Here is a longer list of popular C++ libraries, along with a brief description of each:

STL (Standard Template Library): A collection of algorithms, containers, and iterators that are part of the C++ standard library. The STL provides a set of generic programming tools that can be used to build a wide range of applications.

Boost: A set of libraries for C++ that provide support for tasks such as linear algebra, multi-threading, and networking. Boost is widely used in the C++ community and is known for its high-quality, well-tested code.

Eigen: A library for linear algebra and numerical computing. Eigen is designed to be fast and lightweight, and it is widely used in scientific computing and machine learning applications.

OpenCV (Open Source Computer Vision): A library for computer vision and machine learning. OpenCV provides a wide range of algorithms and functions for tasks such as image and video processing, object detection, and facial recognition.

Qt: A cross-platform application framework for building desktop, mobile, and embedded applications. Qt provides a wide range of tools and libraries for tasks such as UI development, networking, and database access.

POCO: A collection of libraries for C++ that provide support for tasks such as networking, databases, and XML parsing. POCO is designed to be easy to use and lightweight, and it is widely used in the development of networked applications.

Armadillo: A linear algebra library for C++ that provides support for tasks such as matrix manipulation, linear algebra, and machine learning. Armadillo is designed to be fast and easy to use, and it is widely used in scientific computing and machine learning applications.

CEGUI: A library for building UI elements for games and other applications. CEGUI provides a wide range of tools and widgets for tasks such as creating menus, dialogs, and buttons.

SDL (Simple DirectMedia Layer): A cross-platform library for building multimedia applications. SDL provides support for tasks such as audio and video playback, input handling, and window management