Subject: RegEx Help
Posted by deep on Tue, 20 Dec 2016 12:58:15 GMT
View Forum Message <> Reply to Message

Hi

WIN10, Latest UPP code base using git.

My RegEx is
RegExp r0("((\\w+)\\s(\\w+)\\s(\\w+))");

My String is
"one two three one two three one two three"

for "r0.GlobalMatch("one two three one two three one two three")"

I am expecting match count to be 3 and
with result as

one two three
one two three
one two three

I am using following code

```
#include <Core/Core.h>

#include <plugin/pcre/Pcre.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 String s;
 RegExp r0("((\\w+)\\s(\\w+)\\s(\\w+))");
 if(r0.GlobalMatch("one two three one two three one two three"))
 {
  DUMP(r0.GetCount());
  for(int i = 0; i < r0.GetCount(); i++)
      s << r0[i] << '\n';
  s << "---\n";
    } else if(r0.IsError())
     s << r0.GetError() << '\n';

 s << "------------------------------\n";

 RegExp r1("(\\w+)", RegExp::UNICODE);
 int i = 0;
```

```
 while(r1.GlobalMatch("hello 4 ho 55 uuu iii pp 99 baby too swistak"))
 {
  for(int i = 0; i < r1.GetCount(); i++)
   s << r1[i] << '\n';
    }
 if(r1.IsError())
     Cout() << r1.GetError() << '\n';
 DUMP(s);
 Cout() << s ;
}
```

and I get
r0.GetCount() = 4
s = one two three
one
two
three

---
hello
4
ho
55
uuu
iii
pp
99
baby
too
swistak

If I check this on regex101.com
I get result as expected.

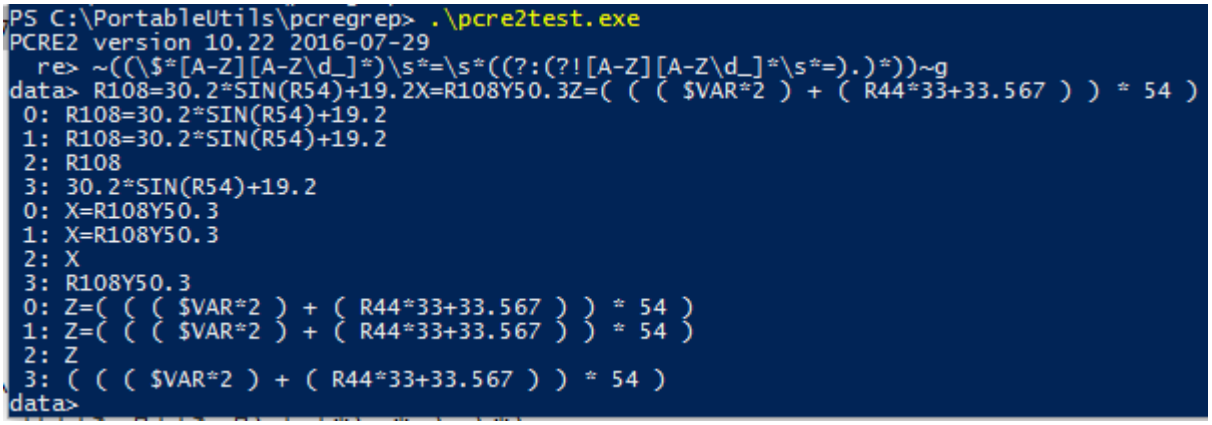
https://regex101.com/r/2wPaVN/1

What can I change in code.

I checked with command line pcre2test
Working as expected

File Attachments

1) Image 275.png, downloaded 882 times



Subject: Re: RegEx Help
Posted by deep on Wed, 21 Dec 2016 07:40:53 GMT
View Forum Message <> Reply to Message

Hi,

I missed the later part of code. It is there in my code sample.

It is working. "GlobalMatch" should run in while loop.

```
RegExp r0("((\\w+)\\s(\\w+)\\s(\\w+))");
while(r0.GlobalMatch("one two three one1 two1 three1 one2 two2 three2"))
{
 DUMP(r0.GetCount());
 for(int i = 0; i < r0.GetCount(); i++)
     s << r0[i] << '\n';
 s << "---\n";
}
DUMP(s)
```

And output

```
one two three
one
two
three
---
one1 two1 three1
one1
two1
three1
---
one2 two2 three2
one2
two2
```

three2
