// Unicode literals

auto str = "Hello regular string";

auto utf8 = u8"Hello utf-8 string";

auto utf16 = u"Hello utf-16 string";

auto utf32 = U"Hello utf-32 string";

// Wide-character strings

auto wide\_char = L"Hello wchar\_t string";

auto lr = LR"(Hello

world)";

// character literals

auto wide\_char = L'H';

auto cr = '\n';

auto chr = 'H';

auto utf8 = u8'H';

auto utf16 = u'H';

auto utf32 = U'H';

auto unicode = L'\u202e'

auto hex = '\xFF'

auto octal = '\123'

// Raw string literals (multiline)

auto char\_multi = R"(Hello

"normal"

multiline

string.)";

auto utf8\_multi = u8R"(Hello

"utf-8"

multiline

string)";

auto utf16\_multi = uR"(Hello

"utf-16"

multiline

string)";

auto utf32\_multi = UR"(Hello

"utf-32"

multiline

string)";

// Raw string literals with delimiter (multiline)

auto char\_multi = R"blah1(Hello

"normal"

multiline

)"

)blah"

string.)blah1";

auto utf8\_multi = u8R"blah2(Hello

"utf-8"

multiline

)"

)blah"

string)blah2";

auto utf16\_multi = uR"blah3(Hello

"utf-16"

multiline

)"

)blah"

string)blah3";

auto utf32\_multi = UR"blah4(Hello

"utf-32"

multiline

)"

)blah"

string)blah4";

// Meta strings

#include <stdio>

#include "lib.h"