-10 was prepared by the European Computer Manufacturers Association (ECMA) (as Standard ECMA-144) and was adopted, under a special "fast-track procedure", by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, in parallel with its approval by national bodies of ISO and IEC.

ISO/IEC 8859 consists of the following parts, under the general title *Information technology — 8-bit single-byte coded graphic character sets*:

- Part 1: Latin alphabet No. 1
- Part 2: Latin alphabet No. 2
- Part 3: Latin alphabet No. 3
- Part 4: Latin alphabet No. 4
- Part 5: Latin/Cyrillic alphabet
- Part 6: Latin/Arabic alphabet
- Part 7: Latin/Greek alphabet
- Part 8: Latin/Hebrew alphabet
- Part 9: Latin alphabet No. 5
- Part 10: Latin alphabet No. 6

Annexes A and B of this part of ISO/IEC 8859 are for information only.

Information technology – 8-bit single-byte coded graphic character sets –**Part 10:****Latin alphabet No. 6****1 Scope**

This part of ISO/IEC 8859 specifies a set of 191 graphic characters identified as Latin Alphabet No. 6, and specifies the coded representation of each of these characters by means of a single 8-bit byte. None of these characters are "non-spacing".

The use of control functions, such as BACKSPACE or CARRIAGE RETURN for the coded representation of composite characters is prohibited by this Standard.

This set of graphic characters, the Latin Alphabet No. 6, is intended for use in data and text processing applications and may also be used for information interchange.

This set is suited for multiple-language applications involving Danish, English, Estonian, Finnish, German, Greenlandic, Icelandic, Sami (Lappish), Latvian, Lithuanian, Norwegian, Faroese, and Swedish.

This set of graphic characters is suitable for use in a version of an 8-bit code in accordance with ISO 2022 or ISO/IEC 4873.

2 Conformance

A set of graphic characters is in conformance with this part of ISO/IEC 8859 if it comprises all graphic characters specified herein to the exclusion of any other and if their coded representations are those specified by this part of ISO/IEC 8859.

3 Normative references

The following standards contain provisions which, through reference in this text, constitute provisions of this part of ISO/IEC 8859. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this part of ISO/IEC 8859 are encouraged to investigate the possibility of applying the most recent editions of the standards listed below. Members of IEC and ISO maintain registers of currently valid International Standards.

ISO 2022: 1986, *Information processing - ISO 7-bit and 8-bit coded character sets - Code extension techniques*.

ISO/IEC 4873: 1991, *Information technology - ISO 8-bit code for information interchange - Structure and rule for implementation*.

ISO/IEC 6429: 1992, *Information technology - Control functions for 7-bit and 8-bit coded character sets*.

4 Definitions

For the purposes of this part of ISO/IEC 8859 the following definitions apply.

4.1 bit combination; byte: An ordered set of bits that represents a character or is used as a part of the representation of a character.

4.2 character: A member of a set of elements used for the organization, control or representation of data.

4.3 coded character set; code: A set of unambiguous rules that establishes a character set and the one-to-one relationship between each character of the set and its coded representation.

4.4 code table: A table showing the character allocated to each bit combination in a code.

4.5 graphic character: A character, other than a control function, that has a visual representation normally handwritten, printed or displayed, and that has a coded representation consisting of one or more bit combinations.

NOTE 1 - In this part of ISO/IEC 8859 a single bit combination is used to represent each character.

4.6 graphic symbol: A visual representation of a graphic character.

4.7 position: That part of a code table identified by its column and row co-ordinates.

5 Notation, code table and names

5.1 Notation

The bits of the bit combinations of the 8-bit code are identified by b_8 , b_7 , b_6 , b_5 , b_4 , b_3 , b_2 and b_1 , where b_8 is the highest-order, or most-significant bit and b_1 is the lowest-order, or least-significant bit.

The bit combinations may be interpreted to represent numbers in binary notation by attributing the following weights to the individual bits:

Bit	b_8	b_7	b_6	b_5	b_4	b_3	b_2	b_1
Weight	128	64	32	16	8	4	2	1

Using these weights, the bit combinations of the 8-bit code represent numbers in the range 0 to 255.

In this part of ISO/IEC 8859, the bit combinations are identified by notations of the form xx/yy , where xx and yy are numbers in the range 00 to 15. The correspondence between the notations of the form xx/yy and the bit combinations consisting of the bits b_8 to b_1 , is as follows:

- xx is the number represented by b_8 , b_7 , b_6 and b_5 where these bits are given the weights 8, 4, 2 and 1 respectively;