# Regular Expressions

Advanced Programming

# Regular expression

- Regular expressions are a way to describe a set of strings based on common characteristics shared by each string in the set
- They can be used to search, edit, or manipulate text and data.

Source: Oracle documentation

# What we need

- One must learn a specific syntax to create regular expressions in addition to the Java syntax
- Then one must use the **Pattern** and **Match** classes of **regex** package to store and manipulate the expressions

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# What is a regular expression?

Examples:

#### Date in format yyyy-MM-dd

 $(19|20)\d([-/.])(0[1-9]|1[012])\2(0[1-9]|[12][0-9]|3[01])$ 

#### Roman Number Regexp

```
\label{eq:constraint} $$ $ (I[VX])((M\{0,3\})((C[DM])|(D?C\{0,3\}))?((X[LC])|(L?XX\{0,2\})|L)? $$ ((I[VX])|(V?(II\{0,2\}))|V)?) $$
```

more examples: http://myregexp.com/examples.html

# Exercise

- Apply the reg expression for the date YYYY-MM-DD (19|20)\d\d([- /.])(0[1-9]|1[012])\2(0[1-9]|[12][0-9]|3[01])
- to the text

1900-01-01 2007/08/13 1900.01.01 1900 01 01 1900-01.01 1900 13 01 1900 02 31

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# What is a regular expression?

- A regular expression is a string of characters that describes a character sequence
- It is comprised of
  - characters
  - sets of characters
  - wildcards
  - quantifiers

full list at http://www.cheatography.com/davechild/cheat-sheets/regular-expressions/ or at http://docs.oracle.com/javase/7/docs/api/java/util/regex/Pattern.html

# Characters

- Characters are matched **as-is**. A pattern consisting in "xy" applied to a text "xy" returns xy or a pattern "Java" applied to text "Javaj" returns "Java"
- Characters like carriage return, new line are specified with the backslash escape sequence
  - \n matches new line
  - \b matches word start
  - ...

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# Set of characters

• Identified by square brackets [] – matches a single character inside the square

[ecl] matches "c" and "l" in the text "cloud"

- note that the match is on a single character of the word per time when a match is found, it restarts on the next character of the text

[123] matches "3" and "1" in the text "ab31"

• Using in addition ^ the expression matches the characters except the one specified:

[^ecl] matches "o", "u", and "d" in "cloud"

[1-9] identifies a range of digits [a-z] a range of letters and [A-Z] range of capitalized letters

• it matches ar	ny character including spaces	

# Number of matches

- + 1 or more after the character
- x+ matches in text "xxx" x, xx, and xxx
- \* 0 or more
- x\* matches in text "xxx" none, "x", "xx", and "xxx"
- ? 0 or 1

x? matches in text "xxx" none and "x"

 $\{n,m\}$  matches between n and m (greedy = the longest)

# Groups

- Capturing groups are numbered by counting their opening parentheses from left to right.
- the expression ((A)(B(C))) have four groups:
- 1 ((A)(B(C)))
- 2 (A)
- 3 (B(C))
- 4 (C)

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# Group number

- Group zero always stands for the entire expression.
- During a match, each subsequence of the input sequence that matches such a group is saved.
- The captured subsequence may be used later in the expression, via a back reference (\i), and may also be retrieved from the matcher once the match operation is complete.







# Special characters in Java

- A character preceded by a backslash (\) is an escape sequence and has special meaning to the Java compiler
- Thus to match the word (Hello) we need to use
- \\(Hello)\\ and not \(Hello)\ as \( and \) have been already reserved for the Java syntax

# java.util.regex package

- Most relevant classes **Pattern** and **Matcher**
- Pattern accepts the regular expression
- Matcher matches the regular expression on a text

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# Pattern

- A compiled representation of a regular expression
- It is final
- It implements the interface Serializable
- It has only static fields
- It has the method compile() that transforms a regular expression into a pattern that can be used by the Matcher. It returns a Pattern object

# How to match – three steps

- First way:
- create an object of type Pattern: compile() from Pattern
- create an object of type Matcher: matcher() from Pattern
- match the pattern on the text: matches() from Matcher

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# compile() public static Pattern compile(String regex) PatternSyntaxException - If the expression's syntax is invalid Compile the regular expression: e.g., verifies that the

regular expression can be read in Java

# Example

- Regular expression that finds a sequence of char with the longest sequence of "a" and "b" in "aaaaaab"
- Create a pattern:

```
Pattern p = Pattern.compile("a*b");
```

```
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```

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# matcher()

#### public Matcher matcher(CharSequence input)

- Creates a **matcher** that matches the sequence of characters "input"
- CharSequence is an interface implemented for example by String, StringBuffer, StringBuilder
  - we can pass a string

### Summarising

Pattern p = Pattern.compile("a\*b");

```
Matcher m = p.matcher("aaaaab");
```

```
boolean b = m.matches();
```

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# Other two ways to match

- Directly from Pattern or
- By invoking the method matches() of String on a string

# Directly from Pattern

```
public static boolean matches(String regex,
CharSequence input);
```

```
boolean b = Pattern.matches("a*b", "aaaaab"););
```

- This method automatically compiles the pattern and matches the expression with the input string
- It does **not allow** the compiled **pattern to be reused** thus is not efficient in repeated matching

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# matches() method of String

boolean matches(String pattern)

- If the invoking String object matches the regular expression in the String pattern it returns TRUE.
- It does not create a Pattern or a Matcher object though. Thus it is not that efficient in repeated matching

```
String myString = "aaaaab";
boolean b = myString.matches("a*b")
```

# split()

• It splits a text by tokens according to a regular expression

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Pattern pat = Patte	<pre>rn.compile("[ ,.!]");</pre>
<pre>String[] str = pat.</pre>	<pre>split("one two, alpha9 12!done.");</pre>
<pre>for (int i=0; i<str< pre=""></str<></pre>	.length;i++)
System.out.prin	tln("Next token: " + str[i]);
}	Output
	Next token: one Next token: two Next token:
	Next token: 12
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# Matcher

• The class has no constructor (i.e., it has only the default one in which we cannot pass any parameter) and it is created with the matcher() method of Pattern

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# Matcher

- The resulting pattern from compile() is used to create a Matcher object that can match arbitrary character sequences against the regular expression
- All the services to perform a match resides in the matcher object,
  - so many matchers can share the same pattern
  - matches can be repeated with different strings



Pattern p = Pattern.compile("a\*b"); Matcher m = p.matcher("aaaaab"); m=p.matcher("ababab"); boolean b = m.matches();

# find()

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- To determine a match of a subsequence of an input string
- It can be used to search the input sequence for repeated occurrences of the same pattern
- Use the start() method to retrieve the occurrence index of the match

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	Output
	Looking for Java in Java 8
<pre>public static void main(String[] args) {</pre>	subsequence found
<pre>Pattern pat = Pattern.compile("Java");</pre>	Looking for Java in Java 1 2 3 Java
<pre>Matcher matmat = pat.matcher("Java 8");</pre>	subsequence found at index0 subsequence found at index11
// create the first matcher	
System.out.println("Looking for Java in Java	a 8");
<pre>if(mat.find()) System.out.println("subsequence")</pre>	nce found");
<pre>else System.out.println("no match");</pre>	
Matcher mat2=pat.matcher("Java 1 2 3 Java")	;
System.out.println("Looking for Java in Java	a 1 2 3 Java");
<pre>while(mat2.find()) System.out.println("subs</pre>	<pre>equence found at index"+mat2.start())</pre>
}	

// one or more cha	racter	Match: Match: Match:	W WW WWW
Pattern pat = Pattern.compile("W+"); Matcher mat = pat.matcher("W WW WWW");		Match:	Match: WW Match: WWW
		Match:	
<pre>while(mat.find())</pre>	System.out.println("Match	n: "+mat.grou	up());
//the greedy synta	x {n,m} : from n to m in	cluding extr	emes
<pre>pat = Pattern.comp</pre>	ile("W{2,4}");		
<pre>mat = pat.matcher(</pre>	"W WW WWW");		
<pre>while(mat.find())</pre>	System.out.println("Matc	n: "+mat.gro	up());

	Output	
replaceAll()	Original sequence: Jon Jonathan Frank Ken Tod Match: Ion	
	Match: Jonathan	
• to replace sequences	Replaced sequence: Eric Eric Frank Ken Todd	
String str = "Jon Jonathan Fro	ank Ken Todd";	
Pattern pat = Pattern.compile	("Jon.*? ");	
// "." matches any character		
<pre>Matcher mat = pat.matcher(str)</pre>	);	
System.out.println("Original s	sequence: "+str);	
<pre>while(mat.find()) System.out.p</pre>	<pre>println("Match: "+ mat.group());</pre>	
<pre>str =mat.replaceAll("Eric ");</pre>		
System.out.println("Replaced s	<pre>sequence: "+str);</pre>	
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# Greedy and lazy matching

- The three quantifiers (\*, + and ?) taken individually are greedy:
  - They match as many characters as possible
- By appending "?" they may be made lazy or minimal by matching as few characters as possible:
  - ".\*?"
  - We matched "Jon" and "Jonathan"; Jon plus zero characters and a space or Jon plus the minimal number of characters and a space

# Date format

```
Pattern pat = Pattern.compile("^((19120)\\d\\d)([-/.])(0[1-9]|
1[012])([-/.])(0[1-9]|[12][0-9]|3[01])$");
Matcher mat = pat.matcher("2011-01-01");
boolean b = mat.matches();
if(b)System.out.println("Match");else System.out.println("no
match");
if(Pattern.matches("^((19120)\\d\\d)-(0?[1-9]|1[012])-(0?[1-9]|[12]
[0-9]|3[01])$", "2011-1-1")) System.out.println("Match"); else
System.out.println("no match");
```

# Find an email in a text

- email
- "[^@]+@[^\.]+\..+"
- See code examples
- Let's change it:
- "[^@]+{8}@[^\.]+\..+"
- "[^@]{2,4}@[^\.]+\..+"

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Advanced Programming THE SCANNER CLASS

# Scanner

- public final class Scanner
- A simple text scanner which can parse primitive types and strings using regular expressions.
- A Scanner breaks its input into tokens using a delimiter pattern, which by default matches whitespace.
- The resulting tokens may then be converted into values of different types using the various next methods.

# Example:

• Read a number from keyboard

```
Scanner sc = new Scanner(System.in);
```

```
int i = sc.nextInt();
```



# With regular expressions

• to parse all four tokens at once:

```
String input = "1 fish 2 fish red fish blue fish";
Scanner s = new Scanner(input);
s.findInLine("(\\d+) fish (\\d+) fish (\\w+) fish (\\w+)");
MatchResult result = s.match();
for (int i=1; i<=result.groupCount(); i++)
System.out.println(result.group(i));
s.close();
```

- The default whitespace delimiter used by a scanner is as recognised by Character.isWhitespace
- The reset() method resets the value of the scanner's delimiter to the default whitespace delimiter regardless of whether it was previously changed

# Same output 1 2 red blue

# Block waiting for input

- A scanning operation may block waiting for input
- The next() and hasNext() methods and their primitivetype companion methods (such as nextInt() and hasNextInt()) first skip any input that matches the delimiter pattern, and then attempt to return the next token.
- Both hasNext and next methods may block waiting for further input

- The findInLine(java.lang.String), findWithinHorizon(java.lang.String, int), and skip(java.util.regex.Pattern) methods operate independently of the delimiter pattern
- These methods attempt to match the specified pattern with no regard to delimiters in the input and thus can be used in special circumstances where delimiters are not relevant
- These methods may block waiting for more input

• When a scanner throws an InputMismatchException, the scanner will not pass the token that caused the exception, so that it may be retrieved or skipped via some other method.

- Depending upon the type of delimiting pattern, empty tokens may be returned:
- For example, the pattern "\\s+" will return no empty tokens since it matches multiple instances of the delimiter
- The delimiting pattern "\\s" could return empty tokens since it only passes one space at a time

- A scanner can read text from any object which implements the Readable interface.
- If an invocation of the underlying readable's Readable.read(java.nio.CharBuffer) method throws an IOException then the scanner assumes that the end of the input has been reached

- When a Scanner is closed, it will close its input source if the source implements the Closeable interface.
- It implements Closeable so it can be used with try-with resources