1. Regular expressions

Regular expressions are a powerful way of scanning lines of text and selecting parts thereof based on pattern specifications.

In C++, the facility is made available via **<regex>**.

https://www.cplusplus.com/reference/regex/

2. https://regexr.com/

https://regexr.com/ has an interactive page to learn about regular expressions.

3. Raw strings

Raw strings are a way of writing string constants without the need to escape escapes. For example, the string "\\\"\t\n" represents a backslash, a quote, a tab, and a newline.

But regexes are represented as strings, and use backslashes for a separate semantic reason. To avoid having to double every backslash, a raw string can be used. This is denoted by placing the letter ${\tt R}$ in front of the quoted string, and using parentheses inside the string.

So, for example R"(\"\t)" represents the actual string of 4 characters that appears between the parentheses — a backslash, a quote, a backslash, and the letter "t".

4. Regex classes in C++

Consider the example program matchlines.cpp. It has the following three declarations:

```
regex comment_regex {R"(^\s*(#.*)?$)"};
regex key_value_regex {R"(^\s*(.*?)\s*=\s*(.*?)\s*$)"};
regex trimmed_regex {R"(^\s*([^=]+?)\s*$)"};
```

regex is the data type initialized with the raw strings. Pattern matching applies a regular expression to a string and determines a match. Regexes are a programming language in themselves.

Dissection of the strings. In the following each item shows only the actual regex after the raw string delimiters have been stripped.

(a) ^\s*(#.*)?\$

Match optional white space, optionally followed by a hash and anything that follows it.

- ^ Match the beginning of the string.
- \s* Match zero or more white space characters. Backslash escapes meta characters and makes ordinary characters have special meanings. \s match white space (spaces, tabs, newlines). The asterisk indicates that the preceding item should be recognized zero ore more times.
- (Begin a capture. In a regex_search, this will be an element of the result vector.
- #.* Match the hash (literally), followed by zero or more of anything. A dot (.) matches any characters except a newline, and (.*) matches zero or more of any character.
-)? End the capture and place it into the result. The question mark indicates that the preceding capture is optional.
- \$ Match the end of the string.
- (b) $^{s*(.*?)} = s*(.*?)$

Match any sequence of characters preceding an equal sign (=) and then also after the equal sign, capturing sequences befoe and after it. In each sequence white space is trimmed fore and aft.

- Beginning of line.
- \s* Zero or more white space.
- (.*?) Match and capture any sequence of zero or more characters. Non-greedy (lazy) matching, as few as possible.
- .* would mean a greedy match, but
- .*? is a lazy match, which matches as few characters as possible.
- \s* Zero or more white space.
- Match an equal sign.
- **\s*** Zero or more white space.
- (.*?) As above, the second captured match. Parentheses indicate a capture. Non-greedy matching of zero or more characters.
- **\s*** Zero or more white space.
- \$ End of line.

(c) $^{s*}([^=]+?)\s*$ \$

Match a line containing a sequence of one or more characters none of which is an equal sign.

- Beginning of line.
- \s* White space.
- ([^=]+?) Capture what is in the parentheses. Brackets indicate a set of characters, in this case the character equal sign. The circumflex (hat) complements the set. So
- [^=] matches any character not an equal sign.
- [^=]+ matches one or more such characters.
- [^=]+? matches one or more such characters, but in a non-greedy (lazy) manner, matching as few as possible.
- \s* White space.
- **\$** End of line.

5. Usage of regex

The regex variables declared above are used in the example program matchlines. cpp. Part of the code follows.

(a) string line;

smatch result;

An smatch variable holds the result of a regex match, and is used to store the results of a search. Each pair of parentheses in the regex will capture a matched result.

- result [0] represents the entire matched expression
- result[i] represents sub-expression i that has been matched.
- (b) if (regex_search (line, result, comment_regex)) {

Search the line to see if it matches the comment regex. If so, we can ignore the line because comments are not data. regex_search returns true if the match has succeeded.

- (c) }else if (regex_search (line, result, key_value_regex)) {
 Search the line for a key value pair. This regex has two captures. If the match succeeds, the smatch result variable has two values in it. At this point:
 - result [1] has the key (first captured string)
 - result[2] has the value (second captured string)
- (d) }else if (regex_search (line, result, trimmed_regex)) {

Search the line for the trimmed regex (the third alternative). This is the query for the program.

- result [1] has the value of the query string that was captured.
- (e) }else { assert(false) ...

This can't happen if the three regexes are exhaustive. But an assert (false) just does a backup check to make sure the program crashes if the logic is wrong.

6. Complete code for misc/matchlines.cpp example

```
#include <cassert>
#include <iostream>
#include <regex>
#include <string>
using namespace std;
int main() {
   regex comment_regex {R"(^\s*(#.*)?$)"};
   regex key_value_regex {R"(^\s*(.*?)\s*=\s*(.*?)\s*$)"};
   regex trimmed_regex {R"(^\s*([^=]+?)\s*$)"};
   for (;;) {
      string line;
      getline (cin, line);
      if (cin.eof()) break;
      cout << "input: \"" << line << "\"" << endl;</pre>
      smatch result;
      if (regex_search (line, result, comment_regex)) {
         cout << "Comment or empty line." << endl;</pre>
      }else if (regex_search (line, result, key_value_regex)) {
         cout << "key : \"" << result[1] << "\"" << endl;</pre>
         cout << "value: \"" << result[2] << "\"" << endl;</pre>
      }else if (regex_search (line, result, trimmed_regex)) {
         cout << "query: \"" << result[1] << "\"" << endl;</pre>
      }else {
         assert (false and "This can not happen.");
      }
   }
   return 0;
}
```