B.2 — Introduction to C++14

What is C++14?

On August 18, 2014, the ISO (International Organization for Standardization) approved a new version of C++, called C++14. Unlike C++11, which added a huge amount of new functionality, C++14 is a comparatively minor update, mainly featuring bug fixes and small improvements.

New improvements in C++14

For your interest, here's a list of the major improvements that C++14 adds. Note that this list is not comprehensive, but rather intended to highlight some of the key improvements of interest.

- Aggregate member initialization (13.7 -- Introduction to structs, members, and member selection)
- Binary literals (5.3 -- Numeral systems (decimal, binary, hexadecimal, and octal))
- [[deprecated]] attribute (no tutorial yet)
- Digit separators (5.3 -- Numeral systems (decimal, binary, hexadecimal, and octal))
- Function return type deduction (10.8 -- Type deduction for objects using the auto keyword)
- Generic lambdas (20.6 -- Introduction to lambdas (anonymous functions))
- Relaxed constexpr functions (5.8 -- Constexpr and consteval functions)
- Variable templates (no tutorial yet)
- std::make_unique (22.5 -- std::unique_ptr)