Features of C++11

1. initializer\_list
2. Uniform initialization
3. Type Inference (auto) and Range-based for loop
4. The nullptr and strongly typed enumerations
5. Static assertions and Constructor delegation
6. override and final
7. default and delete specifier
8. constexpr and string literals
9. Lambda functions and expressions
10. std::array container
11. Rvalue and Lvalue (from C++11 Thread tutorial)
12. Move semantics and Rvalue Reference (from C++11 Thread tutorial)

Features of C++14

1. Digit Separator (1’000’000)
2. Binary Literals(0b11111)
3. Deprecated (Syntax= [[Deprecated(“Comments”)]])
4. Variable template (we have old one class and function template)
5. Generic Lambda (auto can use as parameter in lambda )
6. Extended constexpr
7. Generalized return type deduction
8. decltype(auto)
9. Generalized lambda captures

Features of C++ 17

1. Nested Namespaces
2. Variable declaration in if and switch
3. if constexpr statement
4. Structured bindings
5. Fold Expressions(recursion using variadic template)
6. Direct list initialization of enums
7. Some of the library features of C++17:
   1. **std::byte{b}**
   2. std::filesystem()
   3. std::apply()
   4. std::any()

* **Features of C++ 20**

1. **C**++ Concepts library
2. 3-**way** comparisons
3. Map contains
4. Range-based for loop with Initialization( for (std::vector v{ 1, 2, 3 }; auto& e : v)\_
5. New identifiers ( import, module)
6. Calendar and time zone library
7. std::string functions
8. Array bounded/unbounded
9. std::to\_array
10. Likely and unlikely attributes