Cheatography

.Net Regular Expressions Cheat Sheet

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Characters

The following expressions will match single characters. For more information see Microsoft's article on Character Classes.

Characters

Ordinary characters	Characters other than . $ ^ { [(|) * + ? \ match themselves.
.	Matches any character excluding the line feed. Includes the line feed in single-line mode.
[abc**]**	A character class (may contain more than one character). Matches any character that is contained within the brackets, in no particular order.
[^abc**]**	The opposite of [ ]. Matches all characters not contained within the brackets.
[a-z**]**	Character range: Matches any single character in the range from first (a) to last (z).
\w	Matches an alpha-numeric character (a-z, A-Z, 0-9, and underscore).
\W	The opposite of \w. Matches any non-alphanumeric character.
\d	Matches a decimal character (0-9).
\D	The opposite of \d. Matches any non-decimal character.
\s	Matches a character of whitespace (space, tab, carriage return, line feed).
\S	The opposite of \s. Matches any non-whitespace character.
\r	Matches a carriage return.
\n	Matches a new line (line feed).
\f	Matches a form feed.

Characters (cont)

\t	Matches a tab.
\v	Matches a vertical tab.
\a	Matches a bell character.
\b	In a character class, matches a backspace.
\e	Matches an escape.
\040	Uses octal representation to specify a character (octal consists of up to three digits).
\x20	Uses hexadecimal representation to specify a character (hex consists of exactly two digits).
\c0003	Matches the specified 4-digit ASCII control character.
\u0020	Matches a Unicode character by using hexadecimal representation (exactly four digits).
\p{name**}**	Matches any single character in the Unicode general category or named block specified by name.
\P{name**}**	Matches any single character that is not in the Unicode general category or named block specified by name.
\	In front of any of the special characters (. $ ^ { [(|) * + ? \), this will match the character itself.

Assertions

The following expressions specify the location to search for a match, but do not match anything themselves.

Assertions	
^	The match must start at the beginning of the string (or beginning of the line in multiline mode).
$	The match must occur at the end of the string or before \n at the end of the string (or end of the line in multiline mode).
\A	The match must occur at the start of the string.
\Z	The match must occur at the end of the string or before \n at the end of the string.
\z	The match must occur at the end of the string.
\G	The match must occur at the point where the previous match ended.
\b	Asserts a boundary between word and non-word characters.
\B	The opposite of \b. Asserts a location that is not a boundary between word and non-word characters.
(?=pattern)	Asserts that the specified pattern exists immediately after this location. Known as a positive lookahead.
(?!pattern)	Asserts that the specified pattern does not exist immediately after this location. Known as a negative lookahead.
(?<=pattern)	Asserts that the specified pattern exists immediately before this location. Known as a positive lookbehind.
(?<!pattern)	Asserts that the specified pattern does not exist immediately before this location. Known as a negative lookbehind.