

C++ Keywords

The following keywords should not be used for anything other than their pre-defined purposes in the C++ language. In particular, do not use them for variable names or for programmer-defined functions. In addition to the following keywords listed, identifiers containing a double underscore (__) are reserved for use by C++ implementations and standard libraries and should not be used in your programs.

<i>alignas</i>	<i>default</i>	<i>if</i>	<i>reinterpret_cast</i>	<i>try</i>
<i>alignof</i>	<i>delete</i>	<i>inline</i>	<i>return</i>	<i>typedef</i>
<i>asm</i>	<i>do</i>	<i>int</i>	<i>short</i>	<i>typeid</i>
<i>auto</i>	<i>double</i>	<i>log</i>	<i>signed</i>	<i>typename</i>
<i>bool</i>	<i>dynamic_cast</i>	<i>long</i>	<i>sizeof</i>	<i>union</i>
<i>break</i>	<i>else</i>	<i>mutable</i>	<i>static</i>	<i>unsigned</i>
<i>case</i>	<i>enum</i>	<i>namespace</i>	<i>static_assert</i>	<i>using</i>
<i>catch</i>	<i>explicit</i>	<i>new</i>	<i>static_cast</i>	<i>virtual</i>
<i>char</i>	<i>export</i>	<i>noexcept</i>	<i>struct</i>	<i>void</i>
<i>class</i>	<i>extern</i>	<i>nullptr</i>	<i>switch</i>	<i>volatile</i>
<i>const</i>	<i>false</i>	<i>operator</i>	<i>template</i>	<i>wchar_t</i>
<i>const_cast</i>	<i>float</i>	<i>private</i>	<i>this</i>	<i>while</i>
<i>constexpr</i>	<i>for</i>	<i>protected</i>	<i>thread_local</i>	
<i>continue</i>	<i>friend</i>	<i>public</i>	<i>throw</i>	
<i>decltype</i>	<i>goto</i>	<i>register</i>	<i>true</i>	

These alternative representations for operators and punctuation are reserved and also should not be used otherwise.

<i>and &&</i>	<i>and_eq &=</i>	<i>bitand &</i>	<i>bitor </i>	<i>compl ~</i>	<i>not !</i>
<i>not_eq !=</i>	<i>or </i>	<i>or_eq =</i>	<i>xor ^</i>	<i>xor_eq ^=</i>	