

U++ - Feature #2092

CodeEditor should display all C++20 keywords

10/24/2020 01:51 AM - Zbigniew Rebacz

Status:	Approved	Start date:	10/24/2020
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	CodeEditor	Estimated time:	0.00 hour
Target version:	Release 2021.1	Spent time:	0.00 hour
Description			
I updated keywords cpp keywords for CodeEditor (C++20 compatible), also I sorted all keywords alphabetically for easier managment: <pre>static const char *cpp[] = { "__asm", "__cdecl", "__declspec", "__except", "__fastcall", "__finally", "__inline", "__int16", "__int32", "__int64", "__int8", "__leave", "__stdcall", "__try", "__uuidof", "alignas", "alignof", "and", "and_eq", "asm", "auto", "bitand", "bitor", "bool", "break", "case", "catch", "char", "char8_t", "char16_t", "char32_t", "class", "co_await", "co_return", "co_yield", "compl", "concept", "const", "const_cast", "constexpr", "constexpr", "constinit", "continue", "decltype", "default", "delete", "dllexport", "dllimport", "do", "double", "dynamic_cast", "else", "enum", "explicit", "export", "extern", "false", "final", "float", "for", "force_inline", "friend", "goto", "if", "import", "inline", "int", "long", "module", "mutable", "namespace", "never_inline", "new", "noexcept", "not", "not_eq", "nullptr", "operator", "or", "or_eq", "override", "private", "protected", "public", "register", "reinterpret_cast", "requires", "return", "short", "signed", "sizeof", "static", "static_assert", "static_cast", "struct", "switch", "template", "this", "thread", "thread_local", "throw", "true", "try", "typedef", "typeid", "typename", "union", "unsigned", "using", "virtual", "void", "volatile", "wchar_t", "while", "xor", "xor_eq", NULL };</pre>			
Verity with https://en.cppreference.com/w/cpp/keyword .			

History

#1 - 10/30/2020 10:25 AM - Miroslav Fidler

- Status changed from Patch ready to Approved

Files

C++20Keywords.diff	2.7 KB	10/23/2020	Zbigniew Rebacz
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