

# All About Korean Character

# 한글에 대한 이야기

Ubuntu Korea Community 2<sup>nd</sup> Contactor, Drake Song

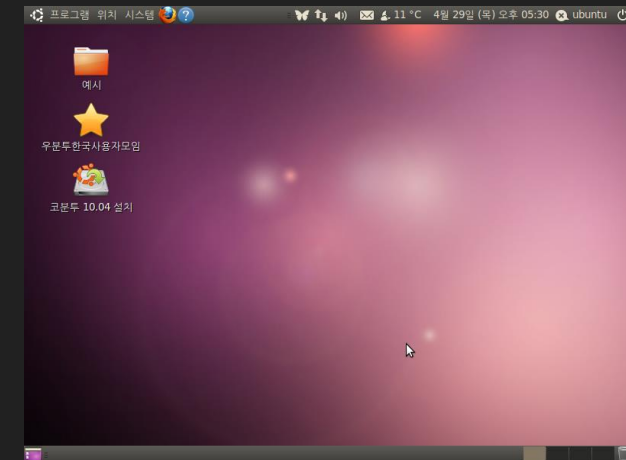
# About Presenter

- Name : Drake Song (宋玆道)
- Description of Articles : Geek
- Feature : Laziness
- Date of Manufacture : 1980
- Producing Country : Republic of Korea
- Ubuntu Korea Community 2<sup>nd</sup> Leader (~2014)
- Platform Developer on GeminIT Company
- Speciality : Proto-typing
- Single (No GF)

# Ubuntu Korea Community

- Head Quarters(Generally, Leader's Home) is in Seoul, Korea
- Start : July, 2007.
- Opening Seminar Bimonthly
- Opening Seasonal Study Group
- Distro Localize / Translate
- Sponsors : Government, Microsoft Korea, Naver. No others.
- User Community NOT only for Developers

- 4<sup>th</sup> Leader : Youngbin Han



# Korean Character, 한글

- Character for write korean language
- Author : King Se-jong
- Release Date : 1446
- Release Name : 훈민정음(Hoon-min-jeong-eum)
- Revised Date : 1928. 11. 11
- Revised Edition : 한글(Hangul)
- Shape : Quadrate(Regular quadrilateral; No need calculate space between letters)
- Structure : 초성(Cho-Seong) + 중성(Joong-Seong) [ + 종성(Jong-Seong) ]
- Required Bits : 19 x 21 x 28 Characters → 11,172 Chars, 5 + 5 + 5, 15bits
- Required Pixel : 16x16(English x2-width)
- If want to learn, visit <http://www.ryanestrada.com/learntoreadkoreanin15minutes/>



# History



# 1970-80s, Golden Age of 8bit Computers

- MSX
- Apple ][e Computer

- Hangul Process Code & Font in Application
- Some Hardware Contains Hangul Process Unit
- KS C 5601, Korean Graphic Character Set for Information Interchange Standard Release
- KS C 5601, The Beginning of a great disaster



# The Great Disaster, KS-C-5601

- Build at before 1980s
  - Not Enough Characters
  - Can store with Chinese 4888 Characters
  - Some Character Can't Printable – ex) 뽕, 똥
  - Nothing Matter, It can advance
- 
- Academia do not want KS-C-5601.
  - BUT, Established Standard at 1987.
  - WHAT!?!?!?!?



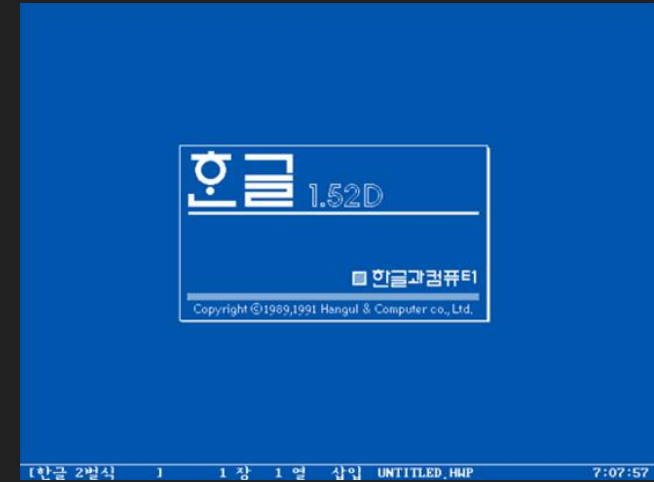
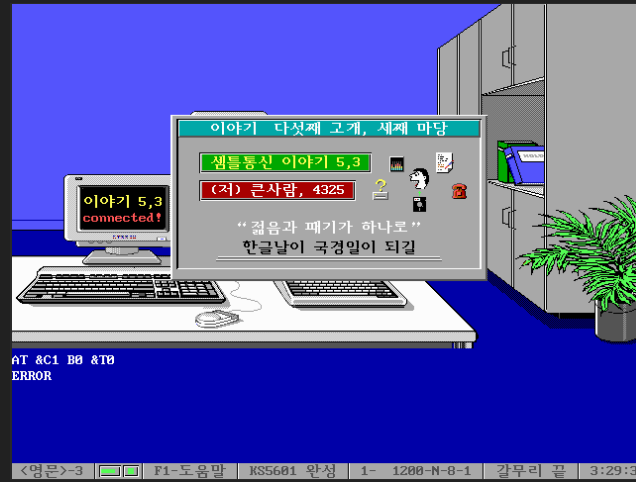
# The Great Disaster, KS-C-5601





# 1990s, Waking Phase of 16bit

- At 1990, 16bit 8088 XT Computers are supplied for Schools
- Network system is started with BBS
- Desktop Publish for Ordinary People
- Still, No Multi-language Needs
- Korean Character Problems are Extended until Microsoft Windows 95 Release



# 2000s, World Wide Web

- .com Bubble
  - Idea Services Release(Empas, DBDic, Netian, Freechal, ...)
  - Young people killed by High handedness of big corporations
  - Many Issues on Multilingual website, Unicode needs exploding.
  - Now, UTF-8. almost all Korean Character Problems are solved.
- 
- IM Problem remains.. So many graphics toolkits.
  - Ibus, uim, fcitx, dasom, ...
  - Power user? You can fix it.

# How about Chinese / Japanese?

- Still using Multi-Byte Character Sets for embedded devices and legacy machines.
- Chinese Standards
  1. GB1988-89 / GB2312-80 / GB6345.1-86 / GB7589-87 / GB7590-87 / GB8565.2-88
  2. GB/T12345-90 / GB/T13131-9X / GB/T13132-9X / GB13000.1-93 / ISO-IR-165:1992
- Japanese Standards
  - JIS X 0201-1976 / JIS X 0208-1990 / JIS X 0212-1990 / JIS X 0221-1995 / JIS X 0213-199X
- Retro Japanese Game = PC9801 = DOS/V = Shift JIS = JIS X 0201

# How to draw hangul?

- Wansung Type : Draw Font form Table
- Johab Type : Combine 2 or 3 fonts
- Unicode Type : Use Freetype Library



# Korean MBCS ↔ UTF-8

- Iconv

```
iconv -f euckr -t utf8 -o text.utf8 text.txt
```

```
iconv -f utf8 -t euckr -o text.txt text.utf8
```

# C/C++

- Open Source Unicode Library – libicu
  - Open Source Font Library – Freetype6
  - Open Source Input Library – libhangul
  - Open Source Input Method – IBUS, UIM
- 
- Easy for Low level language programmers

# Java

- Windows – Base String: euckr

- UTF-8 to euckr

```
Charset euckrCS = Charset.forName("euc-kr");  
ByteBuffer buffer = euckrCharset.encode(hangulstring);  
Byte[] euckrBuffer = new byte[buffer.remaining()];  
Buffer.get(euckrBuffer);
```

- OSX / Linux / BSD – Base String: UTF-8

- Euckr to UTF-8

```
Byte[] euckrSB = hangulstring.getBytes(charset.forName("euc-kr"));  
String utf8hangul = new String(euckrSB, "euc-kr");
```

# Python

- Base Encoding – Python2: ASCII / Python3: UTF-8

- Specify Encode(for use)

```
#-*- coding: utf-8 -*-
```

```
#-*- coding: euc-kr -*-
```

- Specify Default Encode(for convert)

```
import sys
```

```
reload(sys)
```

```
sys.setdefaultcoding('utf-8');
```



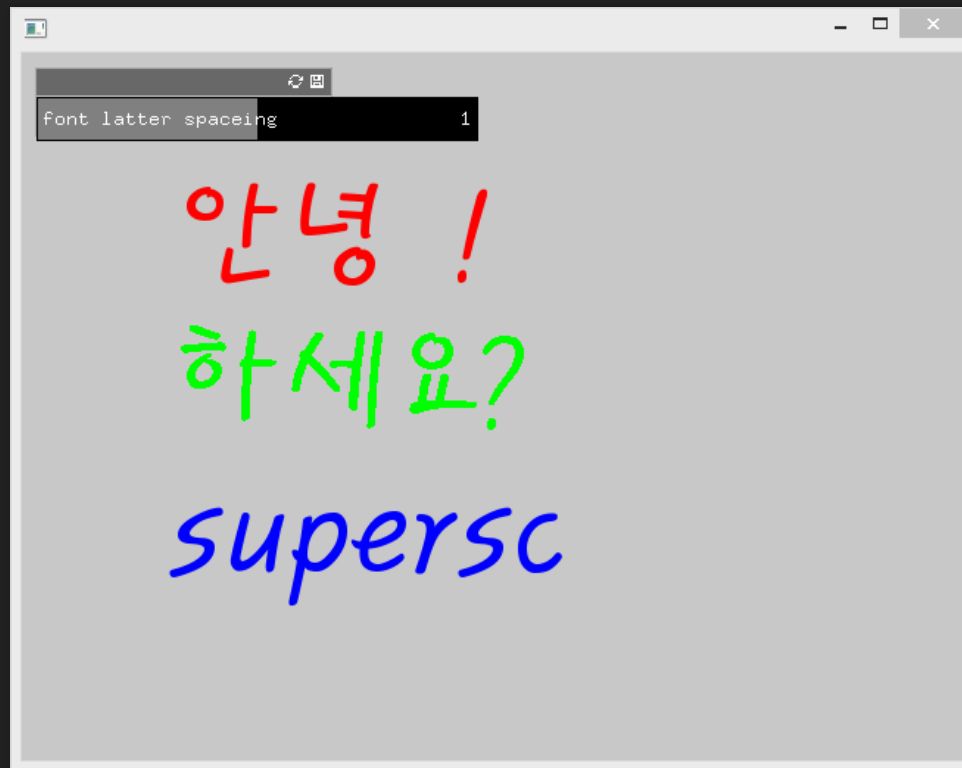
# Demo



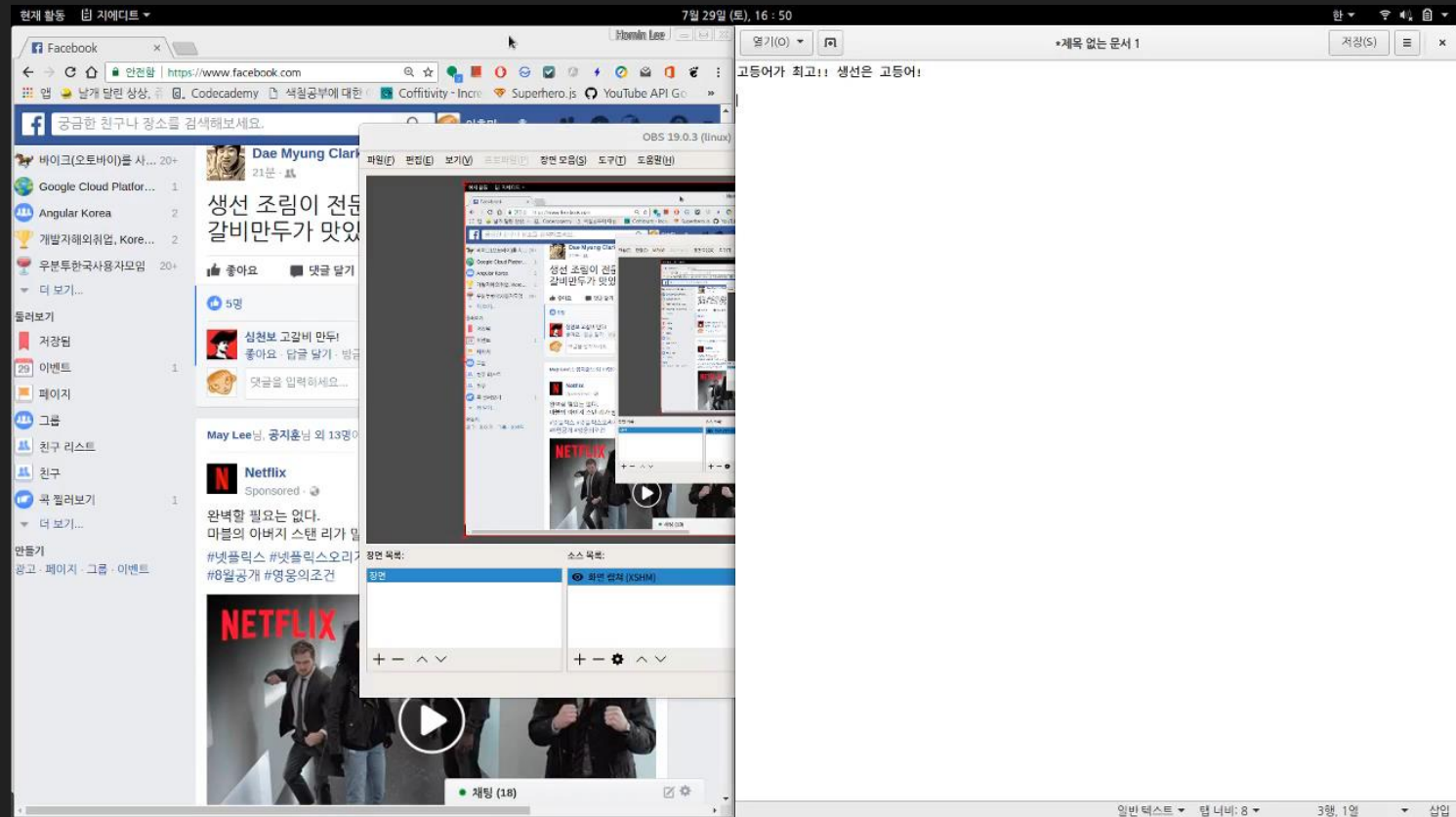
# Demo



# Demo



# Demo





# Q & A



Thank You

**THANK  
YOU!**