What PL is this?

```
auto eval(function<int(int)> f, int x = 2) { return f( x ); } -> int


int main()
{
    function<int(int)> f0 = [](int x) { return 1; };
    auto f1 = [](int x) { return x; };
    vector<decltype(f0)> fv = { f0, f1 };
    fv.push_back([](int x) { return x * x; });

    for (auto & f : fv)
        cout << f(2) << endl;
    cout << eval(f0) << " " << eval(f1) << endl;

    return 0;
}
```