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# INTERNATIONAL STANDARD

# ISO/IEC 14882

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## Programming languages — C++

*Langages de programmation — C++*

Withdrawn

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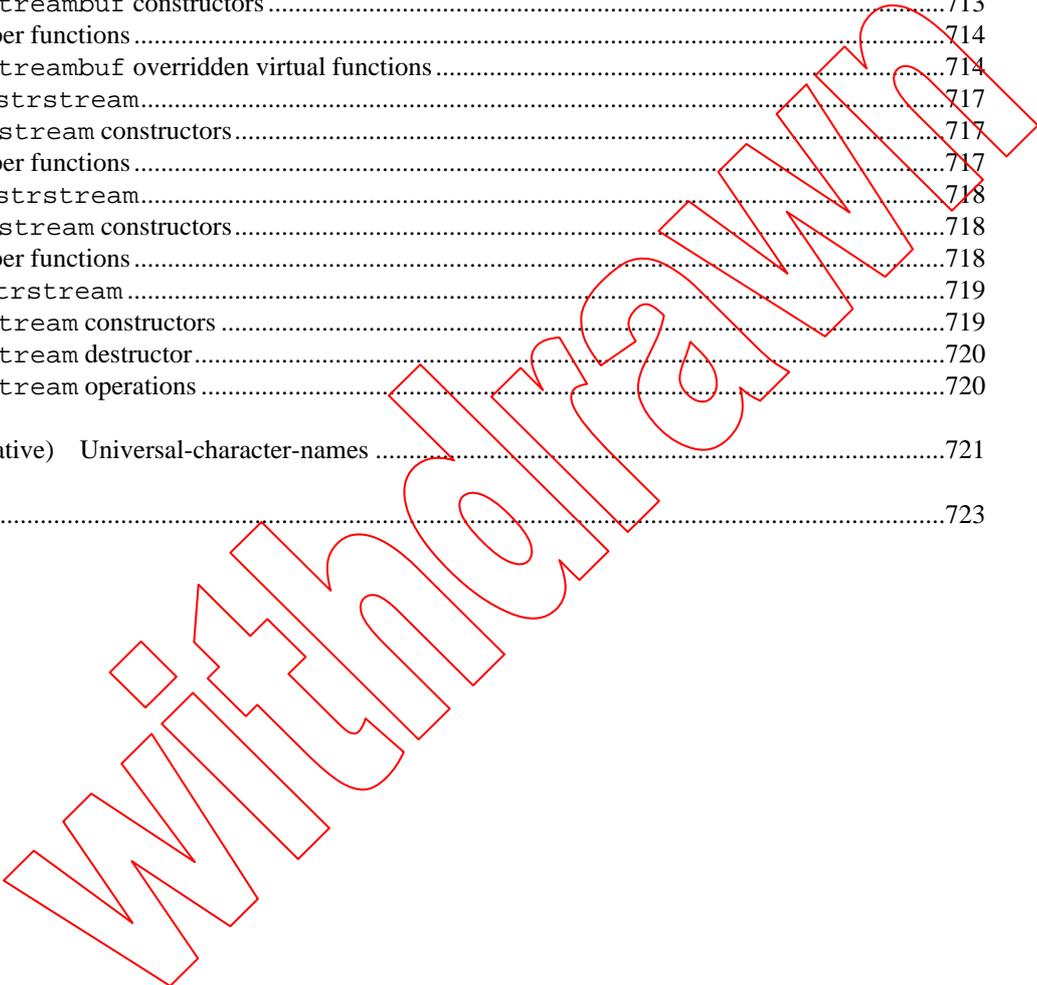
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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the member bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

ISO/IEC 14882 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology, Subcommittee SC 22, Programming languages, their environments and system software interfaces*.

This second edition cancels and replaces the first edition (ISO/IEC 14882:1998), which has been technically revised.

# Programming languages – C++

## 1 General

**[intro]**

### 1.1 Scope

**[intro.scope]**

- 1 This International Standard specifies requirements for implementations of the C++ programming language. The first such requirement is that they implement the language, and so this International Standard also defines C++. Other requirements and relaxations of the first requirement appear at various places within this International Standard.
- 2 C++ is a general purpose programming language based on the C programming language as described in ISO/IEC 9899:1990 *Programming languages – C* (1.2). In addition to the facilities provided by C, C++ provides additional data types, classes, templates, exceptions, namespaces, inline functions, operator overloading, function name overloading, references, free store management operators, and additional library facilities.

### 1.2 Normative references

**[intro.refs]**

- 1 The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 2382 (all parts), *Information technology – Vocabulary*

ISO/IEC 9899:1999, *Programming languages – C*

ISO/IEC 10646-1:2000, *Information technology – Universal Multiple-Octet Coded Character Set (UCS) – Part 1: Architecture and Basic Multilingual Plane*

- 2 The library described in clause 7 of ISO/IEC 9899:1990 and clause 7 of ISO/IEC 9899/Amd.1:1995 is hereinafter called the *Standard C Library*.<sup>1)</sup>

<sup>1)</sup> With the qualifications noted in clauses 17 through 27, and in C.2, the Standard C library is a subset of the Standard C++ library.