

B.4 — Introduction to C++20

ALEX SEPTEMBER 28, 2021

What is C++20?

In February of 2020, the [ISO \(International Organization for Standardization\)](#) approved a new version of C++, called C++20. C++20 contains the most changes to the language since C++11.

New improvements in C++20

For your interest, here's a list of the major improvements that C++20 adds. Note that this list is not comprehensive, but rather intended to highlight some of the key improvements of interest.

- Abbreviated function templates via auto parameters ([8.15 -- Function templates with multiple template types](#))
- Chrono extensions for calendar and time zone support (no tutorial yet)
- Concepts, which allow you to put constraints on template parameters (no tutorial yet)
- Constexpr virtual functions, unions, try, catch, dynamic_cast, and typeid (no tutorial yet)
- constexpr keyword, to assert that a variable has static initialization (no tutorial yet)
- Coroutines (no tutorial yet)
- Designated initializers (no tutorial yet)
- Immediate functions using the constexpr keyword (no tutorial yet)
- Modules, a replacement for #include (no tutorial yet)
- Ranges (no tutorial yet)
- std::erase (no tutorial yet)
- std::make_shared for arrays (no tutorial yet)
- std::map::contains() (no tutorial yet)
- std::span (no tutorial yet)
- String formatting library (no tutorial yet, see <https://en.cppreference.com/w/cpp/utility/format>)
- String literals as template parameters (no tutorial yet)
- Three-way comparison using the spaceship operator <=> (no tutorial yet)
- Using scoped enums (no tutorial yet)
- Views (no tutorial yet)



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C.1 The end?



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