

C# - CHARACTER CLASSES

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A character class matches any one of a set of characters. The following table describes the character classes –

Character class	Description	Pattern	Matches
[character_group]	Matches any single character in character_group. By default, the match is case-sensitive.	[mn]	"m" in "mat" "m", "n" in "moon"
[^character_group]	Negation: Matches any single character that is not in character_group. By default, characters in character_group are case-sensitive.	[^aei]	"v", "l" in "avail"
[first - last]	Character range: Matches any single character in the range from first to last.	[b-d]	[b-d]irds Birds Cirds Dirds
.	Wildcard: Matches any single character except \n.	a.e	"ave" in "have" "ate" in "mate"
\p{ name }	Matches any single character in the Unicode general category or named block specified by <i>name</i> .	\p{Lu}	"C", "L" in "City Lights"
\P{ name }	Matches any single character that is not in the Unicode general category or named block specified by <i>name</i> .	\P{Lu}	"i", "t", "y" in "City"
\w	Matches any word character.	\w	"R", "o", "m" and "1" in "Room#1"
\W	Matches any non-word character.	\W	"#" in "Room#1"
\s	Matches any white-space character.	\w\s	"D " in "ID A1.3"
\S	Matches any non-white-space character.	\s\S	"_" in "int __ctr"

\d	Matches any decimal digit.	\d	"4" in "4 = IV"
\D	Matches any character other than a decimal digit.	\D	" ", "=", " ", "I", "V" in "4 = IV"