Description

\texttt{strmatch(s, \textit{pattern})} returns 1 if \textit{s} matches \textit{pattern} and 0 otherwise.

When arguments are not scalar, \texttt{strmatch()} returns element-by-element results.

Syntax

\begin{verbatim}
real matrix strmatch(string matrix s, string matrix pattern)
\end{verbatim}

Remarks and examples

In \textit{pattern}, * means that 0 or more characters go here and ? means that exactly one Unicode character goes here. Thus \textit{pattern}="*" matches anything and \textit{pattern}="?p*x" matches all strings whose second character is \textit{p} and whose last character is \textit{x}.

Conformability

\begin{verbatim}
strmatch(s, pattern):
  s: \(r_1 \times c_1\)
  pattern: \(r_2 \times c_2\), \textit{s} and \textit{pattern} r-conformable
  result: \text{max}(r_1, r_2) \times \text{max}(c_1, c_2)
\end{verbatim}

Diagnostics

In \texttt{strmatch(s, \textit{pattern})}, if \textit{s} or \textit{pattern} contain a binary 0 (they usually would not), the strings are considered to end at that point.

Also see

[M-4] \textbf{String} — String manipulation functions