

# Introduction

Let's take a look at what you should be expecting from this chapter.

## WE'LL COVER THE FOLLOWING



- What you'll learn in this chapter

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Code annotations - attributes - are probably not the best-known feature of C++. However, they might be handy for expressing additional information for the compiler and also for other programmers. Since C++11 there has been a standard way of specifying attributes. And in C++17 you got even more useful additions related to attributes.

### **The topics to look forward to in this chapter are:**

- What are the attributes in C++
- Vendor-specific code annotations vs the Standard form
- In what cases attributes are handy
- C++11 and C++14 attributes
- New additions in C++17

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The next lesson sheds light on the need for attributes.