| C and C++ | | | |
|---|---|---|---|
| auto | double | int | struct |
| break | else | long | switch |
| case | enum | register | typedef |
| char | extern | return | union |
| const | float | short | unsigned |
| continue | for | signed | void |
| default | goto | sizeof | volatile |
| do | if | static | while |

| Only C++ | | | |
|---|---|---|---|
| asm | FALSE | public | try |
| bool | friend | protected | typeid |
| catch | inline | einterpret_cas | typename |
| class | mutable | static_cast | using |
| const_cast | namespace | template | virtual |
| delete | new | this | wchar_t |
| ynamic_cas | operator | throw | |
| explicit | private | TRUE | |

| Bitwise (only C ++) | | | |
|---|---|---|---|
| and | bitor | not_eq | xor |
| and_eq | compl | or | xor_eq |
| bitand | not | or_eq | |