

.NET FRAMEWORK REGULAR EXPRESSIONS



SINGLE CHARACTERS

Use	To match any character
<code>[set]</code>	In that set
<code>[^set]</code>	Not in that set
<code>[a-z]</code>	In the <i>a-z</i> range
<code>[^a-z]</code>	Not in the <i>a-z</i> range
<code>.</code>	Any except <code>\n</code> (new line)
<code>\char</code>	Escaped special character

CONTROL CHARACTERS

Use	To match	Unicode
<code>\t</code>	Horizontal tab	<code>\u0009</code>
<code>\v</code>	Vertical tab	<code>\u000B</code>
<code>\b</code>	Backspace	<code>\u0008</code>
<code>\e</code>	Escape	<code>\u001B</code>
<code>\r</code>	Carriage return	<code>\u000D</code>
<code>\f</code>	Form feed	<code>\u000C</code>
<code>\n</code>	New line	<code>\u000A</code>
<code>\a</code>	Bell (alarm)	<code>\u0007</code>
<code>\c char</code>	ASCII control character	–

NON-ASCII CODES

Use	To match character with
<code>\octal</code>	2-3 digit octal character code
<code>\x hex</code>	2-digit hex character code
<code>\u hex</code>	4-digit hex character code

BACKREFERENCES

Use	To match
<code>\n</code>	Indexed group
<code>\k<name></code>	Named group

ALTERNATION

Use	To match
<code>a b</code>	Either <i>a</i> or <i>b</i>
<code>(?exp)</code>	<i>yes</i> if <i>exp</i> is matched
<code>yes no</code>	<i>no</i> if <i>exp</i> isn't matched
<code>(?name)</code>	<i>yes</i> if <i>name</i> is matched
<code>yes no</code>	<i>no</i> if <i>name</i> isn't matched

SUBSTITUTION

Use	To substitute
<code>\$n</code>	Substring matched by group number <i>n</i>
<code>\${name}</code>	Substring matched by group <i>name</i>
<code>\$\$</code>	Literal <code>\$</code> character
<code>\$&</code>	Copy of whole match
<code>\$'</code>	Text before the match
<code>\$'</code>	Text after the match
<code>\$+</code>	Last captured group
<code>\$_</code>	Entire input string

COMMENTS

Use	To
<code>(?# comment)</code>	Add inline comment
<code>#</code>	Add x-mode comment

For detailed information and examples, see <http://aka.ms/regex>

To test your regular expressions, see <http://regexlib.com/RETester.aspx>

CHARACTER CLASSES

Use	To match character
<code>\p{ctgry}</code>	In that Unicode category or block
<code>\P{ctgry}</code>	Not in that Unicode category or block
<code>\w</code>	Word character
<code>\W</code>	Non-word character
<code>\d</code>	Decimal digit
<code>\D</code>	Not a decimal digit
<code>\s</code>	White-space character
<code>\S</code>	Non-white-space char

QUANTIFIERS

Greedy	Lazy	Matches
<code>*</code>	<code>*?</code>	0 or more times
<code>+</code>	<code>+?</code>	1 or more times
<code>?</code>	<code>??</code>	0 or 1 time
<code>{n}</code>	<code>{n}?</code>	Exactly <i>n</i> times
<code>{n,}</code>	<code>{n,}?</code>	At least <i>n</i> times
<code>{n,m}</code>	<code>{n,m}?</code>	From <i>n</i> to <i>m</i> times

ANCHORS

Use	To specify position
<code>^</code>	At start of string or line
<code>\A</code>	At start of string
<code>\Z</code>	At end of string
<code>\Z</code>	At end (or before <code>\n</code> at end) of string
<code>\$</code>	At end (or before <code>\n</code> at end) of string or line
<code>\G</code>	Where previous match ended
<code>\b</code>	On word boundary
<code>\B</code>	Not on word boundary

SUPPORTED UNICODE CATEGORIES

Category	Description
Lu	Letter, uppercase
Ll	Letter, lowercase
Lt	Letter, title case
Lm	Letter, modifier
Lo	Letter, other
L	Letter, all
Mn	Mark, nonspacing combining
Mc	Mark, spacing combining
Me	Mark, enclosing combining
M	Mark, all diacritic
Nd	Number, decimal digit
Nl	Number, letterlike
No	Number, other
N	Number, all
Pc	Punctuation, connector
Pd	Punctuation, dash
Ps	Punctuation, opening mark
Pe	Punctuation, closing mark
Pi	Punctuation, initial quote mark
Pf	Punctuation, final quote mark
Po	Punctuation, other
P	Punctuation, all
Sm	Symbol, math
Sc	Symbol, currency
Sk	Symbol, modifier
So	Symbol, other
S	Symbol, all
Zs	Separator, space
Zl	Separator, line
Zp	Separator, paragraph
Z	Separator, all
Cc	Control code
Cf	Format control character
Cs	Surrogate code point
Co	Private-use character
Cn	Unassigned
C	Control characters, all

For named character set blocks (e.g., Cyrillic), search for "supported named blocks" in the MSDN Library.

GROUPS

Use	To define
<code>(exp)</code>	Indexed group
<code>(?<name>exp)</code>	Named group
<code>(?<name1-name2>exp)</code>	Balancing group
<code>(?:exp)</code>	Noncapturing group
<code>(?=exp)</code>	Zero-width positive lookahead
<code>(?!exp)</code>	Zero-width negative lookahead
<code>(?<=exp)</code>	Zero-width positive lookbehind
<code>(?<!exp)</code>	Zero-width negative lookbehind
<code>(?>exp)</code>	Non-backtracking (greedy)

INLINE OPTIONS

Option	Effect on match
i	Case-insensitive
m	Multiline mode
n	Explicit (named)
s	Single-line mode
x	Ignore white space

Use	To
<code>(?imnsx-imnsx)</code>	Set or disable the specified options
<code>(?imnsx-imnsx:exp)</code>	Set or disable the specified options within the expression

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REGULAR EXPRESSION OPERATIONS

Class: `System.Text.RegularExpressions.Regex`

Pattern matching with Regex objects

To initialize with	Use constructor
Regular exp	<code>Regex(String)</code>
+ options	<code>Regex(String, RegexOptions)</code>
+ time-out	<code>Regex(String, RegexOptions, TimeSpan)</code>

Pattern matching with static methods

Use an overload of a method below to supply the regular expression and the text you want to search.

Finding and replacing matched patterns

To	Use method
Validate match	<code>Regex.IsMatch</code>
Retrieve single match	<code>Regex.Match (first)</code> <code>Match.NextMatch (next)</code>
Retrieve all matches	<code>Regex.Matches</code>
Replace match	<code>Regex.Replace</code>
Divide text	<code>Regex.Split</code>
Handle char escapes	<code>Regex.Escape</code> <code>Regex.Unescape</code>

Getting info about regular expression patterns

To get	Use Regex API
Group names	<code>GetGroupNames</code> <code>GetGroupNameFromNumber</code>
Group numbers	<code>GetGroupNumbers</code> <code>GetGroupNumberFromName</code>
Expression	<code>ToString</code>
Options	<code>Options</code>
Time-out	<code>MatchTimeout</code>
Cache size	<code>CacheSize</code>
Direction	<code>RightToLeft</code>