
Subject: RegEx Help

Posted by [deep](#) on Tue, 20 Dec 2016 12:58:15 GMT

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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 135 times

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
---
```
