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API Collection

Strings and Text

Work with text using Unicode-safe strings.

Topics

Strings and Characters

`struct String`

A Unicode string value that is a collection of characters.

`struct Character`

A single extended grapheme cluster that approximates a user-perceived character.

Regular Expressions

`struct Regex`

A regular expression.

`struct RegexRepetitionBehavior`

Specifies how much to attempt to match when using a quantifier.

`struct RegexSemanticLevel`

A semantic level to use during regex matching.

`struct RegexWordBoundaryKind`

A word boundary algorithm to use during regex matching.

`struct AnyRegexOutput`

The type-erased, dynamic output of a regular expression match.

`protocol RegexComponent`

A type that represents a regular expression.

`protocol CustomConsumingRegexComponent`

Encoding and Storage

`enum Unicode`

A namespace for Unicode utilities.

Compile-Time Strings

`struct StaticString`

A string type designed to represent text that is known at compile time.

See Also

Values and Collections

☰ Numbers and Basic Values

Model data with numbers, Boolean values, and other fundamental types.

☰ Collections

Store and organize data using arrays, dictionaries, sets, and other data structures.

☰ Time

Measure how long an operation takes and determine schedules in the future.