



Basic Syntax and Data Types

Variables

Scalars	Start with <code>\$</code> . <code>\$name = "John";</code> <code>\$age = 30;</code>
Arrays	Start with <code>@</code> . <code>@names = ("John", "Jane", "Doe");</code>
Hashes	Start with <code>%</code> . <code>%ages = ("John" => 30, "Jane" => 25, "Doe" => 40);</code>
Variable Interpolation	Variables are interpolated in double-quoted strings. <code>print "Name: \$name, Age: \$age\n";</code>
Context	Perl uses scalar, list, and void context to determine how expressions are evaluated.

Operators

Arithmetic	<code>+</code> , <code>-</code> , <code>*</code> , <code>/</code> , <code>%</code> , <code>**</code> (exponentiation)
String	<code>.</code> (concatenation), <code>x</code> (repetition)
Comparison	Numeric: <code>==</code> , <code>!=</code> , <code><</code> , <code>></code> , <code><=</code> , <code>>=</code> String: <code>eq</code> , <code>ne</code> , <code>lt</code> , <code>gt</code> , <code>le</code> , <code>ge</code>
Logical	<code>&&</code> , <code> </code> , <code>!</code> , <code>and</code> , <code>or</code> , <code>not</code>
Assignment	<code>=</code> , <code>+=</code> , <code>-=</code> , <code>*=</code> , <code>/=</code> , <code>.=</code>

Control Structures

Conditional Statements:	<pre>if (\$age >= 18) { print "Adult\n"; } elsif (\$age >= 13) { print "Teenager\n"; } else { print "Child\n"; } unless (\$name) { print "Name is undefined\n"; }</pre>
Loops:	<pre>for (\$i = 0; \$i < 10; \$i++) { print "\$i "; } print "\n"; while (\$age < 60) { \$age++; print "Age: \$age\n"; } foreach \$name (@names) { print "Name: \$name\n"; }</pre>
Loop Control:	<code>next</code> (continue), <code>last</code> (break), <code>redo</code>

Subroutines and Modules

Subroutines

Defining a Subroutine	<pre>sub greet { my (\$name) = @_; print "Hello, \$name!\n"; }</pre>
Calling a Subroutine	<code>greet("World");</code>
@_	Array containing arguments passed to the subroutine.
Return Values	Subroutines can return values using the <code>return</code> keyword. <pre>sub add { my (\$x, \$y) = @_; return \$x + \$y; }</pre>
Local Variables	Use <code>my</code> to declare local variables within a subroutine scope.

Modules

Using Modules	<code>use Module::Name;</code>
Creating Modules	Create a <code>.pm</code> file with the module name. <pre>package My::Module; use Exporter qw(import); our @EXPORT = qw(my_function); sub my_function { print "Module function\n"; } 1;</pre>
<code>Exporter</code>	Used to export functions from the module's namespace.
<code>@EXPORT</code>	Array of function names to export.
Always return <code>1</code> ;	Modules must return true to indicate successful loading.

Common Built-in Functions

<code>print</code>	Prints output. <code>print "Hello, world!\n";</code>
<code>length</code>	Returns the length of a string. <code>\$length = length("abc"); # \$length is 3</code>
<code>substr</code>	Extracts a substring. <code>\$substring = substr("hello", 1, 3); # \$substring is "ell"</code>
<code>split</code>	Splits a string into an array. <code>@words = split(/ /, "hello world"); # @words is ("hello", "world")</code>
<code>join</code>	Joins an array into a string. <code>\$string = join(" ", @words); # \$string is "hello world"</code>

Regular Expressions

Basic Matching

Pattern Matching	<pre>if (\$string =~ /pattern/) { print "Match found\n"; }</pre>
Substitution	<pre>\$string =~ s/old/new/;</pre>
Translation	<pre>\$string =~ tr/a-z/A-Z/;</pre>

Character Classes

<code>.</code>	Any character except newline
<code>\d</code>	Digit (0-9)
<code>\w</code>	Word character (a-z, A-Z, 0-9, _)
<code>\s</code>	Whitespace character (space, tab, newline)
<code>[abc]</code>	Any of the characters a, b, or c
<code>[^abc]</code>	Any character except a, b, or c

Modifiers

<code>i</code>	Case-insensitive
<code>g</code>	Global (match all occurrences)
<code>m</code>	Multiline (treat string as multiple lines)
<code>s</code>	Treat string as single line
<code>x</code>	Ignore whitespace in pattern

Quantifiers

<code>*</code>	Zero or more times
<code>+</code>	One or more times
<code>?</code>	Zero or one time
<code>{n}</code>	Exactly n times
<code>{n,}</code>	n or more times
<code>{n,m}</code>	Between n and m times

Anchors

<code>^</code>	Start of the string
<code>\$</code>	End of the string
<code>\b</code>	Word boundary

File I/O and System Interaction

File Handling

Opening Files	<pre>open(my \$fh, "<", "input.txt") or die "Cannot open file: \$!"; # Read open(my \$fh, ">", "output.txt") or die "Cannot open file: \$!"; # Write open(my \$fh, ">>", "append.txt") or die "Cannot open file: \$!"; # Append</pre>
Reading from Files	<pre>while (my \$line = <\$fh>) { chomp \$line; print "Line: \$line\n"; }</pre>
Writing to Files	<pre>print \$fh "Hello, file!\n";</pre>
Closing Files	<pre>close(\$fh);</pre>
<code>\$!</code>	Contains the system error message.

Command Line Arguments

<code>@ARGV</code>	Array containing command-line arguments. <pre>foreach \$arg (@ARGV) { print "Argument: \$arg\n"; }</pre>
<code>Getopt::Long</code>	Module for parsing command-line options. <pre>use Getopt::Long; my (\$name, \$age); GetOptions("name=s" => \\$name, "age=i" => \\$age) or die "Error in command line arguments\n"; print "Name: \$name, Age: \$age\n";</pre>

System Calls

<code>system</code>	Executes a system command. <pre>m system("ls -l");</pre>
<code>qx//</code>	Captures the output of a system command. or <code>`</code> <pre>my \$output = `date`; print "Date: \$output\n";</pre>
<code>exec</code>	Replaces the current process with a new one. Terminates the current script after successful execution. <pre>exec("find . -name '*.txt'");</pre>

Environment Variables

<code>%ENV</code>	Hash containing environment variables. <pre>print "PATH: \$ENV{PATH}\n";</pre>
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