

B.2 — Introduction to C++14

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What is C++14?

On August 18, 2014, the [ISO \(International Organization for Standardization\)](https://www.iso.org/home.html) (<https://www.iso.org/home.html>) 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 ([13.5 -- 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`](#))



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