B.2 — Introduction to C++14

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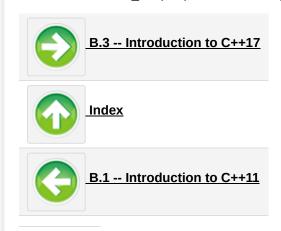
What is C++14?

On August 18, 2014, the <u>ISO (International Organization for Standardization)</u> 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 (<u>4.7 -- Structs</u>)
- Binary literals (2.8 -- Literals)
- [[deprecated]] attribute (no tutorial yet)
- Digit separators (2.8 -- Literals)
- Function return type deduction (4.8 -- The auto keyword)
- Generic lambdas and lambda capture expressions (no tutorials yet)
- Relaxed constexpr functions (no tutorial yet)
- · Variable templates (no tutorial yet)
- Standard user-defined literals (no tutorial yet)
- std::make_unique (15.5 -- std::unique_ptr)



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Michael

<u>June 7, 2018 at 4:08 am · Reply</u>

Thank you for this great site.

Finally I finished this tutorial after 6 months and I will visit it many more times in the future.

warchiefbinar <u>March 10, 2018 at 4:51 am · Reply</u>