

# C++ 14

complete feature description

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# Introduction

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## Language changes

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- type deduction
- better lambdas
- variable templates
- relaxed constexpr
- binary literals
- non const constexpr functions
- deprecated attribute
- member initializers and aggregates
- sized deallocations
- digit separation
- contextual conversions

## Library changes

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- ud literals extended
- constexpr for STL
- std::quoted
- null forward iterators
- std::result\_of SFINAE-friendly
- std::shared\_timed\_mutex
- std::get<T>()
- integral\_constant as a functor
- std::index\_sequence
- std::exchange
- std::equal,  
std::is\_permutation,  
std::mismatch

# Language changes

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# Type deduction

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# Type deduction

---

we could deduce the returned type in C++ 11:

```
template <typename T>
auto sum(T a, T b) -> decltype(a+b){
    return a + b;
}
```

# Type deduction

we could deduce the returned type in C++ 11:

```
template <typename T>
auto sum(T a, T b) -> decltype(a+b){
    return a + b;
}
```

## The issue in C++ 11

$a + b$  is now a code repetition!

## C++14

How to avoid the code repetition?

```
template <typename T>
auto sum(T a, T b){
    return a + b;
}
```



## C++14

How to avoid the code repetition?

```
template <typename T>
auto sum(T a, T b){
    return a + b;
}
```

```
template <typename T>
decltype(auto) sum(T a, T b){
    return a + b;
}
```

# Where can we use deduction?

---

- for regular functions

```
struct A {  
    auto f(); // forward declaration  
};  
auto A::f() { return 42; }
```

# Where can we use deduction?

---

- for regular functions

```
auto f(); // return type is unknown
auto f() { return 42; } // return type is int
auto f(); // redeclaration
int f(); // error, declares a different function
```

# Where can we use deduction?

---

- for regular functions
- for function templates

```
template <class T> auto g(T t); // forward declaration  
template <class T> auto g(T t) { return t; }  
template <class T> auto g(T t); // redeclaration
```

# Where can we use deduction?

- for regular functions
- for function templates

```
template <class T> auto f(T t) { return t; } // #1
template auto f(int); // OK
template char f(char); // error, no matching template
template<> auto f(double); // OK
```

```
template <class T> T f(T t) { return t; } // #2 OK
template char f(char); // OK
template auto f(float); // OK, matches #1
```

# Where can we use deduction?

---

- for regular functions
- for function templates
- in trailing-return-types

```
int global;  
auto foo() -> auto&{  
    return global;  
}
```

# Where can we use deduction?

---

- for regular functions
- for function templates
- in trailing-return-types

```
[] () -> auto& {}
```

```
[] () -> decltype(auto) {}
```

# Where can we use deduction?

- for regular functions
- for function templates
- in trailing-return-types
- variable definition

```
int&& f();
```

```
auto a1 = f(); // deduced int
```

```
decltype(auto) a2 = f(); // deduced int&&
```



# decltype(auto)

---

`decltype(auto)` is another way to perform type deduction.

Algorithm for the deduction is:

- for id-expressions and class member accesses not in `()` deduced type is type of denoted variable

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- for id-expressions and class member accesses not in `()` deduced type is type of denoted variable
- if expression is lvalue deduced type is `T&`

# decltype(auto)

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Algorithm for the deduction is:

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- if expression is lvalue deduced type is `T&`
- if expression is xvalue deduced type is `T&&`

# decltype(auto)

`decltype(auto)` is another way to perform type deduction.

Algorithm for the deduction is:

- for id-expressions and class member accesses not in `()` deduced type is type of denoted variable
- if expression is lvalue deduced type is `T&`
- if expression is xvalue deduced type is `T&&`
- if expression is prvalue deduced type is `T`

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- for "auto" deduced type is never a reference

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For `auto` deduction algorithm is following:

- for `"auto"` deduced type is never a reference
- for `"auto&"` deduced type is always lvalue reference
- for `"auto&&"` deduced type is lvalue or rvalue reference depending on expression

# deduction algorithms comparison

```
int i;  
int&& f();
```

```
auto x3a = i;      //int  
auto x4a = (i);    //int  
auto x5a = f();    //int  
auto x6a = {1, 2}; //init_list<int>  
auto *x7a = &i;    //int*
```

```
decltype(auto) x3d = i;      //int  
decltype(auto) x4d = (i);    //int&  
decltype(auto) x5d = f();    //int&&  
decltype(auto) x6d = {1, 2}; //error  
decltype(auto)*x7d = &i;    //error
```



# deduction algorithms comparison

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int i;  
int&& f();
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decltype(auto) x6d = {1, 2}; //error  
decltype(auto)*x7d = &i;    //error
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decltype(auto)*x7d = &i;     //error
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# deduction algorithms comparison

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# deduction algorithms comparison

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int i;  
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decltype(auto) x3d = i;      //int  
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decltype(auto) x5d = f();    //int  
decltype(auto) x6d = {1, 2}; //error  
decltype(auto)*x7d = &i;     //error
```

# How can this improve the code

## Production code example

```
template <typename Functor, typename... Args>
auto call_wrapper(Functor fun, Args&&...) ->
typename std::result_of<decltype(fun)(Args&&...)>
                                ::type {
    auto future = fun(std::forward<Args>(args)...);
    //...
    return future;
}
```

# How can this improve the code

## Production code example

```
template <typename Functor, typename... Args>
auto call_wrapper(Functor fun, Args&&...) ->
typename std::result_of<decltype(fun)(Args&&...)>
::type {
    auto future = fun(std::forward<Args>(args)...);
    //...
    return future;
}
```

---

```
template <typename Fun, typename... Args>
auto call_wrapper(Fun func, Args&&... args){
    auto future = func(std::forward<Args>(args)...);
    //...
    return future;
}
```

# Functionality improvements

---

perfect return type forwarding ( wrappers )

```
template <typename F, typename... Args>
decltype(auto) log_wrapper(F&& f, Args&&... args){
    std::cout << "function called." << std::endl;
    return f(std::forward<Args>(args)...);
}
```

## Better lambdas

---



# Better lambdas

---

there were couple of lambdas improvements made:

- generic lambdas were introduced

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- lambdas requirements on parameters were relaxed

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there were couple of lambdas improvements made:

- generic lambdas were introduced
- lambdas requirements on parameters were relaxed
- generalized lambda capture was introduced

# Lambdas in C++ 11

---

## C++ 11 lambdas syntax

```
auto l = [<lambda-capture>]<(parameter-list)>  
    <mutable> <noexcept/throws()> <-> trailing-return-type >  
    {}
```

# Lambdas in C++ 11

## C++ 11 lambdas syntax

```
auto l = [<lambda-capture>](<parameter-list>
    <mutable> <noexcept/throws()> <-> trailing-return-type >
    {}
```

---

generates

```
class lambda_unique{
    using function_type = deduced_ret_type(*)(<parameter-list>);
public:
    lambda_unique() = delete;
    lambda_unique& operator=(lambda_unique&) = delete;

    inline deduced_ret_type operator()(<parameter-list>) <const> <noexcept>{};

    // if empty lambda capture
    operator function_type() const noexcept;
    //endif
}
```

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auto l = [<lambda-capture>]<(parameter-list)>  
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generates

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class lambda_unique{  
    using function_type = deduced_ret_type(*) (parameter-list);  
public:  
    lambda_unique() = delete;  
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}
```



# Limitations of the C++11 lambdas

Issues identified in the C++11 lambdas:

- default arguments could not appear in the parameter-list

---

```
//invalid according to standard only  
auto foo = [](int i=0){/*...*/};
```

# Limitations of the C++11 lambdas

Issues identified in the C++11 lambdas:

- default arguments could not appear in the parameter-list
  - there is no way to reuse the compound statement from the lambda to different types
- 

```
auto comparator = template<typename T>  
    [] (T lhs, T rhs){return lhs < rhs;};
```

# Limitations of the C++11 lambdas

---

Issues identified in the C++11 lambdas:

- default arguments could not appear in the parameter-list
  - there is no way to reuse the compound statement from the lambda to different types
  - no deduction on parameters
- 

production code example

```
[this](std::vector<std::unique_ptr<Element>>& container){/*...*/
```

`auto` type deduction can appear in parameter list

`auto` type deduction can appear in parameter list

---

production code example

```
[this](auto& container){/*...*/}
```

# Generated lambdas type

If the `auto` type-specifier in the parameter-declaration the lambda's type looks following:

---

```
class lambda_unique{
    template <typename types_to_deduce>
    using function_type = deduced_ret_type(*)
                        (types_to_deduce parameter-list);
public:
    lambda_unique() = delete;
    lambda_unique& operator=(lambda_unique&) = delete;

    template <types_to_deduce>
    inline deduced_ret_type
    operator()(types_to_deduce parameter-list) <const> <noexcept>{};

    // if empty lambda capture
    template <types_to_deduce>
    operator function_type<types_to_deduce>() const noexcept;
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    inline deduced_ret_type
    operator()(types_to_deduce parameter-list) <const> <noexcept>{};

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    template <types_to_deduce>
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}
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class lambda_unique{
    template <typename types_to_deduce>
    using function_type = deduced_ret_type(*)
                        (types_to_deduce parameter-list);
public:
    lambda_unique() = delete;
    lambda_unique& operator =(lambda_unique&) = delete;

    template <types_to_deduce>
    inline deduced_ret_type
    operator()(types_to_deduce parameter-list) <const> <noexcept>{};

    // if empty lambda capture
    template <types_to_deduce>
    operator function_type<types_to_deduce>() const noexcept;
    //endif
}
```

## Default parameters in lambda

Since C++ 14 we can have default arguments in lambdas

```
auto lambda = [] (int i=42){cout << i << endl;};  
lambda();
```

### Output

42

## Default parameters in lambda

Since C++ 14 we can have default arguments in lambdas

```
auto lambda = [](int i=42){cout << i << endl;};  
lambda(0);
```

**Output**

0

## Generic lambdas + default parameter = fail

---

ACHTUNG! ACHTUNG!

Consider following code:

---

```
template <typename T>  
void foo(T arg=5){} // this is correct  
//...
```

```
foo(); // ill-formed
```

## Generic lambdas + default parameter = fail

ACHTUNG! ACHTUNG!

Consider following code:

---

```
template <typename T>  
void foo(T arg=5){} // this is correct  
//...
```

```
foo(); // ill-formed  
foo<int>(); // it's ok
```

## Generic lambdas + default parameter = fail

ACHTUNG! ACHTUNG!

```
template <typename T>  
void foo(T arg=5){}  
//...
```

```
foo(); // ill-formed
```

---

```
template <typename T=int>  
void foo(T arg=5){}  
//...
```

```
foo(); // now it's fine too
```

## Generic lambdas + default parameter = fail

---

Since we know what code is generated for the lambda, we might expect the same behavior with lambdas:

---

```
[] (auto i=5){return i;}(); // ill-formed
```

## Fixing the failure

---

```
[] (auto i=5){return i;}(); // ill-formed
```

---

```
[] <typename T=int>(T i=5){return i;}(); // it's ok
```



## Fixing the failure

---

```
[] (auto i=5){return i;}(); // ill-formed
```

---

```
[] <typename T=int>(T i=5){return i;}(); // it's ok
```

But it is available only since C++ 20.

# Summarizing

---

- Generic lambdas are cool.

# Summarizing

---

- Generic lambdas are cool.
- Default parameters are cool.

# Summarizing

---

- Generic lambdas are cool.
- Default parameters are cool.
- But do not mix them together.

# Generalized lambda capture

---

Consider following code

```
struct Foo{  
    int value=0;  
    auto foo(){return [=]{return value;};}  
};
```

# Generalized lambda capture

---

Consider following code

```
struct Foo{  
    int value=0;  
    auto foo(){return [=]{return value;};}  
};  
  
int main(){  
    auto lambda = Foo{}.foo();  
    std::cout << lambda() << std::endl;  
}
```

# Generalized lambda capture

Consider following code

```
struct Foo{  
    int value=0;  
    auto foo(){return [=]{return value;};}  
};  
  
int main(){  
    auto lambda = Foo{}.foo();  
    std::cout << lambda() << std::endl;  
}
```

Where is the bug?

# How to solve this issue?

In C++ 11

```
struct Foo{  
    int value=0;  
    auto foo(){  
        int value = value;  
        return [=]{  
            return value;  
        };  
    }  
};
```



# How to solve this issue?

In C++ 11

```
struct Foo{  
    int value=0;  
    auto foo(){  
        int value = value;  
        return [=]{  
            return value;  
        };  
    }  
};
```

Where is the issue now?

# How to solve this issue?

In C++ 11

*Probably* Bug free implementation

```
struct Foo{  
    int value=0;  
    auto foo(){  
        int value_ = value;  
        return [=]{  
            return value_;  
        };  
    }  
};
```

# How to solve the issue?

---

In C++ 14

```
struct Foo{  
    int value=0;  
    auto foo(){  
        return [value=value]{  
            return value;  
        };  
    }  
};
```

# Lambda capture

---

- capture default

# Lambda capture

- capture default
  - `&`

```
int a, b, c, d;  
//...  
[&]{d = a + c;  
    return d;  
} // test, a, c  
    // captured by ref
```

# Lambda capture

- capture default
  - &
  - =

```
int a, b, c, d;
```

```
//...
```

```
[=]{d = a + c;
```

```
    return d;
```

```
} // test, a, c
```

```
    // captured by copy
```

# Lambda capture

---

- capture default
  - &
  - =
- simple capture

# Lambda capture

- capture default
  - &
  - =
- simple capture
  - identifier

```
int a, b, c, d;  
//...  
[&, d]{d = a + c;  
    return d;  
} // a, c - reference  
    // d - copy
```



# Lambda capture

- capture default
  - &
  - =
- simple capture
  - identifier
  - & identifier

```
int a, b, c, d;
```

```
//...
```

```
[=, &d]{d = a + c;
```

```
    return d;
```

```
} // a, c - copy
```

```
    // d - reference
```

# Lambda capture

- capture default
  - &
  - =
- simple capture
  - identifier
  - & identifier
  - this

```
class Operands{  
    int a, int b;  
    // ...  
    template <typename F>  
    auto create_expression(F& f){  
        return [this, &f]  
            {return f(a, b);};  
    }  
};
```

# Lambda capture

---

- capture default
  - &
  - =
- simple capture
  - identifier
  - & identifier
  - this
- init-capture (C++ 14)

# Lambda capture

- capture default
  - &
  - =
- simple capture
  - identifier
  - & identifier
  - this
- init-capture (C++ 14)
  - identifier initializer

```
int a, b, c, d;  
//...  
[lhs=a, rhs=c, result=d]  
{  
    result = lhs + rhs;  
    return result;  
} // all by value
```

# Lambda capture

- capture default
  - &
  - =
- simple capture
  - identifier
  - & identifier
  - this
- init-capture (C++ 14)
  - identifier initializer
  - & identifier initializer

```
int a, b, c, d;  
//...  
[&lhs=a, rhs=c, result=d]  
{  
    result = lhs + rhs;  
    return result;  
} // all by reference
```

## Other ways to use capture list

---

- move object into closure

```
std::unique_ptr<int> a = /**/;  
[a=std::move(a)]{};
```

## Other ways to use capture list

---

- move object into closure
- constness removal

```
const int i=42;  
[i=i]()mutable{i++;}
```

# Warning!

---

- capturing by & captures this through the pointer



# Warning!

---

- capturing by `&` captures `this` through the pointer
- capturing by `=` captures `this` through the pointer

# Warning!

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- capturing by `&` captures `this` through the pointer
- capturing by `=` captures `this` through the pointer
- As of C++ 20 capturing this through pointer with `=` is deprecated

# Warning!

---

- capturing by `&` captures `this` through the pointer
- capturing by `=` captures `this` through the pointer
- As of C++ 20 capturing this through pointer with `=` is deprecated
- Use explicit capture and you are safe.

# Variable templates

---

# Variable templates

---

let's calculate area of the circle:

```
template <typename T>  
T calculate_circle_area(T r){  
    return r*r*pi; // what is pi?  
}
```

# Variable templates

---

let's calculate area of the circle:

```
template <typename T>
T calculate_circle_area(T r){
    return r*r*pi; // what is pi?
}
```

```
#define pi 3.1415926535897932385
```

What is the issue?

# Variable templates

---

let's calculate area of the circle:

```
template <typename T>  
T calculate_circle_area(T r){  
    return r*r*pi; // what is pi?  
}
```

*#define pi 3.1415926535897932385*

calculation performed on doubles.

# Common workarounds

---

- create a member of the class

```
template <typename T>
struct Pi{
    static const T value =
        3.1415926535897932385;
};
```



# Common workarounds

- create a member of the class

```
template <typename T>
struct Pi{
    static const T value =
        3.1415926535897932385;
};

template <typename T>
struct Pi<T>::value =
    3.1415926535897932385;
```

# Common workarounds

---

- create a member of the class
- create function template

```
template <typename T>  
T pi(){return 3.1415926535897932385;}
```

## How to do it with variable template

---

```
template <typename T>  
T pi = 3.1415926535897932385;
```

```
template <typename T>  
T calculate_circle_area(T r){  
    return r*r*pi<T>;  
}
```

## How to do it with variable template

---

```
template <typename T>  
T pi = 3.1415926535897932385;
```

```
template <typename T>  
T calculate_circle_area(T r){  
    return r*r*pi<T>;  
}
```

# What might go wrong?

---

```
template <typename T>  
T value = 2;
```

# What might go wrong?

---

```
template <typename T>
T value = 2;

value<char>=3;
assert(value<signed char> == 3); // failure
```

# How to use variable templates?

---

Use them to define constants.

## Relaxed constexpr constraints

---



## relaxed constexpr functions

---

since C++ 14 you can:

- declare variables

---

```
constexpr int foo(){  
    int a; //allowed  
    static int i = 5; // ill-formed  
    thread_local int k = 10; // not allowed  
  
    return a;  
}
```

# relaxed constexpr functions

---

since C++ 14 you can:

- declare variables
- use if and switch statements

---

```
constexpr const char* to_string(bool b){  
    if (b)  
        return "true";  
    return "false";  
}
```

# relaxed constexpr functions

---

since C++ 14 you can:

- declare variables
- use if and switch statements
- use loops

---

```
constexpr int fibonacci(int idx){  
    int pre_prev = 0;  
    int prev = 1;  
    for(int i=2; i < idx+2; i++){  
        int current = pre_prev + prev;  
        pre_prev = prev;  
        prev=current;  
    }  
    return prev;  
}
```

## relaxed constexpr functions

---

since C++ 14 you can:

- declare variables
  - use if and switch statements
  - use loops
  - mutate objects (with limitations)
- 

```
int my_global;  
constexpr int foo(int& test){  
    my_global++; //ill-formed  
    test++; //fine  
    return test;  
}
```

## Navkit example

```
template <typename TScale>
constexpr typename TScale::TBaseType
MeterToLatitudeDiff(const double& aLength, TScale) {
    return Type::MListFind<TSphericalCoords, TScale>::value
        ? FromRadian(**/)
        : typename TScale::TBaseType(aLength);
}
```

## Navkit example

```
template <typename TScale>
constexpr typename TScale::TBaseType
MeterToLatitudeDiff(const double& aLength, TScale) {
    return Type::MListFind<TSphericalCoords, TScale>::value
        ? FromRadian(/**/)
        : typename TScale::TBaseType(aLength);
}
```

---

```
template <typename TScale>
constexpr typename TScale::TBaseType
MeterToLatitudeDiff(const double& aLength, TScale) {
    if(Type::MListFind<TSphericalCoords, TScale>::value)
        return FromRadian(/**/);

    return typename TScale::TBaseType(aLength);
}
```

## constexpr them all!

---

```
template <typename TPointIterator>
constexpr explicit CBoundingBox(
    TPointIterator&& aPoints, /*...*/)
    // initialization
{
    for (; aPoints.IsGood(); ++aPoints)
    {
        Extend(*aPoints);
    }
}
```

## constexpr them all!

---

```
template <typename TPointIterator>
constexpr explicit CBoundingBox(
    TPointIterator&& aPoints, /*...*/)
    // initialization
{
    for (; aPoints.IsGood(); ++aPoints)
    {
        Extend(*aPoints);
    }
}
```



C++ 11

```
constexpr int operator[](int idx){  
    return *(iBegin + idx);  
}
```

C++ 11

```
constexpr int operator[](int idx){  
    assert(idx < iSize); //will not work  
    return *(iBegin + idx);  
}
```

C++ 11

```
constexpr int operator[](int idx){  
    return assert(idx < iSize),  
           *(iBegin + idx); // might not work  
}
```

C++ 11

```
constexpr int operator[](int idx){  
    return ((idx < iSize) ?  
            static_cast<void>(nullptr) :  
            []{assert(false)}()),  
    *(iBegin + idx); // will work  
}
```

```
constexpr int operator[](int idx){  
    assert(idx < iSize); //works fine  
    return *(iBegin + idx);  
}
```

# Binary literals

---

# Binary literals

---

Since C++ 14 we can use binary literals to denote value of integers:

---

Test for the `std::bitset`

C++ 11:

```
EXPECT_EQ(std::bitset<8>(0xa7), ~std::bitset<8>{0x58});
```

# Binary literals

---

Since C++ 14 we can use binary literals to denote value of integers:

---

Test for the `std::bitset`

C++ 11:

```
EXPECT_EQ(std::bitset<8>(0xa7), ~std::bitset<8>{0x58});
```

C++ 14:

```
EXPECT_EQ(std::bitset<8>(0b11100101), ~std::bitset<8>(0b01011010));
```



## Digit separator

---

## How to make it even more readable?

---

```
EXPECT_EQ(std::bitset<8>(0b11100101), ~std::bitset<8>(0b01011000
```

## How to make it even more readable?

```
EXPECT_EQ(std::bitset<8>(0b11100101), ~std::bitset<8>(0b01011000))
```

---

```
EXPECT_EQ(std::bitset<8>(0b1110'0101), ~std::bitset<8>(0b0101'1000))
```

## Further improvements

---

*// Note: be sure W is always positive so add 7000*

`W += 7000;`

## Further improvements

```
// Note: be sure W is always positive so add 7000  
W += 7000;
```

---

Now we can do better:

```
// Note: be sure W is always positive so add 7000  
W += 7'000;
```

Much more readable :)

Non const constexpr

---

## But ... why?

Consider following C++ 11 code:

```
struct Wrapper{  
    constexpr Wrapper(int& v);  
    int& get() {return v_;}  
    constexpr const int& get() /*const*/ {return v_;}  
private:  
    int& v_;  
};
```

## But ... why?

---

Consider following C++ 11 code:

```
struct Wrapper{  
    constexpr Wrapper(int& v);  
    int& get() {return v_;}  
    constexpr const int& get() /*const*/ {return v_;}  
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## But ... why?

---

Consider following C++ 11 code:

```
struct Wrapper{  
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    constexpr const int& get() /*const*/ {return v_;}  
private:  
    int& v_;  
};
```

## But ... why?

---

consider the usage of the code:

```
int a = 42;  
constexpr int b = Wrapper{a}.get(); ///??
```

## But ... why?

---

consider the usage of the code:

```
int a = 42;  
constexpr int b = Wrapper{a}.get(); //??
```

The code will not compile!

## How to fix this?

```
struct Wrapper{  
    constexpr Wrapper(int& v);  
    constexpr int& get() {return v_;}  
    constexpr const int& get() {return v_;}  
private:  
    int& v_;  
};
```

## How to fix this?

```
struct Wrapper{  
    constexpr Wrapper(int& v);  
    constexpr int& get() {return v_;}  
    constexpr const int& get() {return v_;}  
private:  
    int& v_;  
};
```

```
struct Wrapper{  
    constexpr Wrapper(int& v);  
    constexpr int& get() {return v_;}  
    constexpr const int& get() const {return v_;}  
private:  
    int& v_;  
};
```

C++14 is not fully backward compatible with C++11.  
Some compilation issues might occur.

# Deprecation in C++

---

# [[deprecated]]

Since C++14 we can mark stuff as deprecated:

```
[[deprecated("because of reasons")]] void foo();  
// ...  
foo();
```

## GCC

```
warning: 'void foo()' is deprecated: Because of reasons  
[-Wdeprecated-declarations]
```



# [[deprecated]]

Since C++14 we can mark stuff as deprecated:

```
[[deprecated("because of reasons")]] void foo();  
// ...  
foo();
```

## Clang

```
warning: 'foo' is deprecated: Because of reasons  
[-Wdeprecated-declarations]
```

# Initializers and Aggregates

---

# Initializing Aggregates

In the C++ 11 following code was ill-formed:

```
struct Test{  
    int a;  
    int b{1};  
};
```

```
//...
```

```
Test test{1,2}; // ill-formed
```

# C++14 Aggregates

Since C++14 aggregates can have default initializers for non-static data members.

```
struct Test{  
    int a;  
    int b{1};  
};
```

```
Test test{1,2};  
// test.a == 1  
// test.b == 2
```

# C++14 Aggregates

Since C++14 aggregates can have default initializers for non-static data members.

```
struct Test{  
    int a;  
    int b{1};  
};
```

```
Test test{1,2};  
// test.a == 1  
// test.b == 2
```

```
Test test1{1};  
// test1.a == 1  
// test1.b == 1
```

# C++14 Aggregates

Since C++14 aggregates can have default initializers for non-static data members.

```
struct Test{  
    int a;  
    int b{1};  
};
```

```
Test test{1,2};  
// test.a == 1  
// test.b == 2
```

```
Test test1{1};  
// test1.a == 1  
// test1.b == 1
```

```
Test test2{};  
// test2.a == 0  
// test2.b == 1
```

# Memory allocations improvement

---

# What was changed

---

- memory allocations can be optimized



# What was changed

---

- memory allocations can be optimized
- sized deallocations functions added

# Speed up!

---

```
class Foo{/**/};  
int main(){  
    //might be faster due to sized deallocations  
    volatile auto ptr = std::make_unique<Foo>();  
}
```

# Speed up!

---

```
class Foo{/**/};  
int main(){  
    //might result in single allocation / deallocation  
    volatile auto ptr  = std::make_unique<Foo>();  
    volatile auto ptr2 = std::make_unique<Foo>();  
}
```

## More intuitive C++

---

## Contextual conversions

Some wording in the standard caused following code to not compile:

```
class zero_init {  
public:  
    zero_init( )          : val( static_cast<T>(0) ) { }  
    zero_init( T val ) : val( val ) { }  
    operator T& ( )       { return val; }  
    operator T ( ) const { return val; }  
private:  
    T val;  
};
```

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    operator T& ( )       { return val; }  
    operator T  ( ) const { return val; }  
private:  
    T val;  
};
```

---

```
zero_init<int*> p;  assert( p == 0 );  
p = new int(7);   assert(*p == 7 );  
delete p;         // error!  
delete (p+0);     // okay  
delete +p;        // also okay
```



## Contextual conversions

Some wording in the standard caused following code to not compile:

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class zero_init {
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    operator T& ( )       { return val; }
    operator T  ( ) const { return val; }
private:
    T val;
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```

---

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delete p;          // error!
delete (p+0);      // okay
delete +p;         // also okay
```

## Library extensions

---

## User defined literals

---

**operator""h**

std::chrono::hours

**operator""h**

std::chrono::hours

**operator""min**

std::chrono::minutes

**operator""h**

std::chrono::hours

**operator""min**

std::chrono::minutes

**operator""s**

std::chrono::seconds

**operator""h**

std::chrono::hours

**operator""min**

std::chrono::minutes

**operator""s**

std::chrono::seconds

**operator""ms**

std::chrono::milliseconds



**operator""h**

std::chrono::hours

**operator""min**

std::chrono::minutes

**operator""s**

std::chrono::seconds

**operator""ms**

std::chrono::milliseconds

**operator""us**

std::chrono::microseconds

**operator""h**

std::chrono::hours

**operator""min**

std::chrono::minutes

**operator""s**

std::chrono::seconds

**operator""ms**

std::chrono::milliseconds

**operator""us**

std::chrono::microseconds

**operator""ns**

std::chrono::nanoseconds

**operator""h**

std::chrono::hours

**operator""min**

std::chrono::minutes

**operator""s**

std::chrono::seconds

**operator""ms**

std::chrono::milliseconds

**operator""us**

std::chrono::microseconds

**operator""ns**

std::chrono::nanoseconds

**operator""s**

std::string

**operator""h**

std::chrono::hours

[\[std::literals::chrono\\_literals\]](#)**operator""min**

std::chrono::minutes

[\[std::literals::chrono\\_literals\]](#)**operator""s**

std::chrono::seconds

[\[std::literals::chrono\\_literals\]](#)**operator""ms**

std::chrono::milliseconds

[\[std::literals::chrono\\_literals\]](#)**operator""us**

std::chrono::microseconds

[\[std::literals::chrono\\_literals\]](#)**operator""ns**

std::chrono::nanoseconds

[\[std::literals::chrono\\_literals\]](#)**operator""s**

std::string

[\[std::literals::string\\_literals\]](#)

## Usage example

---

```
std::string test("some text here");
```

---

## Usage example

---

```
std::string test("some text here");
```

---

```
using namespace std::literals::string_literals;
```

```
auto test = "some text here"s;
```

## Other uses of user defined literals

---

```
#include <thread>
```

```
#include <chrono>
```

```
using namespace std::literals::chrono_literals;
```

```
//...
```

```
//sleeps for 20 micro seconds
```

```
std::this_thread::sleep_for(20us);
```

## Other uses of user defined literals

```
#include <thread>
```

```
#include <chrono>
```

```
using namespace std::literals::chrono_literals;
```

```
//...
```

```
//sleeps for 20 micro seconds
```

```
std::this_thread::sleep_for(20us);
```

---

```
std::this_thread::sleep_for(std::chrono::milliseconds{100});
```

```
//
```

```
std::this_thread::sleep_for(100ms);
```



## More constexprs

---

# Constexpr all the things!

---

- `std::initializer_list`

# Constexpr all the things!

---

- `std::initializer_list`
- `std::forward`

# Constexpr all the things!

---

- `std::initializer_list`
- `std::forward`
- `std::move`

# Constexpr all the things!

---

- `std::initializer_list`
- `std::forward`
- `std::move`
- `std::move_if_noexcept`

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---

- `std::initializer_list`
- `std::forward`
- `std::move`
- `std::move_if_noexcept`
- `std::pair`

# Constexpr all the things!

---

- `std::initializer_list`
- `std::forward`
- `std::move`
- `std::move_if_noexcept`
- `std::pair`
- `std::tuple`

# Constexpr all the things!

---

- `std::initializer_list`
- `std::forward`
- `std::move`
- `std::move_if_noexcept`
- `std::pair`
- `std::tuple`
- `std::get`



**std::quoted**

---

## std::quoted

allows to conveniently read and write text to text stream

```
std::stringstream ss;  
std::string in =  
    "String with spaces, and embedded \"quotes\" too";  
std::string out;
```

```
ss << std::quoted(in);  
std::cout << "read in      [" << in << "]\n"  
          << "stored as    [" << ss.str() << "]\n";
```

```
ss >> std::quoted(out);  
std::cout << "written out [" << out << "]\n";
```

## std::quoted

allows to conveniently read and write text to text stream

```
std::stringstream ss;  
std::string in =  
    "String with spaces, and embedded \"quotes\" too";  
std::string out;
```

```
ss << std::quoted(in);  
std::cout << "read in      [" << in << "]\n"  
          << "stored as    [" << ss.str() << "]\n";
```

```
ss >> std::quoted(out);  
std::cout << "written out [" << out << "]\n";
```

### Output

```
read in [String with spaces, and embedded "quotes" too]  
stored as ["String with spaces, and embedded \"quotes\" too"]
```

## std::quoted

allows to conveniently read and write text to text stream

```
std::stringstream ss;  
std::string in =  
    "String with spaces, and embedded \"quotes\" too";  
std::string out;  
  
ss << std::quoted(in);  
std::cout << "read in      [" << in << "]\n"  
          << "stored as    [" << ss.str() << "]\n";  
  
ss >> std::quoted(out);  
std::cout << "written out [" << out << "]\n";
```

### Output

```
written out [String with spaces, and embedded "quotes" too]
```

## Null forward iterators

---

since C++14 we can write following code:

```
vector<int> v= {1,2,3};  
auto ni = vector<int>::iterator();  
auto nd = vector<double>::iterator();
```

# Null Iterators

since C++14 we can write following code:

```
vector<int> v= {1,2,3};  
auto ni = vector<int>::iterator();  
auto nd = vector<double>::iterator();  
  
ni == ni; // True.  
nd != nd; // False.  
v.begin() == ni; // Undefined behavior.  
v.end() == ni; // Undefined behavior.  
ni == nd; // Won't compile.
```

# Null Iterators

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v.end() == ni; // Undefined behavior.  
ni == nd; // Won't compile.
```

`std::shared_timed_mutex`

---

Since C++14 we have got a mutex which has shared ownership  
multiple threads can lock the lock, but it's also possible to uniquely lock  
the mutex.

## std::shared\_timed\_mutex

---

how we can use the mutex:

```
using namespace std;  
using mutex = shared_timed_mutex;  
mutex mut;
```

## std::shared\_timed\_mutex

---

how we can use the mutex:

```
using namespace std;  
using mutex = shared_timed_mutex;  
mutex mut;
```

```
void reader(){  
    shared_lock<mutex> lck(mut);  
    //perform read  
}
```

## std::shared\_timed\_mutex

---

how we can use the mutex:

```
using namespace std;  
using mutex = shared_timed_mutex;  
mutex mut;
```

```
void reader(){  
    shared_lock<mutex> lck(mut);  
    //perform read  
}
```

```
void updater(){  
    lock_guard<mutex> lck(mut);  
    //update  
}
```



**std::get with types**

---

Up to C++11 we could:

```
std::pair<int, double> pair(1, 2);  
std::get<0>(pair);
```

Up to C++11 we could:

```
std::pair<int, double> pair(1, 2);  
std::get<0>(pair);
```

Since C++ 14 we can:

```
std::pair<int, double> pair(1, 2);  
std::get<0>(pair);  
std::get<double>(pair);
```

result\_of SFINAE friendly

---

std::result\_of is now SFINAE friendly

std::result\_of is now SFINAE friendly

But do not use it! It's deprecated since C++17 and removed in C++20.

```
decltype(std::declval<F>())(Args...))
```

should be used instead.

# Thank you for your attention!

---

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Questions?

---