

1. C++ have different type of tokens, which include “Keyword”, “Identifier”, “Number”, “string”, “User defined Literal”, “operator” and “Punctuators”.  
Following are Keywords.

alignas	<b>constinit</b> <sup>c</sup>	int	static_cast
alignof	continue	long	struct
and <sup>b</sup>	<b>co_await</b> <sup>c</sup>	mutable	switch
and_eq <sup>b</sup>	<b>co_return</b> <sup>c</sup>	namespace	template
asm <sup>a</sup>	<b>co_yield</b> <sup>c</sup>	new	this
auto	decltype	noexcept	thread_local
bitand <sup>b</sup>	default	not <sup>b</sup>	throw
bitor <sup>b</sup>	delete	not_eq <sup>b</sup>	true
bool	do	nullptr	try
break	double	operator	typedef
case	dynamic_cast	or <sup>b</sup>	typeid
catch	else	or_eq <sup>b</sup>	typename
char	enum	private	union
char8_t <sup>c</sup>	explicit	protected	unsigned
char16_t	<b>export</b> <sup>c</sup>	public	using declaration
char32_t	extern	register	using directive
class	false	reinterpret_cast	virtual
compl <sup>b</sup>	float	<b>requires</b> <sup>c</sup>	void
<b>concept</b> <sup>c</sup>	for	return	volatile
const	friend	short	wchar_t
const_cast	goto	signed	while
<b>constexpr</b> <sup>c</sup>	if	sizeof	xor <sup>b</sup>
constexpr	inline	static	xor_eq <sup>b</sup>
		static_assert	

Identifier is start with \_, a-z or A-Z and their can be repetition of number and a-z A-Z \_.

Numbers and Floating point number.

String is start with “ and ends with “.

Operator can be seen on <https://docs.microsoft.com/en-us/cpp/cpp/cpp-built-in-operators-precedence-and-associativity?view=msvc-170>

Punctuation are <https://docs.microsoft.com/en-us/cpp/cpp/punctuators-cpp?view=msvc-170>