

## Characters

Character	Legend	Example	Sample Match
<code>\d</code>	Most engines: one digit from 0 to 9	<code>file_\d\d</code>	<code>file_25</code>
<code>\d</code>	.NET, Python 3: one Unicode digit in any script	<code>file_\d\d</code>	<code>file_9 𐄂</code>
<code>\w</code>	Most engines: "word character": ASCII letter, digit or underscore	<code>\w-\w\w\w</code>	<code>A-b_1</code>
<code>\w</code>	.Python 3: "word character": Unicode letter, ideogram, digit, or underscore	<code>\w-\w\w\w</code>	<code>字-ま_𐄂</code>
<code>\w</code>	.NET: "word character": Unicode letter, ideogram, digit, or connector	<code>\w-\w\w\w</code>	<code>字-ま_𐄂</code>
<code>\s</code>	Most engines: "whitespace character": space, tab, newline, carriage return, vertical tab	<code>a\s b\s c</code>	<code>a b c</code>
<code>\s</code>	.NET, Python 3, JavaScript: "whitespace character": any Unicode separator	<code>a\s b\s c</code>	<code>a b c</code>
<code>\D</code>	One character that is not a <i>digit</i> as defined by your engine's <code>\d</code>	<code>\D\D\D</code>	<code>ABC</code>
<code>\W</code>	One character that is not a <i>word character</i> as defined by your engine's <code>\w</code>	<code>\W\W\W\W\W</code>	<code>*-+=)</code>
<code>\S</code>	One character that is not a <i>whitespace character</i> as defined by your engine's <code>\s</code>	<code>\S\S\S\S</code>	<code>Yoyo</code>

## More Characters

Character	Legend	Example	Sample Match
<code>.</code>	Any character except line break	<code>a.c</code>	<code>abc</code>
<code>.</code>	Any character except line break	<code>.*</code>	<code>whatever, man.</code>
<code>\.</code>	A period (special character: needs to be escaped by a <code>\</code> )	<code>a\.c</code>	<code>a.c</code>
<code>\</code>	Escapes a special character	<code>\.*\+ \? \\$\^\V\\</code>	<code>.*+? \$^\\</code>
<code>\</code>	Escapes a special character	<code>[\{\(\)\}\]</code>	<code>[{\()}]</code>

## Quantifiers

Quantifier	Legend	Example	Sample Match
<code>+</code>	One or more	<code>Version \w-\w+</code>	<code>Version A-b1_1</code>
<code>{3}</code>	Exactly three times	<code>\D{3}</code>	<code>ABC</code>
<code>{2,4}</code>	Two to four times	<code>\d{2,4}</code>	<code>156</code>
<code>{3,}</code>	Three or more times	<code>\w{3,}</code>	<code>regex_tutorial</code>
<code>*</code>	Zero or more times	<code>A*B*C*</code>	<code>AAACC</code>
<code>?</code>	Once or none	<code>plurals?</code>	<code>plural</code>

## More Quantifiers

Quantifier	Legend	Example	Sample Match
+	The + (one or more) is "greedy"	\d+	12345
?	Makes quantifiers "lazy"	\d+?	1 in <b>1</b> 2345
*	The * (zero or more) is "greedy"	A*	AAA
?	Makes quantifiers "lazy"	A*?	empty in AAA
{2,4}	Two to four times, "greedy"	\w{2,4}	abcd
?	Makes quantifiers "lazy"	\w{2,4}?	ab in <b>ab</b> cd

## More White-Space

Character	Legend	Example	Sample Match
\t	Tab	T\t\w{2}	T    ab
\r	Carriage return character	see below	
\n	Line feed character	see below	
\r\n	Line separator on Windows	AB\r\nCD	AB CD
\N	Perl, PCRE (C, PHP, R...): one character that is not a line break	\N+	ABC
\h	Perl, PCRE (C, PHP, R...), Java: one horizontal whitespace character: tab or Unicode space separator		
\H	One character that is not a horizontal whitespace		
\v	.NET, JavaScript, Python, Ruby: vertical tab		
\V	Perl, PCRE (C, PHP, R...), Java: one vertical whitespace character: line feed, carriage return, vertical tab, form feed, paragraph or line separator		
\V	Perl, PCRE (C, PHP, R...), Java: any character that is not a vertical whitespace		
\R	Perl, PCRE (C, PHP, R...), Java: one line break (carriage return + line feed pair, and all the characters matched by \v)		

## Character Classes

Character	Legend	Example	Sample Match
[ ... ]	One of the characters in the brackets	[AEIOU]	One uppercase vowel
[ ... ]	One of the characters in the brackets	T[ao]p	<i>Tap</i> or <i>Top</i>
-	Range indicator	[a-z]	One lowercase letter
[x-y]	One of the characters in the range from x to y	[A-Z]+	GREAT
[ ... ]	One of the characters in the brackets	[AB1-5w-z]	One of either: A,B,1,2,3,4,5,w,x,y,z
[x-y]	One of the characters in the range from x to y	[ -~ ]+	Characters in the printable section of the <a href="#">ASCII table</a> .
[^x]	One character that is not x	[^a-z]{3}	A1!
[^x-y]	One of the characters <b>not</b> in the range from x to y	[^ -~ ]+	Characters that are <b>not</b> in the printable section of the <a href="#">ASCII table</a> .
[\d\D]	One character that is a digit or a non-digit	[\d\D]+	Any characters, including new lines, which the regular dot doesn't match
[\x41]	Matches the character at hexadecimal position 41 in the ASCII table, i.e. A	[\x41-\x45]{3}	ABE

## POSIX Classes

Character	Legend	Example	Sample Match
[:alpha:]	PCRE (C, PHP, R...): ASCII letters A-Z and a-z	[8[:alpha:]]+	WellDone88
[:alpha:]	Ruby 2: Unicode letter or ideogram	[[:alpha:]\d]+	кошка99
[:alnum:]	PCRE (C, PHP, R...): ASCII digits and letters A-Z and a-z	[[:alnum:]]{10}	ABCDE12345
[:alnum:]	Ruby 2: Unicode digit, letter or ideogram	[[:alnum:]]{10}	кошка90210
[:punct:]	PCRE (C, PHP, R...): ASCII punctuation mark	[[:punct:]]+	?!,.,;
[:punct:]	Ruby: Unicode punctuation mark	[[:punct:]]+	?,,:~}

## Anchors and Boundaries

Anchor	Legend	Example	Sample Match
<code>^</code>	Start of string or start of line depending on multiline mode. (But when <code>[^</code> inside brackets, it means "not")	<code>^abc.*</code>	abc (line start)
<code>\$</code>	End of string or end of line depending on multiline mode. Many engine-dependent subtleties.	<code>.*? the end\$</code>	this is the end
<code>\A</code>	Beginning of string (all major engines except JS)	<code>\Aabc[\d\D]*</code>	abc (string... ...start)
<code>\z</code>	Very end of the string Not available in Python and JS	<code>the end\z</code>	this is...\n... <b>the end</b>
<code>\Z</code>	End of string or (except Python) before final line break Not available in JS	<code>the end\Z</code>	this is...\n... <b>the end</b> \n
<code>\G</code>	Beginning of String or End of Previous Match .NET, Java, PCRE (C, PHP, R...), Perl, Ruby		
<code>\b</code>	Word boundary Most engines: position where one side only is an ASCII letter, digit or underscore	<code>Bob.*\bcat\b</code>	Bob ate the cat
<code>\b</code>	Word boundary .NET, Java, Python 3, Ruby: position where one side only is a Unicode letter, digit or underscore	<code>Bob.*\bкошка\b</code>	Bob ate the кошка
<code>\B</code>	Not a word boundary	<code>c.*\Bcat\B.*</code>	copycats

## Logic

Logic	Legend	Example	Sample Match
<code> </code>	Alternation / OR operand	<code>22 33</code>	33
<code>( ... )</code>	Capturing group	<code>A(nt pple)</code>	Apple (captures "pple")
<code>\1</code>	Contents of Group 1	<code>r(\w)g\1x</code>	regex
<code>\2</code>	Contents of Group 2	<code>(\d\d)\+(\d\d)=\2\+\1</code>	12+65=65+12
<code>(?: ... )</code>	Non-capturing group	<code>A(?:nt pple)</code>	Apple

## Inline Modifiers

None of these are supported in JavaScript. In Ruby, beware of (?s) and (?m).

Modifier	Legend	Example	Sample Match
(?i)	Case-insensitive mode (except JavaScript)	(?i)Monday	monDAY
(?s)	DOTALL mode (except JS and Ruby). The dot (.) matches new line characters (\r\n). Also known as "single-line mode" because the dot treats the entire input as a single line	(?s)From A.*to Z	From A to Z
(?m)	Multiline mode (except Ruby and JS) ^ and \$ match at the beginning and end of every line	(? m)1\r\n^2\$\r\n^3 \$	1 2 3
(?m)	In Ruby: the same as (?s) in other engines, i.e. DOTALL mode, i.e. dot matches line breaks	(?m)From A.*to Z	From A to Z
(?x)	Free-Spacing Mode mode (except JavaScript). Also known as comment mode or whitespace mode	(?x) # this is a # comment abc # write on multiple # lines [ ]d # spaces must be # in brackets	abc d
(?n)	.NET: named capture only	Turns all (parentheses) into non-capture groups. To capture, use named groups.	
(?d)	Java: Unix linebreaks only	The dot and the ^ and \$ anchors are only affected by \n	

## Lookarounds

Lookaround	Legend	Example	Sample Match
(?=...)	Positive lookahead	(?=\d{10})\d{5}	01234 in <b>01234</b> 56789
(?<=...)	Positive lookbehind	(?<=\d)cat	cat in <b>1cat</b>
(?!...)	Negative lookahead	(?!theatre)the\w+	theme
(?<!...)	Negative lookbehind	\w{3}(?<! mon)ster	Munster

## Character Class Operations

Class Operation	Legend	Example	Sample Match
[...-...]	.NET: character class subtraction. One character that is in those on the left, but not in the subtracted class.	[a-z-[aeiou]]	Any lowercase consonant
[...-...]	.NET: character class subtraction.	[\p{IsArabic}-\D]	An Arabic character that is not a non-digit, i.e., an Arabic digit
[...&&...]	Java, Ruby 2+: character class intersection. One character that is both in those on the left and in the && class.	[\S&[\D]]	An non-whitespace character that is a non-digit.
[...&&...]	Java, Ruby 2+: character class intersection.	[\S&[\D]&[^a-zA-Z]]	An non-whitespace character that a non-digit and not a letter.
[...&&[^...]]	Java, Ruby 2+: character class subtraction is obtained by intersecting a class with a negated class	[a-z&[^aeiou]]	An English lowercase letter that is not a vowel.
[...&&[^...]]	Java, Ruby 2+: character class subtraction	[\p{InArabic}&[^\p{L}\p{N}]]	An Arabic character that is not a letter or a number

## Other Syntax

Syntax	Legend	Example	Sample Match
\K	<a href="#">Keep Out</a> Perl, PCRE (C, PHP, R...), Python's alternate <i>regex</i> engine, Ruby 2+: drop everything that was matched so far from the overall match to be returned	prefix\K\d+	12
\Q...\E	Perl, PCRE (C, PHP, R...), Java: treat anything between the delimiters as a literal string. Useful to escape metacharacters.	\Q(C++ ?)\E	(C++ ?)