

# Module 16

## "Manipulating Text"



# Agenda

- ▶ **Building Strings**
- ▶ Regular Expressions
- ▶ Encodings



# Dynamically Building Strings

- ▶ Strings are immutable in .NET
  - They are interned
- ▶ Hence building strings dynamically is expensive
- ▶ Instead .NET provides the **StringBuilder** class
  - Has a number of formatting methods for building strings
  - Retrieve end result as a conventional string with **ToString()**



# StringBuilder

- ▶ **StringBuilder** supplies a number of methods
  - Append()
  - AppendFormat()
  - Replace()
  - Insert()
  - ...

```
StringBuilder sb = new StringBuilder();
foreach( DriveInfo di in DriveInfo.GetDrives() )
{
    sb.AppendFormat( "{0} {1} ", di.Name, di.VolumeLabel );
}
sb.Insert( 0, header );
Console.WriteLine( sb.ToString() );
```





# Agenda

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# Introducing Regular Expressions

- ▶ Well-established formalism for patterns of text
  - Validating
  - Matching
  - Replacing
  
- ▶ Concise syntax stemming from automata theory
  - Compatible with Perl regular expressions
  
- ▶ Regular expressions functionality in .NET
  - **Regex** class



# Regex Quantifiers

## ► Quantifiers

*	Means	0 or more occurrences
+	Means	1 or more occurrences
?	Means	0 or 1 occurrences (optional)

## ► Range Quantifiers

{ <i>n</i> }	Means	Exactly <i>n</i> occurrences
{ <i>n</i> ,}	Means	At least <i>n</i> occurrences
{ <i>n</i> , <i>m</i> }	Means	Between <i>n</i> and <i>m</i> occurrences



# Regex Positional Assertions

- ▶ Multiline-aware

<b>^</b>	Means	First position
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<b>\$</b>	Means	Last position
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- ▶ Multiline-unaware

<b>\A</b>	Means	First position of string
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<b>\Z</b>	Means	Last position of string (or before last newline)
-----------	-------	---

<b>\z</b>	Means	Last position of string
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- ▶ Other

<b>\G</b>	Means	End of last match
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<b>\b</b>	Means	At word boundary ( <b>\w</b> or <b>\W</b> enclosing)
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<b>\B</b>	Means	The converse of <b>\b</b>
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# Regex Character Classes

- ▶ Custom groups

<b>[abc]</b>	Means	Any of the characters
<b>[^abc]</b>	Means	All characters not including
<b>[A-Z0-9]</b>	Means	Characters in the specified ranges

- ▶ Built-in groups

<b>.</b>	Means	Any character but newline
<b>\w</b>	Means	Any word character (alpha-numeric)
<b>\W</b>	Means	The opposite of <b>\w</b>
<b>\s</b>	Means	Any white-space character
<b>\S</b>	Means	The opposite of <b>\s</b>
<b>\d</b>	Means	Any digit
<b>\D</b>	Means	The opposite of <b>\d</b>



# Matching with `Regex.IsMatch()`

- ▶ Positional assertions
- ▶ Quantifiers
- ▶ Character Groups
- ▶ Literals

```
Regex regex = new Regex( @"^-\?\d+(\,\d{1,2})?\$" );

Console.WriteLine( regex.IsMatch( "-87,0" ) );      // ???
Console.WriteLine( regex.IsMatch( "42,000" ) );    // ???
Console.WriteLine( regex.IsMatch( "1111,22" ) );   // ???
Console.WriteLine( regex.IsMatch( "9999,88$" ) );  // ???
Console.WriteLine( regex.IsMatch( "9.999,88" ) );  // ???
```





# Extract Matched Data

- ▶ The data matched can be retrieved by using the static **Match()** method

```
string input = "Company Name: Contoso, Inc.";
Match m = Regex.Match(input, @"Company Name: (.*$)");

Console.WriteLine( m.Groups[1] );
```

- ▶ **RegexOptions** enumeration can be supplied
  - None
  - IgnoreCase
  - Multiline
  - Compiled
  - Singleline
  - CultureInvariant
  - ...





# Capture Groups

- ▶ Capture groups
  - (?*<name>*...) Named capture
  - (...) Unnamed implicit capture
  - (?:...) Explicit noncapture group
- ▶ Backreferences
  - \n Matches last capture group
  - \k<*name*> Matches last named capture group
  - \k'*name*' Matches last named capture group



# Substitutions

- ▶ Matches can be substituted through replacement patterns
  - Not identical to regular expression patterns. Include e.g.
    - `$n` replace last substring matched by group
    - `${name}` replace last substring matched by named group
    - `$&` replace entire match
    - `$+` replace last group captured
    - `$_` replace entire input string



# Substitution Example

- ▶ Substitute with the **Regex.Replace()** method

```
string input = "03/24/2007";  
  
string s = Regex.Replace(input,  
    @"\b(?<month>\d{1,2})/(?<day>\d{1,2})/(?<year>\d{2,4})\b",  
    "${day}-${month}-${year}"  
);
```





# Quiz: Backreferencing

- ▶ What do these capture?

```
Regex r = new Regex(@"href\s*=\s*(?:'"'(?<1>[^\s"]*)"'|(?<1>\S+))",  
    RegexOptions.IgnoreCase|RegexOptions.Compiled);  
for( Match m = r.Match(inputString); m.Success; m = m.NextMatch() )  
{  
    Console.WriteLine("Found href " + m.Groups[1] + " at "  
        + m.Groups[1].Index);  
}
```

- ▶ What is matched by the following examples?

```
(?<char>\w)\k<char>
```

```
(?<1>a)(?<1>\1b)*
```





# Agenda

- ▶ Building Strings
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- ▶ **Encodings**





# Encodings and Code Pages

- ▶ Characters need to be represented by byte values
- ▶ Code pages
  - Mappings between characters and byte values
  - Can be interchanged to overcome problem that many different characters need to be represented
- ▶ ASCII and ANSI are encodings based upon code pages
  - ASCII maps 0-127 and 128-255 to characters
  - ANSI/ISO



# Encodings

- ▶ Other encodings are not based upon code pages
  - Unicode is basically a table of "all" characters
  
- ▶ Encodings
  - Unicode
    - UTF7 UTF7Encoding
    - UTF8 UTF8Encoding
    - UTF32 UTF32Encoding
    - ...
  - ASCII ASCIIEncoding
  - ...



# Using the **Encoding** Class

- ▶ Encode back and forth using a specific encoding

```
byte[] encodedText = Encoding.Unicode.GetBytes( "Hello world" );  
Console.WriteLine( Encoding.UTF7.GetString( encodedText ) );
```

- ▶ Use `Encoding.GetEncodings()` to retrieve supported encodings

```
EncodingInfo[] ei = Encoding.GetEncodings();  
foreach( EncodingInfo e in ei )  
{  
    Console.WriteLine( "{0}: {1}, {2}",  
        e.CodePage, e.Name, e.DisplayName );  
}
```





# Encoding Files

- ▶ You can specify the encoding when reading or writing files

```
string filename = @"C:\Tmp\utf7.txt";  
using( StreamWriter sw =  
    new StreamWriter( filename, false, Encoding.UTF7 ) )  
{  
    sw.WriteLine( "Hello, World!" );  
}
```

```
string filename = @"C:\Tmp\utf7.txt";  
using( StreamReader sr =  
    new StreamReader( filename, Encoding.UTF7 ) )  
{  
    Console.WriteLine( sr.ReadToEnd() );  
}
```





# Summary

- ▶ Building Strings
- ▶ Regular Expressions
- ▶ Encodings



# Question

You are creating an application with a method using regular expressions to validate inputs as follows:

```
01 bool ContainsEmail( string input )
02 {
03     string pattern = @"\"b[A-Za-z0-9. %+-]+@[A-Za-z0-9.-]+\.[A-Za-z]{2,4}\"b";
04     
05     return r.IsMatch( input );
06 }
```

You need to ensure that the regular expression syntax is only evaluated when the **Regex** object is initially instantiated. Which code segment should be added to line 04?

- a) `Regex r = new Regex( pattern, RegexOptions.None );`
- b) `Regex r = new Regex( pattern, RegexOptions.CultureInvariant );`
- c) `Regex r = new Regex( pattern, RegexOptions.Compiled );`
- d) `var info = new RegexCompilationInfo( input, new AssemblyName( "regex" ) );`  
`Regex.CompileToAssembly( new []{ info } );`  
`Regex r = new Regex( pattern, RegexOptions.ECMAScript );`



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