

C++17 Language New Features Cheatsheet

Template argument deduction for class templates

```
pair p1(1, 2.0);  
// vs  
pair<int, double> p2(1, 2.0);
```

Declaring non-type template parameters with auto

```
template <auto ... seq>  
struct my_integer_sequence {  
    // Implementation here ...  
};  
// Explicitly pass type 'int' as template argument.  
auto seq = std::integer_sequence<int, 0, 1, 2>();  
// Type is deduced to be 'int'.  
auto seq2 = my_integer_sequence<0, 1, 2>();
```

Folding expressions

```
template<typename ... Ts>  
auto sum_fold_exp(const Ts& ... ts) {  
    return (ts + ...);  
}  
template<typename ... Ts>  
auto print_fold(const Ts& ... ts)  
{  
    ((cout << ts << " "), ... );  
}
```

New rules for auto deduction from braced-init-list

```
// error: not a single element  
auto x1{ 1, 2, 3 };  
// decltype(x2) is std::initializer_list<int>  
auto x2 = { 1, 2, 3 };  
// decltype(x3) is int, previously deduced to  
// initializer_list<int>  
auto x3{ 3 };  
// decltype(x4) is double  
auto x4{ 3.0 };
```

constexpr lambda

```
auto identity = [] (int n) constexpr { return n; };  
static_assert(identity(123) == 123);  
  
constexpr int addOne(int n) {  
    return [n] { return n + 1; }();  
}  
static_assert(addOne(1) == 2);
```

UTF-8 Character Literals

```
char x = u8'x';
```

Lambda capture this by value

```
struct foo {  
    foo() : _x{0} {}  
    int _x;  
    auto log_by_ref() {  
        return [this]() { cout << _x << endl; };  
    }  
    auto log_by_val() {  
        return [*this]() { cout<<_x<<endl;};  
    }  
};  
struct foo f;  
auto ref = f.log_by_ref();  
auto val = f.log_by_val();  
f._x = 1234;  
ref(); val(); // both 1234  
f._x = 4321;  
ref(); // 4321  
val(); // 1234
```

Inline variables

```
struct S { int x; };  
inline S x1 = S{321};
```

Nested namespaces

```
namespace A::B::C {  
    class foo;  
}
```

Structured bindings

```
template<typename T>  
pair<T, bool> racine(T d) {  
    if (d<0) return pair(-1, false);  
    return pair(sqrt(d), true);  
}
```

```
auto [s, success] = racine(1998.0);  
if (success) cout << s << endl;
```

Initializers in if and switch statements

```
if (auto res=m.insert({key,value}); res.second) {  
    cout<<key<<"/"<<value<<" inserted"<<endl;  
}
```

Removal of trigraphs

```
??= ??/ ??! ??( ??) ??! ??< ??> ??-
```

constexpr if

```
template <typename T> int compute(T x) {  
    // no () around constexpr  
    if constexpr (std::is_integral<T>::value) {  
        return x * x;  
    } else if constexpr (is_same<T, string>::value) {  
        return x.size();  
    } else if constexpr (is_base_of<foo, T>::value) {  
        x.bar();  
        return 0;  
    }  
    return 0;  
}
```

Hexadecimal floating-point literals

```
cout << 0x10.1p0 << endl // 16.0625  
<< 0X0.8p0 << endl // 0.5  
<< 0X50.8p5 << endl; // 2576
```

Direct List Initialization of Enums

```
// underlying type must be fixed (char here)  
enum class color : char { red, blue, green };  
// must be non-narrowing, i.e 129 is an error  
color c1 { 3 }, c2 { 88 };
```

[[fallthrough]] attribute

```
switch (i) {  
    case 1: cout<<"one"<<endl; // warning  
    case 2: cout<<"two"<<endl;  
    [[fallthrough]];  
    case 3 : cout<<"three"<<endl; // warning suppressed  
}
```

[[nodiscard]] attribute

Can be applied to a type (function with that return type will be marked as [[nodiscard]])

```
[[nodiscard]] int foo() { return 1; };  
void bar() {  
    foo(); // Warning
```

[[maybe_unused]] attribute

```
[[maybe_unused]] static void f() {} // No warning  
[[maybe_unused]] int x = 42; // No warning
```

static_assert without message

```
static_assert(VERSION >= 2);
```