

About

This is version 2 of the perl reference card.
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1 Variable Types

1.1 Scalars and Strings

| | |
|--|--|
| <code>chomp(\$str);</code> | discard trailing <code>\n</code> |
| <code>\$v = chop(\$str);</code> | <code>\$v</code> becomes trailing char |
| <code>eq, ne, lt, gt, le, ge, cmp</code> | string comparison |
| <code>\$str = "0" x 4;</code> | <code>\$str</code> is now "0000" |
| <code>\$v = index(\$str, \$x);</code> | find index of <code>\$x</code> in <code>\$str</code> , |
| <code>\$v = rindex(\$str, \$x);</code> | starting from left or right |
| <code>\$v = substr(\$str, \$strt, \$len);</code> | extract substring |
| <code>\$cnt = \$sky =~ tr/0-9//;</code> | count the digits in <code>\$sky</code> |
| <code>\$str =~ tr/a-zA-Z//cs;</code> | change non-alphas to space |
| <code>\$v = sprintf("%10s %08d", \$s, \$n);</code> | format string |
| Format String: | <code>%[flags][0][width][.precision][mod]type</code> |

types:

| | |
|---------------------------------|---|
| <code>c</code> | character |
| <code>d(i)</code> | signed decimal int |
| <code>e(E)</code> | scientific notation |
| <code>f</code> | decimal floating point |
| <code>g, G</code> | shorter <code>%e</code> or <code>%f</code> / <code>%E</code> or <code>%F</code> |
| <code>o</code> | signed octal |
| <code>s</code> | string of chars |
| <code>u, x, X</code> | unsigned decimal int / hex int / hex int in caps |
| <code>p</code> | address pointer |
| <code>n</code> | nothing printed |
| modifiers: <code>h, l, L</code> | <code>arg</code> is short int / long int, double / long double |

More:

| | |
|---|--|
| <code>chr, crypt, hex, lc, lcfirst, length, oct, ord, pack</code> | <code>q/STRING/, qq/STRING/, reverse, uc, ucfirst</code> |
|---|--|

1.2 Arrays and Lists

| | |
|---------------------------------------|---|
| <code>@a = (1..5);</code> | array initialization |
| <code>\$i = @a;</code> | number of elements in <code>@a</code> |
| <code>(\$a, \$b) = (\$b, \$a);</code> | swap <code>\$a</code> and <code>\$b</code> |
| <code>\$x = \$a[1];</code> | access to index 1 |
| <code>\$i = \$#a;</code> | last index in <code>@a</code> |
| <code>push(@a, \$s);</code> | appends <code>\$s</code> to <code>@a</code> |
| <code>\$a = pop(@a);</code> | removes last element |
| <code>chop(@a);</code> | remove last char (per |

6 Regular Expressions

| | |
|---|--------------------------|
| <code>(\$var =~ /re/), (\$var !~ /re/)</code> | matches / does not match |
| <code>m/pattern/igmsoxc</code> | matching pattern |
| <code>qr/pattern/imsox</code> | store regex in variable |
| <code>s/pattern/replacement/igmsoxe</code> | search and replace |

Modifiers:

| | | | |
|----------------|--|----------------|----------------------|
| <code>i</code> | case-insensitive | <code>o</code> | compile once |
| <code>g</code> | global | <code>x</code> | extended |
| <code>s</code> | as single line (. matches <code>\n</code>) | <code>e</code> | evaluate replacement |

Syntax:

| | |
|--------------------|--------------------------------------|
| <code>\</code> | escape |
| <code>.</code> | any single char |
| <code>^</code> | start of line |
| <code>\$</code> | end of line |
| <code>, ?</code> | 0 or more times (greedy / nongreedy) |
| <code>+, +?</code> | 1 or more times (greedy / nongreedy) |
| <code>?, ??</code> | 0 or 1 times (greedy / nongreedy) |

| | |
|----------------------------|---|
| <code>\b, \B</code> | word boundary (<code>\w - \W</code>) / match except at w.b. |
| <code>\A</code> | string start (with <code>/m</code>) |
| <code>\Z</code> | string end (before <code>\n</code>) |
| <code>\z</code> | absolute string end |
| <code>\G</code> | continue from previous <code>m/g</code> |
| <code>[...]</code> | character set |
| <code>(...)</code> | group, capture to <code>\$1, \$2</code> |
| <code>(?...)</code> | group without capturing |
| <code>{n,m}, {n,m}?</code> | at least <code>n</code> times, at most <code>m</code> times |
| <code>{n,}, {n,}?</code> | at least <code>n</code> times |
| <code>{n}, {n}?</code> | exactly <code>n</code> times |
| <code> </code> | or |
| <code>\1, \2</code> | text from <code>n</code> th group (<code>\$1, ...</code>) |

Escape Sequences:

| | | | |
|------------------|---------------------------------|-----------------|---------------------------------|
| <code>\a</code> | alarm (beep) | <code>\e</code> | escape |
| <code>\f</code> | formfeed | <code>\n</code> | newline |
| <code>\r</code> | carriage return | <code>\t</code> | tab |
| <code>\cx</code> | control-x | <code>\l</code> | lowercase next char |
| <code>\L</code> | lowercase until | <code>\U</code> | uppercase until <code>\E</code> |
| <code>\E</code> | | | |
| <code>\Q</code> | diable | <code>\E</code> | end case modifications |
| | metachars until <code>\E</code> | | |

Character Classes:

| | |
|---------------------|--|
| <code>[amy]</code> | 'a', 'm', or 'y' |
| <code>[f-j-]</code> | range <code>f-j</code> , dot, and dash |
| <code>[^f-j]</code> | everything except range <code>f-j</code> |
| <code>\d, \D</code> | digit [0-9] / non-digit |
| <code>\w, \W</code> | word char [a-zA-Z0-9_] / non-word char |

5 Input/Output

| | |
|---|--|
| <code>open(INFILE, "in.txt")</code> or <code>die;</code> | open file for input |
| <code>open(INFILE, "<:utf8", "file");</code> | open file with encoding |
| <code>open(TMP, "+", undef);</code> | open anonymous temp file |
| <code>open(MEMORY, ">", \$var);</code> | open in-memory-file |
| <code>open(OUT, ">out.txt")</code> or <code>die;</code> | open output file |
| <code>open(LOG, ">>my.log")</code> or <code>die;</code> | open file for append |
| <code>open(Proc, "caesar <\$file ");</code> | read from process |
| <code>open(EXTRACT, " sort >Tm p\$\$");</code> | write to process |
| <code>\$line = <INFILE>;</code> | get next line |
| <code>@lines = <INFILE>;</code> | slurp infile |
| <code>foreach \$line (<STDIN>){...}</code> | loop of lines from STDIN |
| <code>print STDERR "Warning 1.\n";</code> | print to STDERR |
| <code>close INFILE;</code> | close filehandle |
| More: | |
| <code>binmode, dbmopen, dbmclose, fileio, flock, format, getc, read, readdir, readline, rewinddir, seek, seekdir</code> | <code>select, syscall, sysread, sysseek, tell, telldir, truncate, pack, unpack, vec</code> |

7 Object-Oriented Perl and Modules

Defining a new class:

```
package Person;
use strict;
my $Census;
sub new { #constructor, any name is fine
my $class = shift;
my $self = {};
$self->{NAME} = undef; # field
$self->{"_CENSUS"} = \$Census; # class data
++ ${ $self->{"_CENSUS"} };
bless ($self, $class);
return $self;
}
sub name { #method
my $self = shift;
if (@_) { $self->{NAME} = shift }
return $self->{NAME};
}
sub DESTROY { #destructor
my $self = shift; -- ${ $self->{"_CENSUS"} };
1; # so the 'require' or 'use' succeeds
}
```

Using the class:

```
use Person;
$him = Person->new();
$him->name("Jason");
printf "There's someone named %s.\n", $him->name;
use Data::Dumper; print Dumper($him); # debug
```

<http://www.codeproject.com/Articles/3152/Perl-Object-Oriented-Programming>
<http://nyonperek.com/course/perl/oo.html>

Installing Modules:

| | |
|--|------------------------------|
| <code>el.)</code> | |
| <code>\$a = shift(@a);</code> | removes first element |
| <code>reverse(@a);</code> | reverse @a |
| <code>@a = sort{\$ela <=> \$elb}(@a);</code> | sort numerically |
| <code>@a = split(/-/,\$s);</code> | split string into @a |
| <code>\$s = join(" ", @a);</code> | join @a elements into string |
| <code>@a2 = @a[1,2,6..9];</code> | array slice |
| <code>@a2 = grep(!/^#/, @a);</code> | remove comments from @a |

Perl image



1.3 Hashes

| | |
|---|------------------------------|
| <code>%h=(k1 => "val1",k2 => 3);</code> | hash initialization |
| <code>\$val = \$map{k1};</code> | recall value |
| <code>@a = %h;</code> | array of keys and values |
| <code>%h = @a;</code> | create hash from array |
| <code>foreach \$k (keys(%h)){..}</code> | iterate over list of keys |
| <code>foreach \$v (vals(%h)){..}</code> | iterate over list of values |
| <code>while ((\$k,\$v)=each %h){..}</code> | iterate over key-value-pairs |
| <code>delete \$h{k1};</code> | delete key |
| <code>exists \$h{k1}</code> | does key exist? |
| <code>defined \$h{k1}</code> | is key defined? |

3 References and Data Structures

| | |
|--|------------------------------|
| <code>\$aref = \@a;</code> | reference to array |
| <code>\$aref = [1,"foo",undef,13];</code> | anonymous array |
| <code>\$el = \$aref->[0]; \$el = @{\$aref}[0];</code> | access element of array |
| <code>\$aref2 = [@{\$aref1}];</code> | copy array |
| <code>\$href = \%h;</code> | reference to hash |
| <code>\$href={APR => 4,AUG => 8};</code> | anonymous hash |
| <code>\$el = \$href->{APR}; \$el = %{\$href}{APR};</code> | access element of hash |
| <code>\$href2 = %{\$href1};</code> | copy hash |
| <code>if (ref(\$r) eq "HASH") {}</code> | checks if \$r points to hash |
| <code>@a = (1 2 13 41);</code> | 2-dim array |

| | |
|-------------------------------|--|
| <code>\s, \S</code> | whitespace [\t\n\r\f] / non-space |
| <code>\C</code> | match a byte |
| <code>\pP, \PP</code> | match p-named unicode / non-p-named-unicode |
| <code>\p{...}, \P{...}</code> | match long-named unicode / non-named-unicode |
| <code>\X</code> | match extended unicode |
| Posix: | |
| <code>[:alnum:]</code> | alphanumeric |
| <code>[:alpha:]</code> | alphabetic |
| <code>[:ascii:]</code> | any ASCII char |
| <code>[:blank:]</code> | whitespace [\t] |
| <code>[:cntrl:]</code> | control characters |
| <code>[:digit:]</code> | digits |
| <code>[:graph:]</code> | alphanum + punctuation |
| <code>[:lower:]</code> | lowercase chars |
| <code>[:print:]</code> | alphanum, punct, space |
| <code>[:punct:]</code> | punctuation |
| <code>[:space:]</code> | whitespace [\s\k] |
| <code>[:upper:]</code> | uppercase chars |
| <code>[:word:]</code> | alphanum + '_' |
| <code>[:xdigit:]</code> | hex digit |
| <code>[:^digit:]</code> | non-digit |

Extended Constructs

| | |
|---------------------------------------|---|
| <code>(?#text)</code> | comment |
| <code>(?imxs-imsx:...)</code> | enable or disable option |
| <code>(?=...), (?!...)</code> | positive / negative look-ahead |
| <code>(?<=...), (?<!...)</code> | positive / negative look-behind |
| <code>(?>...)</code> | prohibit backtracking |
| <code>(? { code })</code> | embedded code |
| <code>(?? { code })</code> | dynamic regex |
| <code>(?(cond)yes no)</code> | condition corresponding to captured parentheses |
| <code>(?(cond)yes)</code> | condition corresponding to look-around |

Variables

| | |
|---------------------------|------------------------------------|
| <code>\$\$</code> | entire matched string |
| <code>\$`</code> | everything prior to matched string |
| <code>\$'</code> | everything after matched string |
| <code>\$1, \$2 ...</code> | n-th captured expression |
| <code>#+</code> | last parenthesis pattern match |
| <code>^N</code> | most recently closed capt. |
| <code>^R</code> | result of last (?{...}) |
| <code>@-, @+</code> | offsets of starts / ends of groups |

<http://perldoc.perl.org/perlrequick.html>
<http://habrahabr.ru/post/17126/>

Debugging regexp

use re 'taint';
Contents of \$match are tainted if \$dirty was also tainted.
(\$match) = (\$dirty =~ /^(.*)\$/s);
Allow code interpolation:
use re 'eval';
\$pat = '(? { \$var = 1 })'; # embedded code execution
/alpha\${pat}omega/; # won't fail unless under -T

perl -MCPAN -e shell;

8 One-Liners

| | |
|-----------------|--|
| <code>-0</code> | (zero) specify the input record separator |
| <code>-a</code> | split data into an array named @F |
| <code>-F</code> | specify pattern for -a to use when splitting |
| <code>-i</code> | edit files in place |
| <code>-n</code> | run through all the @ARGV arguments as files, using <> |
| <code>-p</code> | same as -n, but will also print the contents of \$_ |

Intera ctive Mode:

```
perl -de 1;use Term::ReadKey;
```

<http://szabgab.com/using-the-built-in-debugger-of-perl-as-repl.html>

perl-d ebugger <http://www.thegeekstuff.com/2010/05/perl-debugger/>

The Perl Debugger http://docstore.mik.ua/orelly/perl/prog3/c/h20_01.htm

`-T` enables taint checking, which instructs perl to keep track of data from the user and avoid doing anything insecure with it. Here this option is used to avoid taking the current directory name from the @INC variable and listing the available .pm files from the directory recursively.

`-l` enables automatic line-ending processing in the output. Print statements will have the new line separator (\n) added at the end of each line.

`-w` prints any warning messages.

`-e` indicates that the following string is to be interpreted as a perl script (i.e., sequence of commands).

<http://perldoc.perl.org/perlrun.html>

Perl flags `perl -e '$x = "Hello world\n"; print $x;'`
`-pe, -pi, -p, -w, -d, -i, -t?`
perldoc
perlrun

`perl -MO=Deparse -p -e 1`

`perl -MO=Deparse -p -i -e 1`

`perl -MO=Deparse -p -i.bak -e 1`

<https://twitter.com/l/perloneliner>

Examples:

- just lines 15 to 17, efficiently

```
perl -ne 'print if $. >= 15; exit if $. >= 17;'
```
- just lines NOT between line 10 and 20

```
perl -ne 'print unless 10 .. 20'
```
- lines between START and END

```
perl -ne 'print if /START$/ .. /END$/'
```
- in-place edit of *.c files changing all foo to bar

```
perl -pi.bak -e 's/foobar/bar/g' *.c
```
- delete first 10 lines

```
perl -i.old -ne 'print unless 1 .. 10' foo.txt
```
- change all the isolated oldvar occurrences to newvar

```
perl -i.old -pe 's/{\boldvar\b}{newvar}' *.ch[y]
```
- printing each line in reverse order

| | |
|---|------------------------------|
| <code>\$i = \$a[0][1];</code> | access 2-dim array |
| <code>%HoA=(fs=>["f","b"], sp=>["h","m"]);</code> | hash of arrays |
| <code>\$name = \$HoA{sp}[1];</code> | access to hash of arrays |
| <code>\$fh = *STDIN</code> | globref |
| <code>\$coderef = \&fnc;</code> | code ref (e.g. callback) |
| <code>\$coderef = sub{print "bla"};</code> | anon subroutine |
| <code>&\$coderef();</code> | calling anon subroutine |
| <code>sub createcnt{ my \$c=shift; return sub { print "\$c+"; }; }</code> | closure, \$c persists |
| <code>*foo{THING}</code> | foo-syntax for creating refs |

Link to perl cheat

perlcheat
<http://www.cheatography.com/mishin/cheat-sheets/perlcheat/>

perl-reference-card
<http://www.cheatography.com/mishin/cheat-sheets/perl-reference-card/>

20-killer-perl-programming-tips
<http://www.cheatography.com/mishin/cheat-sheets/20-killer-perl-programming-tips-for-beginners/>

2 Basic Syntax

| | |
|--|-------------------------------------|
| <code>(\$a, \$b) = shift(@ARGV);</code> | read command line params |
| <code>sub p{my \$var = shift; ...}</code> | define subroutine |
| <code>p("bla");</code> | execute subroutine |
| <code>if(expr){} elsif {} else {}</code> | conditional |
| <code>unless (expr){}</code> | negative conditional |
| <code>while (expr){}</code> | while-loop |
| <code>until (expr){}</code> | until-loop |
| <code>do {} until (expr)</code> | postcheck until-loop |
| <code>for(\$i=1; \$i<=10; \$i++){}</code> | for-loop |
| <code>foreach \$i (@list){}</code> | foreach-loop |
| <code>last, next, redo</code> | end loop, skip to next, jump to top |
| <code>eval {\$a=\$a/\$b;}; warn \$@ if \$@;</code> | exception handling |

Cheatographer



Nikolay Mishin (mishin)
 cheatography.com/mishin/
 mishin.narod.ru

and \$pat is tainted
 use re 'debug'; # like "perl -Dr"
 /^(.*)\$/s; # output debugging info during
 # compile time and run time
 use re 'debugcolor'; # same as 'debug',
 # but with colored output

4 System Interaction

`system("cat $f|sort -u> $f.s");` system call
`@a = readpipe("lsmod");` catch output
`$today = "Today: ". `date`;` catch output
 better: use IPC::Open3 'open3';!
`chroot("/home/user/");` change root
`while (<*.c>) {}` operate on all c-files
`unlink("/tmp/file");` delete file
`if (-f "file.txt"){...}` file test

File Tests:

`-r, -w` readable, writeable
`-x` executable
`-e` exists
`-f, -d, -l` is file, directory, symlink
`-T, -B` text file, binary file
`-M, -A` mod/access age in days
`@stats = stat("filename");` 13-element list with status

File Tests in Perl <http://www.devshed.com/c/a/Perl/File-Tests-in-Perl/>

More:
 chmod, chown, chroot, opendir, readlink,
 fcntl, glob, ioctl, link, lstat, rename, rmdir, symlink,
 mkdir, umask, utime

`perl -e 'print reverse <>' file1 file2 file3`

8. find palindromes in the /usr/dict/words dictionary file
`perl -lne '$_ = lc $_; print if $_ eq reverse' /usr/dict/words`

9. command-line that reverses all the bytes in a file
`perl -0777e 'print scalar reverse <>' f1 f2 f3`

10. word wrap between 50 and 72 chars
`perl -p000e 'tr/\n\n/r/; s/(.{50,72})\s/$1\n/g; $_=" \n"x2'`

11. strip and remove double spaces
`perl -pe '$_ = " $_ "; tr/\t/ /s; $_ = substr($_,1,-1)'`

12. move '.txt.out' to '.out'
`perl -e '$n = $_) =~ s/\.txt(\.out)$/$1/ and not -e $n and rename $_, $n for @ARGV' *`

13. write a hash slice, which we have come as a reference to a hash
`perl -E'my $h={1..8}; say for @{$h}{1,3,5,7}'`

14. If you had installed any modules from CPAN, then you will need to re-install all of them. (Naveed Massjouni)

`perl -E 'say for grep /site_perl/,@INC' | xargs find | perl -Fsite_perl/ -lane 'print $F[1] if !.pm$/' | cpanm --reinstall`

15. Give executable rights to all perl file in dir
`find /home/client0/public_html -type f -name '*.pl' -print0 | xargs -0 chmod 0755`

16. Find files matching name-pattern <https://gist.github.com/563679>

`perl -MFile::Find -le 'find(sub{print $File::Find::name if !/b[a-z]{2}_[A-Z]{2}/,"usr")'`

Cheat Sheet

This cheat sheet was published on 3rd June, 2012 and was last updated on 2nd July, 2012.

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