Rule 17. Characters and String (STR)

Contents

- Android Only
- C
- C++
- Java

Android Only

Content by label

There is no content with the specified labels

C

- STR30-C. Do not attempt to modify string literals
- STR31-C. Guarantee that storage for strings has sufficient space for character data and the null terminator
- STR32-C. Do not pass a non-null-terminated character sequence to a library function that expects a string
- STR34-C. Cast characters to unsigned char before converting to larger integer sizes
- STR37-C. Arguments to character-handling functions must be representable as an unsigned char
- STR38-C. Do not confuse narrow and wide character strings and functions

C++

Content by label

There is no content with the specified labels

Java

- STR03-J. Do not encode noncharacter data as a string