C++17 Language New Features Cheatsheet

Template argument deduction for class templates

```
pair p1(1, 2.0);
// vs
pair<int, double> p2(1, 2.0);
```

Declaring non-type template parameters with auto

Folding expressions

```
template<typename ... Ts>
auto sum_fold_exp(const Ts& ... ts) {
  return (ts + ...);
}

template<typename ... Ts>
auto print_fold(const Ts& ... ts)
{
  ((cout << ts << " "), ... );
}
```

New rules for auto deduction from braced-init-list

```
// error: not a single element
auto x1{ 1, 2, 3 };

// decltype(x2) is std::initializer_list<int>
auto x2 = { 1, 2, 3 };

// decltype(x3) is int, previously deduced to initiali
auto x3{ 3 };

// decltype(x4) is double
auto x4{ 3.0 };
```

constexpr lambda

Lambda capture `this` by value

```
struct foo
{
  foo() : _x{0} {}
  int _x;
  auto log_by_ref() {
    return [this]() { cout << _x << endl; };
  }
  auto log_by_val() {
    return [*this]() { cout << _x << endl; };
  }

};

int main(int argc, char *agrv[])
{
  struct foo f;
  auto ref = f.log_by_ref();
  auto val = f.log_by_val();
  f._x = 1234;
  ref();
  val();
  f._x = 4321;
  ref();
  val();
}
```

Inline variables

Nested namespaces

```
namespace A::B::C {
  class foo;
}
```

Structured bindings

```
template<typename T>
pair<T, bool> racine(T d) {
  if (d<0) return pair(-1, false);
  return pair(sqrt(d), true);
}

auto [s, success] = racine(1998.0);
if (success) cout << s << endl;
```

Selection statements with initializer

```
if (auto res=m.insert({key,value}); res.second) {
  cout<<key<<"/"<<value<<" inserted"<<endl;
}
```

constexpr if

```
template <typename T> int compute(T x) {
  // no () around consexpr
  if constexpr (std::is_integral<T>::value) {
    return x * x;
  } else if constexpr (is_same<T, string>::value) {
    return x.size();
  } else if constexpr (is_base_of<foo, T>::value) {
    x.bar();
    return 0;
  }
  return 0;
}
```

UTF-8 Character Literals

```
char x = u8'x';
```

Direct List Initialization of Enums

```
// underlying type must be fixed (char here)
enum class color : char { red, blue, green };
// must be non-narrowing, i.e 129 is an error
color c1 { 3 }, c2 { 88 };
```