



# JavaScript RegExp Reference

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## RegExp Object

A regular expression is an object that describes a pattern of characters.

Regular expressions are used to perform pattern-matching and "search-and-replace" functions on text.

## Syntax

```
/pattern/modifiers;
```

### Example

```
var patt = /w3schools/i
```

Example explained:

- **/w3schools/i** is a regular expression.
- **w3schools** is a pattern (to be used in a search).
- **i** is a modifier (modifies the search to be case-insensitive).

For a tutorial about Regular Expressions, read our [JavaScript RegExp Tutorial](#).

# Modifiers

Modifiers are used to perform case-insensitive and global searches:

Modifier	Description
<u>i</u>	Perform case-insensitive matching
<u>g</u>	Perform a global match (find all matches rather than stopping after the first match)
<u>m</u>	Perform multiline matching

# Brackets

Brackets are used to find a range of characters:

Expression	Description
<u>[abc]</u>	Find any character between the brackets
<u>[^abc]</u>	Find any character NOT between the brackets
<u>[0-9]</u>	Find any digit between the brackets
<u>[^0-9]</u>	Find any digit NOT between the brackets
<u>(x y)</u>	Find any of the alternatives specified

# Metacharacters

Metacharacters are characters with a special meaning:

Metacharacter	Description
<u>.</u>	Find a single character, except newline or line terminator
<u>\w</u>	Find a word character
<u>\W</u>	Find a non-word character
<u>\d</u>	Find a digit

<u>\d</u>	Find a non-digit character
<u>\s</u>	Find a whitespace character
<u>\S</u>	Find a non-whitespace character
<u>\b</u>	Find a match at the beginning/end of a word
<u>\B</u>	Find a match not at the beginning/end of a word
<u>\0</u>	Find a NUL character
<u>\n</u>	Find a new line character
<u>\f</u>	Find a form feed character
<u>\r</u>	Find a carriage return character
<u>\t</u>	Find a tab character
<u>\v</u>	Find a vertical tab character
<u>\xxx</u>	Find the character specified by an octal number xxx
<u>\xdd</u>	Find the character specified by a hexadecimal number dd
<u>\uxxxx</u>	Find the Unicode character specified by a hexadecimal number xxxx

## Quantifiers

Quantifier	Description
<u>n+</u>	Matches any string that contains at least one <i>n</i>
<u>n*</u>	Matches any string that contains zero or more occurrences of <i>n</i>
<u>n?</u>	Matches any string that contains zero or one occurrences of <i>n</i>
<u>n{X}</u>	Matches any string that contains a sequence of <i>X</i> <i>n</i> 's
<u>n{X,Y}</u>	Matches any string that contains a sequence of <i>X</i> to <i>Y</i> <i>n</i> 's
<u>n{X,}</u>	Matches any string that contains a sequence of at least <i>X</i> <i>n</i> 's
<u>n\$</u>	Matches any string with <i>n</i> at the end of it

<u>^n</u>	Matches any string with <i>n</i> at the beginning of it
<u>?=n</u>	Matches any string that is followed by a specific string <i>n</i>
<u>?!n</u>	Matches any string that is not followed by a specific string <i>n</i>

## RegExp Object Properties

Property	Description
<u>constructor</u>	Returns the function that created the RegExp object's prototype
<u>global</u>	Checks whether the "g" modifier is set
<u>ignoreCase</u>	Checks whether the "i" modifier is set
<u>lastIndex</u>	Specifies the index at which to start the next match
<u>multiline</u>	Checks whether the "m" modifier is set
<u>source</u>	Returns the text of the RegExp pattern

## RegExp Object Methods

Method	Description
<u>compile()</u>	<b>Deprecated in version 1.5.</b> Compiles a regular expression
<u>exec()</u>	Tests for a match in a string. Returns the first match
<u>test()</u>	Tests for a match in a string. Returns true or false
<u>toString()</u>	Returns the string value of the regular expression

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