

B.2 — Introduction to C++14

 ALEX  MARCH 26, 2020

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 ([9.4 -- Structs](#))
- Binary literals ([4.13 -- Literals](#))
- `[[deprecated]]` attribute (no tutorial yet)
- Digit separators ([4.13 -- Literals](#))
- Function return type deduction ([8.7 -- Type deduction for objects using the auto keyword](#))
- Generic lambdas ([11.13 -- Introduction to lambdas \(anonymous functions\)](#))
- Relaxed constexpr functions (no tutorial yet)
- Variable templates (no tutorial yet)
- `std::make_unique` ([M.6 -- std::unique_ptr](#))



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