

Perl Quick Reference Card

version 0.02 – editor: John Bokma – freelance programmer
DRAFT VERSION, check: <http://johnbokma.com/perl/>

Backslashed Character Escapes 61

<code>\n</code>	Newline (usually LF)	<code>\0</code>	Null character (NUL)
<code>\r</code>	Carriage return (usually CR)	<code>\033</code>	ESC in octal
<code>\t</code>	Horizontal tab (HT)	<code>\x7f</code>	DEL in hexadecimal
<code>\f</code>	Form feed (FF)	<code>\cC</code>	Control-C
<code>\b</code>	Backspace (BS)	<code>\x{263a}</code>	Unicode, ☺ (smiley)
<code>\a</code>	Alert (BEL)	<code>\N{NAME}</code>	Named character
<code>\e</code>	Escape (ESC)		

Translation Escapes 61

<code>\u</code>	Force next character to uppercase (“titlecase” in Unicode).
<code>\l</code>	Force next character to lowercase.
<code>\U</code>	Force all following characters to uppercase
<code>\L</code>	Force all following characters to lowercase
<code>\Q</code>	Backslash all following non-“word” characters (quotemeta)
<code>\E</code>	End <code>\U</code> , <code>\L</code> , or <code>\Q</code> .

Quote Constructs 63

Customary Generic Meaning Interpolates

<code>''</code>	<code>q//</code>	Literal string	No
<code>"""</code>	<code>qq//</code>	Literal string	Yes
<code>``</code>	<code>qx//</code>	Command execution	Yes
<code>()</code>	<code>qw//</code>	Word list	No
<code>//</code>	<code>m//</code>	Pattern match	Yes
<code>s///</code>	<code>s///</code>	Pattern substitution	Yes
<code>y///</code>	<code>tr///</code>	Character translation	No
<code>""</code>	<code>qr//</code>	Regular expression	Yes

Note: no interpolation is done if you use single quotes for delimiters.

Operator Precedence 87

Associativity	Arity	Precedence Class
None	0	Terms, and list operators (leftward)
Left	2	<code>-></code>
None	1	<code>++ --</code>
Right	2	<code>**</code>
Right	1	<code>! ~ ></code> and unary <code>+</code> and unary <code>-</code>
Left	2	<code>= ~ !~</code>
Left	2	<code>* / % x</code>
Left	2	<code>+ - .</code>
Left	2	<code><< >></code>
Right	0,1	Named unary operators
None	2	<code>< > <= >= lt gt le ge</code>
None	2	<code>== != <=> eq ne cmp</code>
Left	2	<code>&</code>
Left	2	<code> ^</code>
Left	2	<code>&&</code>
Left	2	<code> </code>
None	2	<code>... ..</code>

Operator Precedence (continued) 87

Associativity	Arity	Precedence Class
Right	3	<code>?:</code>
Right	2	<code>= += -= *=</code> and so on
Left	2	<code>, =></code>
Right	0+	List operators (rightward)
Right	1	<code>not</code>
Left	2	<code>and</code>
Left	2	<code>or xor</code>

File Test Operators 98

<code>-r</code>	File is readable by effective UID/GID.
<code>-w</code>	File is writable by effective UID/GID.
<code>-x</code>	File is executable by effective UID/GID.
<code>-o</code>	File is owned by effective UID/GID.
<code>-R</code>	File is readable by real UID/GID.
<code>-W</code>	File is writable by real UID/GID.
<code>-X</code>	File is executable by real UID/GID.
<code>-O</code>	File is owned by real UID/GID.
<code>-e</code>	File exists.
<code>-z</code>	File has zero size
<code>-s</code>	File has nonzero size (returns size).
<code>-f</code>	File is a plain file.
<code>-d</code>	File is a directory.
<code>-l</code>	File is a symbolic link.
<code>-p</code>	File is a named pipe (FIFO).
<code>-S</code>	File is a socket.
<code>-b</code>	File is a block special file.
<code>-c</code>	File is a character special file.
<code>-t</code>	Filehandle is open to a tty.
<code>-u</code>	File has setuid bit set.
<code>-g</code>	File has setgid bit set.
<code>-k</code>	File has sticky bit set.
<code>-T</code>	File is a text file.
<code>-B</code>	File is a binary file (opposite of <code>-T</code>).
<code>-M</code>	Age of file (at startup) in (fractional) days since modification.
<code>-A</code>	Age of file (at startup) in (fractional) days since last access.
<code>-C</code>	Age of file (at startup) in (fractional) days since inode change.

Pattern Modifiers 147

<code>/i</code>	Ignore alphabetic case distinctions (case insensitive).
<code>/s</code>	Let <code>.</code> match newline and ignore deprecated <code>\$*</code> variable.
<code>/m</code>	Let <code>^</code> and <code>\$</code> match next embedded <code>\n</code> .
<code>/x</code>	Ignore (most) whitespace and permit comments in pattern.
<code>/o</code>	Compile pattern only once.

Additional m// Modifiers 150

<code>/g</code>	Globally find all matches.
<code>/cg</code>	Allow continued search after failed <code>/g</code> match.

Additional s/// Modifiers 153

<code>/g</code>	Replace globally, that is, all occurrences.
<code>/e</code>	Evaluate the right side as an expression.

tr/// Modifiers 156

<code>/c</code>	Complement SEARCHLIST.
<code>/d</code>	Delete found but unreplaced characters.
<code>/s</code>	Squash duplicate replaced characters.

General Regex Metacharacters 159

Symbol	Atomic	Meaning
<code>\...</code>	Varies	De-meta next nonalphanumeric character, meta next alphanumeric character (maybe).
<code>... ...</code>	No	Alternation (match one or the other).
<code>(...)</code>	Yes	Grouping (treat as a unit).
<code>[...]</code>	Yes	Character class (match one character from a set).
<code>^</code>	No	True at beginning of string (or after a newline, maybe).
<code>.</code>	Yes	Match one character (except newline, normally).
<code>\$</code>	No	True at end of string (or before any newline, maybe).

Regex Quantifiers 159-160

Quantifier	Atomic	Meaning
<code>*</code>	No	Match 0 or more times (maximal).
<code>+</code>	No	Match 1 or more times (maximal).
<code>?</code>	No	Match 0 or 1 time (maximal).
<code>{COUNT}</code>	No	Match exactly <i>COUNT</i> times.
<code>{MIN, }</code>	No	Match at least <i>MIN</i> times (maximal).
<code>{MIN, MAX}</code>	No	Match at least <i>MIN</i> but not more than <i>MAX</i> times (maximal).
<code>*?</code>	No	Match 0 or more times (minimal).
<code>+?</code>	No	Match 1 or more times (minimal).
<code>??</code>	No	Match 0 or 1 time (minimal).
<code>{MIN, }?</code>	No	Match at least <i>MIN</i> times (minimal).
<code>{MIN, MAX}?</code>	No	Match at least <i>MIN</i> but not more than <i>MAX</i> times (minimal).

Extended Regex Sequences 160

Extension	Atomic	Meaning
<code>(?#...)</code>	No	Comment, discard.
<code>(?:...)</code>	Yes	Cluster-only parentheses, no capturing.
<code>(?imsx-imsx)</code>	No	Enable/disable pattern modifiers.
<code>(?imsx-imsx:...)</code>	Yes	Cluster-only parentheses plus modifiers.
<code>(?=...)</code>	No	True if lookahead assertion succeeds.
<code>(?!...)</code>	No	True if lookahead assertion fails.
<code>(?<=...)</code>	No	True if lookbehind assertion succeeds.
<code>(?<!...)</code>	No	True if lookbehind assertion fails.
<code>(?>...)</code>	Yes	Match nonbacktracking subpattern.
<code>(? {...})</code>	No	Execute embedded Perl code.
<code>(? ? {...})</code>	Yes	Match regex from embedded Perl code.
<code>(? (...))</code>	Yes	Match with if-then-else pattern.
<code>(? (...) ...)</code>	Yes	Match with if-then pattern.

Alphanumeric Regex Metasymbols 161-162

Symbol	Atomic	Meaning
\0	Yes	Match the null character (ASCII NUL).
\NNN	Yes	Match the character given in octal, up to \377.
\n	Yes	Match <i>n</i> th previously captured string (decimal).
\a	Yes	Match the alarm character (BEL).
\A	No	True at the beginning of a string.
\b	Yes	Match the backspace character (BS).
\B	No	True at a word boundary.
\B	No	True when not at a word boundary.
\cX	Yes	Match the control character Ctrl-X (\cZ).
\C	Yes	Match one byte (C char) even in utf8 (dangerous).
\d	Yes	Match any digit character.
\D	Yes	Match any non-digit character.
\e	Yes	Match the escape character (ASCII ESC, not \).
\E	—	End case (\L, \U) or quotemeta (\Q) translation.
\f	Yes	Match the form feed character (FF).
\G	No	True at end-of-match position of prior <i>m//g</i> .
\l	—	Lowercase the next character only.
\L	—	Lowercase till \E.
\n	Yes	Match the newline character (usually NL, but CR on Macs).
\N{NAME}	Yes	Match the named char (\N{greek:Sigma}).
\p{PROP}	Yes	Match any character with named property.
\P{PROP}	Yes	Match any character without the named property.
\Q	—	Quote (de-meta) metacharacters till \E.
\r	Yes	Match the return character (usually CR, but NL on Macs).
\s	Yes	Match any whitespace character.
\S	Yes	Match any nonwhitespace character.
\t	Yes	Match the tab character (HT).
\u	—	Titlecase next character only.
\U	—	Uppercase (not titlecase) till \E.
\w	Yes	Match any “word” character (alphanumeric plus “_”).
\W	Yes	Match any nonword character.
\xHEX	Yes	Match the character given one or two hex digits.
\x{abcd}	Yes	Match the character given in hexadecimal.
\X	Yes	Match Unicode “combining character sequence” string.
\z	No	True at end of string only.
\Z	No	True at end of string or before optional newline.

Classic Character Classes 167

Symbol	Meaning	As Bytes	As utf8
\d	Digit	[0-9]	\p{IsDigit}
\D	Nondigit	[^0-9]	\P{IsDigit}
\s	White	[\t\n\r\f]	\p{IsSpace}
\S	Nonwhitespace	[^\t\n\r\f]	\P{IsSpace}
\w	Word character	[a-zA-Z0-9_]	\p{IsWord}
\W	Non-(word character)	[^a-zA-Z0-9_]	\P{IsWord}

Composite Unicode Properties 168-169

Property	Equivalent
IsASCII	[\x00-\x7f]
IsAlnum	[\p{IsLl}\p{IsLu}\p{IsLt}\p{IsLo}\p{IsNd}]
IsAlpha	[\p{IsLl}\p{IsLu}\p{IsLt}\p{IsLo}]
IsCntrl	\p{IsC}
IsDigit	\p{IsNd}
IsGraph	[^\p{C}\p{IsSpace}]
IsLower	\p{IsLl}
IsPrint	\P{IsC}
IsPunct	\p{IsP}
IsSpace	[\t\n\f\r\p{IsZ}]
IsUpper	[\p{IsLu}\p{IsLt}]
IsWord	[_\p{IsLl}\p{IsLu}\p{IsLt}\p{IsLo}\p{IsNd}]
IsXDigit	[0-9a-fA-F]

Perl also provides the following composites:

Property	Meaning	Normative
IsC	Crazy control characters and such	Yes
IsL	Letters	Partly
IsM	Marks	Yes
IsN	Numbers	Yes
IsP	Punctuation	No
IsS	Symbols	No
IsZ	Separators (Zeparators?)	Yes

POSIX-Style Character Classes 174-175

Class	Meaning
alnum	Any alphanumeric, that is an alpha or a digit.
alpha	Any letter. (That’s a lot more letters than you think, unless you’re thinking Unicode, in which case it’s still a lot.)
ascii	Any character with an ordinal value between 0 and 127.
cntrl	Any control character. Usually characters that don’t produce output as such, but instead control the terminal somehow; for example, newline, form feed, and backspace.
digit	A character representing a decimal digit, such as 0 to 9. (Includes other characters under Unicode.) Equivalent to \d.
graph	Any alphanumeric or punctuation character.
lower	A lowercase letter.
print	Any alphanumeric or punctuation character or space.
punct	Any punctuation character.
space	Any space character. Includes tab, newline, form feed, and carriage return (and a lot more under Unicode.) Equivalent to \s.
upper	Any uppercase (or titlecase) letter.
word	Any identifier character, either an alnum or underline.
xdigit	Any hexadecimal digit. Equivalent to [0-9a-fA-F].

You can negate the POSIX character classes by prefixing the class name with a ^ following the [:. (This is a Perl extension.)