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These pieces of code were ported from dotnet/corefx:

syntax/charclass.go (from RegexCharClass.cs): ported to use the built-in Go unicode classes. Canonicalize is

a direct port, but most of the other code required large changes because the C# implementation

used a string to represent the CharSet data structure and I cleaned that up in my implementation.

syntax/code.go (from RegexCode.cs): ported literally with various cleanups and layout to make it more Go-ish.

syntax/escape.go (from RegexParser.cs): ported Escape method and added some optimizations. Unescape is inspired by

the C# implementation but couldn't be directly ported because of the lack of do-while syntax in Go.

syntax/parser.go (from RegexpParser.cs and RegexOptions.cs): ported parser struct and associated methods as

literally as possible. Several language differences required changes. E.g. lack pre/post-fix increments as

expressions, lack of do-while loops, lack of overloads, etc.

syntax/prefix.go (from RegexFCD.cs and RegexBoyerMoore.cs): ported as literally as possible and added support

for unicode chars that are longer than the 16-bit char in C# for the 32-bit rune in Go.

syntax/replacerdata.go (from RegexReplacement.cs): conceptually ported and re-organized to handle differences

in charclass implementation, and fix odd code layout between RegexParser.cs, Regex.cs, and RegexReplacement.cs.

syntax/tree.go (from RegexTree.cs and RegexNode.cs): ported literally as possible.

syntax/writer.go (from RegexWriter.cs): ported literally with minor changes to make it more Go-ish.

match.go (from RegexMatch.cs): ported, simplified, and changed to handle Go's lack of inheritence.

regexp.go (from Regex.cs and RegexOptions.cs): conceptually serves the same "starting point", but is simplified

and changed to handle differences in C# strings and Go strings/runes.

replace.go (from RegexReplacement.cs): ported closely and then cleaned up to combine the MatchEvaluator and

simple string replace implementations.

runner.go (from RegexRunner.cs): ported literally as possible.

regexp\_test.go (from CaptureTests.cs and GroupNamesAndNumbers.cs): conceptually ported, but the code was

manually structured like Go tests.

replace\_test.go (from RegexReplaceStringTest0.cs): conceptually ported

rtl\_test.go (from RightToLeft.cs): conceptually ported

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These pieces of code are copied from the Go framework:

- The overall directory structure of regexp2 was inspired by the Go runtime regexp package.

- The optimization in the escape method of syntax/escape.go is from the Go runtime QuoteMeta() func in regexp/regexp.go

- The method signatures in regexp.go are designed to match the Go framework regexp methods closely

- func regexp2.MustCompile and func quote are almost identifical to the regexp package versions

- BenchmarkMatch\* and TestProgramTooLong\* funcs in regexp\_performance\_test.go were copied from the framework

regexp/exec\_test.go

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Some test data were gathered from the Mono project.

regexp\_mono\_test.go: ported from https://github.com/mono/mono/blob/master/mcs/class/System/Test/System.Text.RegularExpressions/PerlTrials.cs

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