

Fixing C++ With Epochs

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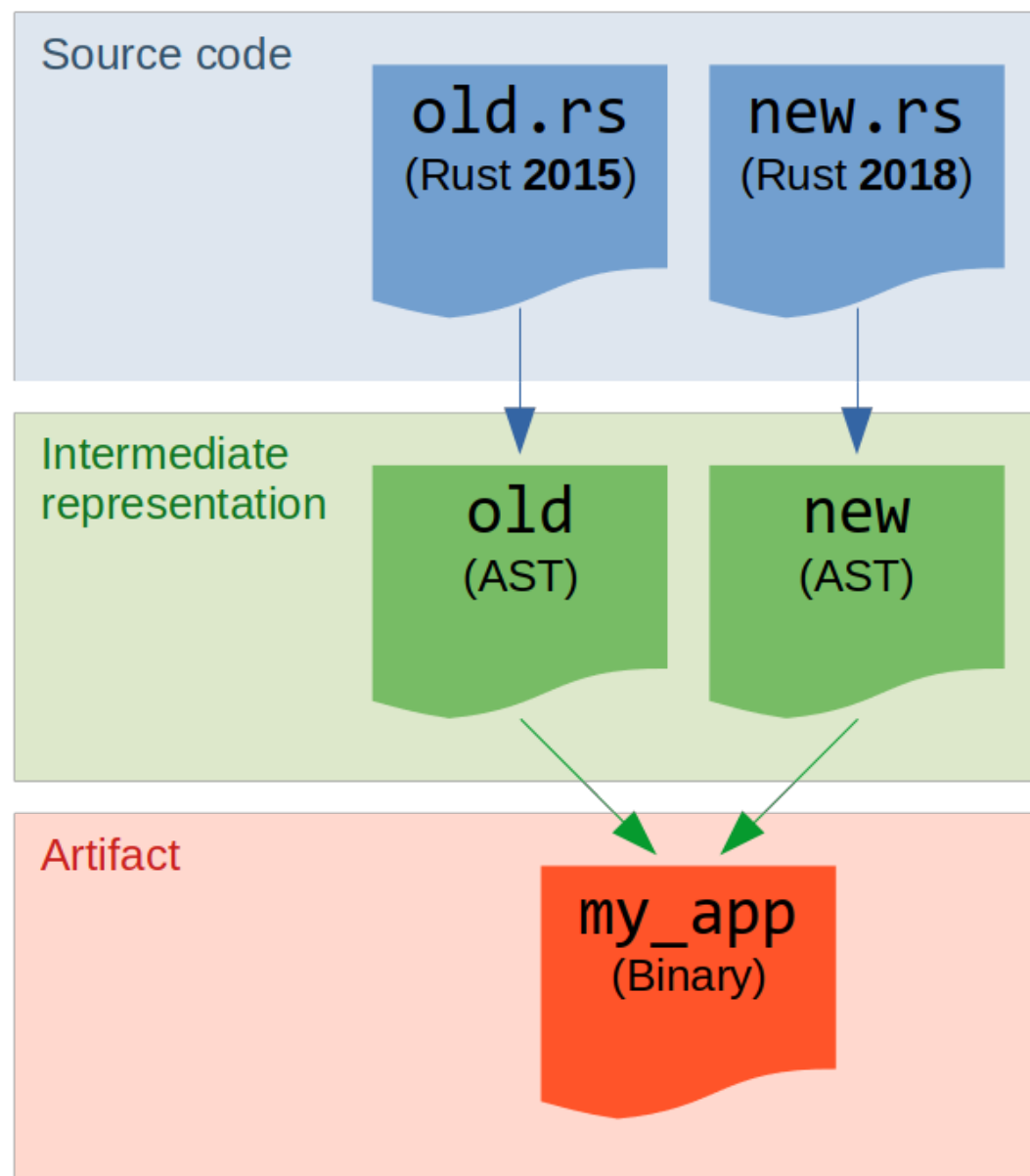
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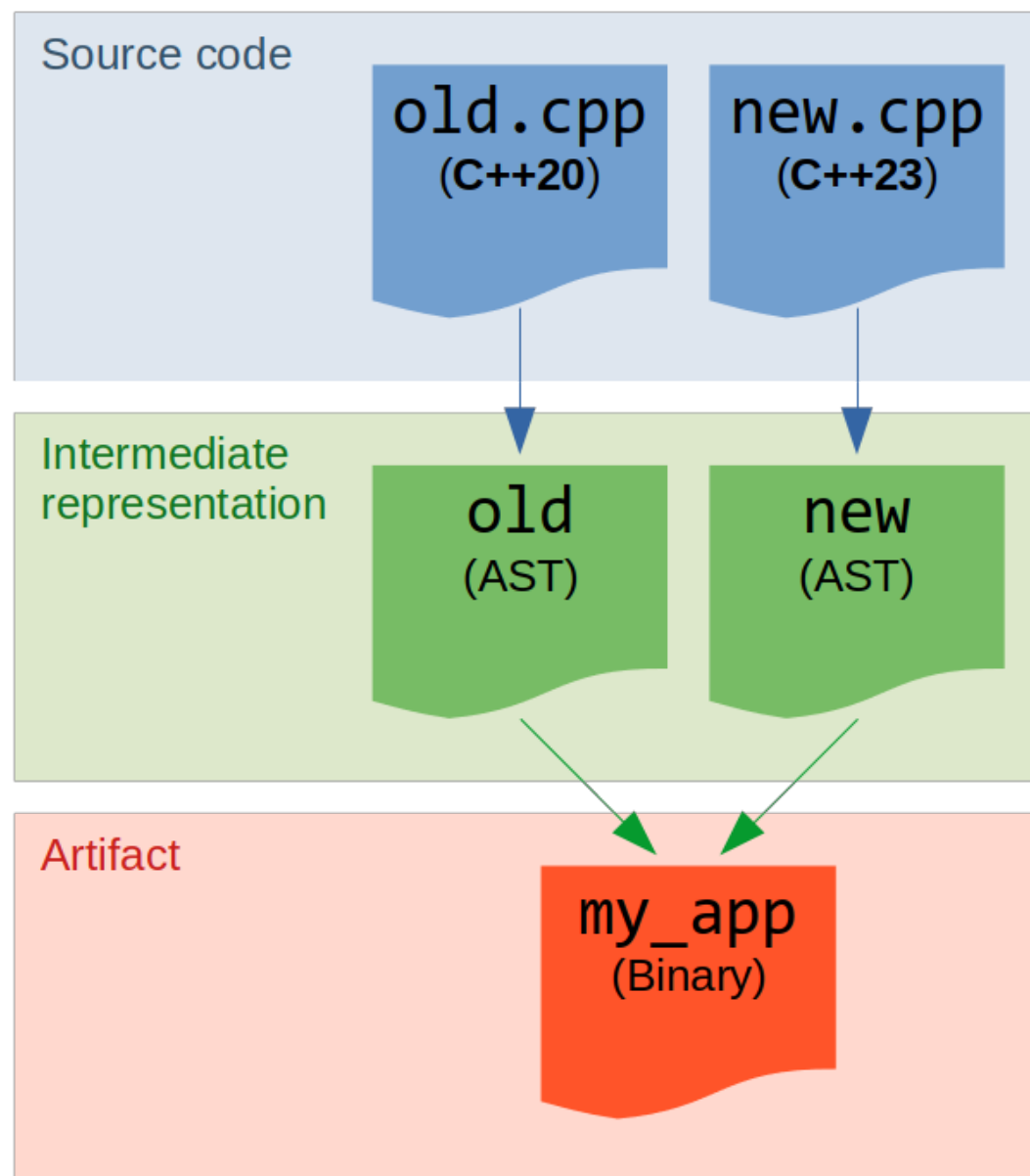
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- C++ has a problem, and it's only getting worse
 - Too lenient (*e.g. implicit conversions*)
 - Obsolete features (*e.g. `typedef`*)
 - Dangerous default (*e.g. `[[nodiscard]]`, `explicit`*)
 - Excessive complexity (*e.g. variable initialization*)
 - Unpleasantness (*e.g. `co_await`*)
 - ...

- Everybody wants to make C++ safer and simpler...
- ...but **backwards compatibility** is a key feature of the language
- Can we **remove** or **change** language features while preserving backwards compatibility?





- *Example:* let's get rid of implicit conversions in C++23
- We want the following to **fail compilation**

```
void serialize(stream&, int);  
  
stream out;  
serialize(out, 15.32f); // ⇐ should not compile!
```

- If desired, the user can always do:

```
serialize(out, static_cast<int>(15.32f));
```

- If we make the conversion ill-formed in C++23, we break code
- However, we can make this change opt-in via modules

```
module serialization;
using C++20;

void serialize(stream&, int);

void example()
{
    stream out;
    serialize(out, 15.3f); // OK
}
```

```
module serialization;
using C++23;

void serialize(stream&, int);

void example()
{
    stream out;
    serialize(out, 15.3f); // ERROR
}
```

- What I am proposing
 - Mechanism to clean up **language** syntax and features
 - **Linear** and **incremental** progression
 - Opt-in **backwards-compatible** system, module-level
 - **Simple** and **automatable** migration path
- What I am **not** proposing
 - ABI breakage
 - Many small tunable knobs (*creates dialects*)
 - More choices for users (*no, we want less choices!*)

- Benefits
 - C++ becomes appealing to newcomers
 - C++ becomes easier to teach
 - C++ becomes leaner
 - C++ becomes safer
 - C++ becomes more readable
 - C++ still looks like C++
 - Avoids community fragmentation
 - People can migrate easily, at their own pace

Thanks!

<https://vittorioromeo.info>

<https://github.com/SuperV1234/cppcon2019>

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