

Anchors

Anchors match a position before or after other characters.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>^</code>	match start of line	<code>*r</code>	<code>rab</code> bbit <code>rac</code> coon	parrot ferret
<code>\$</code>	match end of line	<code>t\$</code>	rabbi t foob t	trap star
<code>\A</code>	match start of line	<code>\Ar</code>	<code>rab</code> bbit <code>rac</code> coon	parrot ferret
<code>\Z</code>	match end of line	<code>t\Z</code>	rabbi t foob t	trap star
<code>\b</code>	match characters at the start or end of a word	<code>\bfox\b</code>	the red fox ran the fox ate	foxtrot foxskin scarf
<code>\B</code>	match characters in the middle of other non-space characters	<code>\Bee\B</code>	tree s bee f	bee tree

Matching types of character

Rather than matching specific characters, you can match specific types of characters such as letters, numbers, and more.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>.</code>	Anything except for a linebreak	<code>c.e</code>	<code>cle</code> an <code>che</code> ap	acert cent
<code>\d</code>	match a digit	<code>\d</code>	<code>5060-842</code> <code>2b12b</code>	two ** ____
<code>\D</code>	Match a non-digit	<code>\D</code>	<code>The</code> 5 <code>cats</code> <code>ate</code> 12 <code>Angr</code> <code>men</code>	52 10032
<code>\w</code>	Match word characters	<code>\wee\w</code>	<code>tree</code> s <code>bee</code> s4	The bee eels eat meat
<code>\W</code>	Match non-word characters	<code>\Wbat\W</code>	At <code>bat</code> Swing the <code>bat</code> fast	wombat bat53
<code>\s</code>	Match whitespace	<code>\sfox\s</code>	the <code>fox</code> ate his <code>fox</code> ran	it's the fox. foxfur
<code>\S</code>	Match non-whitespace	<code>\See\S</code>	<code>tree</code> s <code>bee</code> f	the bee stung The tall tree
<code>\metacharacter</code>	Escape a metacharacter to match on the metacharacter	<code>\.</code> <code>\^</code>	The cat ate . <code>2^3</code>	the cat ate 23

Character classes

Character classes are sets or ranges of characters.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>[xy]</code>	match several characters	<code>gr[ea]y</code>	<code>gra</code> y <code>gre</code> y	green greek
<code>[x-y]</code>	match a range of characters	<code>[a-e]</code>	<code>am</code> ber <code>br</code> and	fox join
<code>[^xy]</code>	Does not match several characters	<code>gr[^ea]y</code>	<code>gre</code> en <code>gre</code> ek	gray grey
<code>[\^]</code>	match metacharacters inside the character class	<code>4[\^.-+*]/\d</code>	<code>2^3</code> <code>4.2</code>	44 23

Repetition

Rather than matching single instances of characters, you can match repeated characters.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>x*</code>	match zero or more times	<code>ar*o</code>	<code>caca</code> <code>carra</code> t	arugula artichoke
<code>x+</code>	match one or more times	<code>re+</code>	<code>gre</code> en <code>tree</code>	trap ruined
<code>x?</code>	Match zero or one times	<code>ro?a</code>	<code>roa</code> st <code>ra</code> nt	root rear
<code>x{m}</code>	match m times	<code>\we{2}\w</code>	<code>de</code> er <code>se</code> er	red enter
<code>x{m,}</code>	match m or more times	<code>2{3,}4</code>	<code>671-2224</code> <code>22222224</code>	224 123
<code>x{m,n}</code>	match between m and n times	<code>12{1,3}3</code>	<code>1234</code> <code>12223</code> 84	15335 1222223
<code>x*?, x+?, etc.</code>	match the minimum number of times - known as a lazy quantifier	<code>re+?</code>	<code>tree</code> <code>fre</code> eeee	trout roasted

Capturing, alternation & backreferences

In order to extract specific parts of a string, you can capture those parts, and even name the parts that you captured.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>(x)</code>	capturing a pattern	<code>(iss)+</code>	<code>Mississ</code> ppi <code>miss</code> ed	mist persist
<code>(?:x)</code>	create a group without capturing	<code>(?:ab)(cd)</code>	Match: <code>abcd</code> Group 1: <code>cd</code>	acbd
<code>(?<name>x)</code>	create a named capture group	<code>(?<first>\d)(?<scrand>\d)*</code>	Match: <code>1325</code> first: 1 second: 3	2 hello
<code>(x y)</code>	match several alternative patterns	<code>(re ba)</code>	<code>re</code> d <code>ban</code> ter	rant bear
<code>\n</code>	reference previous captures where n is the group index starting at 1	<code>(b)(\w*)\1</code>	<code>blo</code> b <code>bri</code> b	bear bring
<code>\k<name></code>	reference named captures	<code>(?<first>5)(\d*)\k<first></code>	<code>51245</code> <code>55</code>	523 51

Lookahead

You can specify that specific characters must appear before or after you match, without including those characters in the match.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>(?=x)</code>	looks ahead at the next characters without using them in the match	<code>an(?=an)</code> <code>iss(?=ipp)</code>	<code>ban</code> ana Miss iss ppi	band missed
<code>(?!x)</code>	looks ahead at next characters to not match on	<code>ai(?!n)</code>	<code>fai</code> l br ai l	faint train
<code>(?<=x)</code>	looks at previous characters for a match without using those in the match	<code>(?<=tr)a</code>	<code>trai</code> l tr an slate	bear streak
<code>(?<lx)</code>	looks at previous characters to not match on	<code>(?!tr)a</code>	<code>bea</code> r tr an slate	trail strained

Literal matches and modifiers

Modifiers are settings that change the way the matching rules work.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>\Qx\E</code>	match start to finish	<code>\Qtell\E</code> <code>\Q\d\E</code>	<code>tell</code> <code>5</code>	I'll tell you this I have 5 coins
<code>(?i)x(?-i)</code>	set the regex string to case-insensitive	<code>(?)te(?-i)</code>	<code>slee</code> p <code>tea</code> ch	Trench bear
<code>(?x)x(?-x)</code>	regex ignores whitespace	<code>(?)t a p(?-x)</code>	<code>tap</code> <code>tap</code> dance	c a t rot a potato
<code>(?s)x(?-s)</code>	turns on single-line/DOTALL mode which makes the "." include new-line symbols (\n) in addition to everything else	<code>(?)first and second(?-s) and third</code>	<code>first and</code> <code>second</code> <code>and third</code>	first and second and third
<code>(?m)x(?-m)</code>	Changes ^ and \$ to be end of line rather than end of string	<code>*eat and sleep\$</code>	<code>eat and sleep</code> <code>eat and sleep</code>	treat and sleep eat and sleep.

Unicode

Regular expressions can work beyond the Roman alphabet, with things like Chinese characters or emoji.

- **Code Points:** The hexadecimal number used to represent an abstract character in a system like unicode.

- **Graphemes:** Is either a codepoint or a character. All characters are made up of one or more graphemes in a sequence.

Syntax	Description	Example pattern	Example matches	Example non-matches
<code>\X</code>	match graphemes	<code>\u0000gmail</code>	<code>@gmail</code> www.email @gmail	gmail @aol

<code>\X\X</code>	Match special characters like ones with an accent	<code>\u00e8</code> or <code>\u0065\u0300</code>	<code>è</code>	e
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