Here is a list of all the C++ keywords, along with a brief description of each:

alignas - Specifies the alignment of a variable or type.

alignof - Returns the alignment of a type.

and - A logical operator that performs a bitwise AND operation.

and\_eq - A compound assignment operator that performs a bitwise AND operation and assigns the result to the left operand.

asm - Inserts assembly code into the program.

auto - Declares a local variable with automatic storage duration.

bitand - A bitwise AND operator.

bitor - A bitwise OR operator.

bool - Represents a boolean value (true or false).

break - Terminates the current loop or switch statement and transfers execution to the next line of code.

case - Specifies a particular condition in a switch statement.

catch - Handles an exception thrown by a try block.

char - Represents a single character.

char16\_t - Represents a Unicode character encoded with 16 bits.

char32\_t - Represents a Unicode character encoded with 32 bits.

class - Declares a class.

compl - A unary operator that performs a bitwise complement operation.

concept - Declares a concept.

const - Declares a variable as a constant, meaning its value cannot be changed after it is initialized.

constexpr - Declares a function or variable as a constant expression, meaning it can be evaluated at compile time.

const\_cast - Performs a type cast that removes the constness of a variable.

continue - Terminates the current iteration of a loop and begins the next iteration.

decltype - Returns the type of a variable or expression.

default - Specifies the default condition in a switch statement.

delete - Deletes a dynamically-allocated object.

do - Begins a do-while loop, which executes a block of code at least once and then continues to execute it as long as a specified condition is true.

double - Represents a double-precision floating-point number.

dynamic\_cast - Performs a type cast that allows you to convert a polymorphic object to a specific derived class.

else - Specifies an alternative block of code to be executed if an if statement evaluates to false.

enum - Defines an enumeration, a type that consists of a set of named integral constants.

explicit - Prevents a single-argument constructor from being used for implicit type conversion.

export - Makes a template definition visible to users of a library.

extern - Declares a function or variable that is defined in another translation unit.

false - Represents the boolean value false.

float - Represents a single-precision floating-point number.

for - Begins a for loop, which executes a block of code multiple times with a specified loop variable.

friend - Grants a function or class access to the private and protected members of another class.

goto - Transfers execution to a labeled statement.

if - Executes a block of code if a specified condition is true.

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