

POSIX Character Classes

Perl supports the POSIX notation for character classes. This uses names enclosed by [: and :] within the enclosing brackets. PCRE also supports this notation. For example,

```
[01[:alpha:]%]
```

matches "0", "1", any alphabetic character, or "%".

The supported class names, all of which must appear between [: and :] inside a character class specification, are

alnum	Letters and digits.
alpha	Letters.
ascii	Character codes 0 - 127.
blank	Space or tab only.
cntrl	Control characters.
digit	Decimal digits (same as \d).
graph	Printing characters, excluding space. [:graph:] matches all characters with the Unicode L, M, N, P, S, or Cf properties with a few arcane exceptions.
lower	Lower case letters.
print	Printing characters, including space. [:print:] matches the same characters as [:graph:] plus space characters that are not controls, that is, characters with the Unicode Zs property.
punct	Printing characters, excluding letters and digits. [:punct:] matches all characters that have the Unicode P (punctuation) property, plus those characters whose code points are less than 128 that have the S (Symbol) property.
space	White space (not quite the same as \s).
upper	Upper case letters.
word	"Word" characters (same as \w).
xdigit	Hexadecimal digits.

The "space" characters are horizontal tab (HT-9), linefeed (LF-10), vertical tab (VT-11), formfeed (FF-12), carriage-return (CR-13), and space (32).

The class name word is a Perl extension, and blank is a GNU extension from Perl 5.8. Another Perl extension is negation that is indicated by a ^ character after the colon. For example,

```
[12[:^digit:]]
```

matches "1", "2", or any nondigit. PCRE (and Perl) also recognize the POSIX syntax [.ch.] and [=ch=] where "ch" is a "collating element", but these are not supported, and an error is given if they are encountered.

Alternation

Vertical bar characters are used to separate alternative patterns. For example, the pattern

```
gilbert|sullivan
```

matches either "gilbert" or "sullivan". Any number of alternative patterns may be specified, and an empty alternative is permitted (matching the empty string). The matching process tries each alternative in turn, from left to right, and the first one that succeeds is used. If the alternatives are within a subpattern (defined