[C++11](http://taurus.fis.agh.edu.pl/~mindur/oop/) rdzeń języka I ulepszenie funkcjonalności

-auto

-nullptr

-array

-pair I tuple

-foreach

-override

-final

-Strongly-typed enums

-smart pointers

-lambdas

-non-member begin() and end()?

-noexcept

-static\_assert

-Uniform Initialization Syntax

// C++11 container initializer

vector<string> vs={ "first", "second", "third"};

class C

{

int a=7; //C++11 only

public:

C();

};

-Deleted and Defaulted Functions

-Delegating Constructors

-regex

MoveConstructible

https://dl.dropboxusercontent.com/u/13100941/C%2B%2B11.pdf

https://mbevin.wordpress.com/2012/11/16/uniform-initialization/

http://programmers.stackexchange.com/questions/133688/is-c11-uniform-initialization-a-replacement-for-the-old-style-syntax

http://stackoverflow.com/questions/22522829/how-to-properly-initialize-a-c11-stdseed-seq