

# Index

, —see comma operator  
! —see logical negation operator  
!= —see inequality operator  
# operator 16–5  
## operator 16–6  
% —see modulus operator  
%= operator 5–20  
&  
—see address-of operator  
—see bitwise AND operator  
reference declarator 8–5  
&& —see logical AND operator  
&= operator 5–20  
( )  
—see function call operator  
function declarator 8–8  
\*  
—see indirection operator  
—see multiplication operator  
pointer declarator 8–4  
\*= operator 5–20  
+  
—see addition operator  
—see unary plus operator  
++ —see increment operator  
+= operator 5–11, 20  
-  
—see subtraction operator  
—see unary minus operator  
-- —see decrement operator  
-= operator 5–20  
-> —see class member access operator  
->\* —see pointer to member operator  
. —see class member access operator  
.\* —see pointer to member operator  
... —see ellipsis  
/ —see division operator  
/\* \*/ comment 2–4  
// comment 2–4  
/= operator 5–20  
:  
field declaration 9–10  
label specifier 6–1  
::  
—see scope resolution operator  
scope resolution operator 3–5  
::\*, pointer to member declarator 8–6  
<

—see less than operator  
template and 14–2  
<< —see left shift operator  
<<= operator 5–20  
<= —see less than or equal to operator  
= —see assignment operator  
== —see equality operator  
> —see greater than operator  
>= —see greater than or equal operator  
>> —see right shift operator  
>>= operator 5–20  
?: —see conditional expression operator  
[ ]  
—see subscripting operator  
array declarator 8–7  
\  
—see backslash  
^ —see bitwise exclusive OR operator  
^= operator 5–20  
\_  
underscore character 2–4  
underscore in identifier 2–5  
{ }  
block statement 6–1  
class declaration 9–1  
class definition 9–1  
enum declaration 7–10  
initializer list 8–14  
| —see bitwise inclusive OR operator  
|= operator 5–20  
|| —see logical OR operator  
~  
—see destructor  
—see one's complement operator  
0  
—see also zero, null  
null character 2–9  
string terminator 2–9

## A

abort() 3–10, 15–6  
abs 17–176, 181, 187  
abstract  
class 10–8  
class, constructor and 10–9  
class, pointer to 10–8  
*abstract-declarator* 8–2  
access

- adjusting base class member 11-3
- ambiguity, member 10-3
- and friend, class 11-5
- and friend function 11-5
- base class 11-2
- base class member 10-1
- class member 5-4
- control 11-1
- control, anonymous union 9-10
- control default 11-1
- control, member function and 12-1
- control, overloading resolution and 10-4
- declaration 11-3
- declaration, overloaded name and 11-4
- default assignment operator 12-13
- default copy constructor 12-13
- example, member name 11-3
- member name 11-1
- overloading and 13-3
- protected member 11-6
- rules, template 14-14
- specifier 11-1/2
- specifier and friend 11-6
- specifier and object layout 11-2
- struct default member 9-1
- union default member 9-1
- virtual function 11-7
- access-specifier* 10-1
- addition operator 5-16
- additive operator 5-16
- additive-expression* 5-16
- address
  - of bit-field 9-10
  - of bit-field restriction 9-10
  - of constructor 12-2
  - of overloaded function 5-11, 13-7
  - of qualified name 5-11
- address-of operator 5-11
- adjustfield 17-33
- adjusting base class member access 11-3
- adjustment
  - array parameter 8-9
  - function parameter 8-9
- aggregate 8-14
  - initialization 12-8
- alert 2-7
- alias 7-15
- alignment
  - of bit-field 9-10
  - of bit-field, implementation dependency 9-10
  - requirement, implementation dependency 3-13
- <all> 17-2/3
- ALL 17-191
- alloc::alloc 17-23
- alloc::~alloc 17-23
- allocation
  - function 3-11, 5-13, 12-7
  - implementation dependency 9-4, 11-2
  - implementation dependency base class 10-2
  - implementation dependency bit-field 9-10
  - new, storage 5-12
- alloc::do\_raise 17-24
- alloc::what 17-24
- allowing an exception 15-5
- ALNUM 17-191
- ALPHA 17-191
- alternate definition 17-6
- ambiguity
  - base class member 10-3
  - class conversion 10-5
  - declaration type 7-2
  - declaration versus cast 8-3
  - declaration versus expression 6-6
  - detection, overloaded function 13-3
  - function declaration 8-13
  - if-else 6-2
  - member access 10-3
  - parentheses and 5-13
  - pointer conversion 4-3
  - pointer to member conversion 4-4
  - reference conversion 4-3
  - resolution, scoping 10-4
- Amendment 1 17-1, 4, 48
- anachronism C-10
  - C function definition C-10
  - assignment to this C-11
  - cast of pointer to member C-12
  - free store and constructor C-11
  - free store and destructor C-11
  - memory management C-11
  - nonnested class C-12
  - old style base class initializer C-11
  - old style function definition C-10
  - overload keyword C-10
  - pointer to member conversion C-12
  - scope of nested class C-12
  - this and constructor C-11
  - this and destructor C-11
- AND
  - operator, bitwise 5-18
  - operator, logical 5-19
  - operator, side effects and logical 5-19
- anonymous
  - union 9-9
  - union access control 9-10
  - union, extension to C C-1
  - union, global 9-10
  - union restriction 9-10
- app 17-33
- arg 17-176, 181, 188
- argc 3-9
- argument 1-1, 17-4/5, 7, 14, 16, 20/22, 28, 30, 41, 80/81, 104, 144/145, 151/152, 161/164, 202, 206
  - and name hiding, default 8-11
  - binding of default 8-10
  - class object as 12-9
  - conversion 5-4, 8-9
  - declaration, default 8-10
  - deduction, template 14-17
  - evaluation of default 8-10/11
  - evaluation, order of 5-4
  - evaluation, unspecified order of 5-4
  - example of default 8-10
  - list, empty 8-8
  - list, variable 8-8
  - matching —see overloading resolution
  - overloaded operator and default 13-9
  - overloading and default 8-11
  - passing 5-4
  - passing, reference and 8-16
  - reference 5-4
  - scope of default 8-11
  - specification, template 14-16
  - substitution 16-5
  - template 14-14
  - temporary and default 12-3
  - to constructor, unspecified 5-14
  - type checking 5-4
  - type checking of default 8-10
  - type conversion 12-3
  - type, unknown 8-8
- argv[] 3-9

- arithmetic
    - conversion 4–2
    - exception 5–1
    - exception, implementation dependency 5–1
    - extension to C single precision C–1
    - pointer 5–16
    - single precision floating point 4–1
    - type 3–14
    - unsigned 3–13
  - array
    - bound 8–7
    - const 7–7
    - constructor and 5–14
    - declaration 8–7
    - declarator [ ] 8–7
    - declarator, multidimensional 8–7
    - default constructor and 5–14
    - delete 5–14
    - example 8–7
    - initialization 8–14
    - member 9–4
    - multidimensional 8–8
    - new 5–13
    - of class objects and constructor 12–9
    - of class objects and default constructor 12–9
    - of class objects and new 5–13
    - of class objects initialization 8–15, 12–9
    - order of execution, constructor and 12–2
    - order of execution, destructor and 12–6
    - overloading and pointer versus 13–2
    - parameter adjustment 8–9
    - pointer conversion 4–3
    - size, default 8–7
    - sizeof 5–12
    - storage of 8–8
    - type 3–14, 8–9
  - arrow operator —see class member access operator
  - asm
    - declaration 7–20
    - implementation dependency 7–20
  - assembler 7–20
  - <assert.h> 17–2/3
  - assignment
    - and initialization, overloaded 12–9
    - and lvalue 5–20
    - base class object 5–20
    - const pointer 5–20
    - conversion by 5–20
    - derived class object 5–20
    - expression 5–20
    - extension to C memberwise C–2
    - member 12–13
    - memberwise 13–9
    - of class object 12–13
    - of derived class to base class 12–13
    - operator 5–20, 12–12, 17–8, 32, 160
    - operator access, default 12–13
    - operator, default 13–9
    - operator, default 12–12/14
    - operator, overloaded 13–9
    - operator restriction, default 12–13
    - pointer to const 5–20
    - pointer to member 5–20
    - pointer to volatile 5–20
    - reference 8–16
    - to class object 5–20
    - to pointer 5–20
    - to pointer to member 5–20
    - to pointer to member, zero 5–20
    - to pointer, zero 5–20
    - to reference 5–20
    - to this anachronism C–11
    - volatile pointer 5–20
  - assignment-expression 5–20
  - assignment-operator 5–20
  - associated sequence 17–51, 105/106, 110/111
  - ate 17–33
  - atexit 17–14
  - atexit() 3–10
  - auto
    - destruction of 6–5/6
    - initialization 6–6
    - object initialization 8–12
    - restriction 7–3
    - specifier 7–2
    - storage duration 3–10
  - automatic initialization 6–6
- ## B
- backslash character 2–7
  - backspace 2–7
  - badbit 17–33
  - bad\_cast::bad\_cast 17–20
  - bad\_cast::~bad\_cast 17–20
  - bad\_typeid 5–7
  - bad\_type\_id::bad\_type\_id 17–30
  - bad\_type\_id::~bad\_type\_id 17–31
  - bad\_typeid::do\_raise 17–31
  - base
    - class 17–6/7, 10, 17/25, 30, 35/36, 50, 61, 65, 75, 84/85, 90/92, 94, 98/99, 101, 106/108, 111, 168/169, 213
    - class 10–1/2
    - class access 11–2
    - class allocation, implementation dependency 10–2
    - class, assignment of derived class to 12–13
    - class cast 5–7
    - class constructor order of execution 12–2
    - class destructor order of execution 12–6
    - class, direct 10–1
    - class, indirect 10–1
    - class initialization 12–9/10
    - class initialization, order of 12–10
    - class initializer 8–12
    - class initializer anachronism, old style C–11
    - class member access 10–1
    - class member access, adjusting 11–3
    - class member ambiguity 10–3
    - class object, assignment 5–20
    - class pointer conversion 4–3
    - class, private 11–2
    - class, public 11–2
    - class, reference to 4–3
    - class virtual —see virtual base class
      - of integer literal 2–6
  - basefield 17–33
  - base-specifier 10–1
  - base-specifier-list 10–1
  - beg 17–33
  - behavior
    - default 17–6, 18, 26/30, 57/58, 60/62, 90, 97, 199
    - implementation-defined 1–2
    - locale-specific 1–2
    - required 17–6
    - undefined 1–2
    - unspecified 1–2
  - Ben 13–2
  - bin 17–33
  - binary
    - mode 17–38
    - operator, interpretation of 13–9

- operator, overloaded 13–9
  - binding
    - see virtual function, dynamic
    - of default argument 8–10
  - bit-field 9–10
    - address of 9–10
    - alignment of 9–10
    - allocation, implementation dependency 9–10
    - declaration 9–10
    - implementation dependency alignment of 9–10
    - implementation dependency sign of 9–10
    - layout 9–10
    - restriction 9–10
    - restriction, address of 9–10
    - restriction, pointer to 9–10
    - type of 9–10
    - unnamed 9–10
    - zero width of 9–10
  - bit-fields, Boolean 3–14
  - bitmask type 17–9/10, 35, 37/38, 84, 195
  - <bits> 17–2, 143
  - bits<N>::any 17–148
  - bits<N>::bits 17–145
  - bits<N>::count 17–147
  - bits<N>::length 17–147
  - bits<N>::operator!= 17–148
  - bits<N>::operator&= 17–145
  - bits<N>::operator<< 17–148
  - bits<N>::operator<<= 17–145
  - bits<N>::operator== 17–147
  - bits<N>::operator>> 17–148
  - bits<N>::operator>>= 17–146
  - bits<N>::operator^= 17–145
  - bits<N>::operator|= 17–145
  - bits<N>::operator~ 17–146
  - bits<N>::reset 17–146
  - bits<N>::set 17–146
  - bits<N>::test 17–148
  - bits<N>::toggle 17–147
  - bits<N>::to\_string 17–147
  - bits<N>::to\_ulong 17–147
  - bits<N>::to\_ushort 17–147
  - <bitstring> 17–2, 149
  - bit\_string::any 17–157
  - bit\_string::append 17–153
  - bit\_string::assign 17–153
  - bit\_string::bit\_string 17–151/152
  - bit\_string::count 17–156
  - bit\_string::find 17–156
  - bit\_string::insert 17–154
  - bit\_string::length 17–156
  - bit\_string::none 17–157
  - bit\_string::operator!= 17–157
  - bit\_string::operator&= 17–152
  - bit\_string::operator+= 17–152
  - bit\_string::operator<< 17–157
  - bit\_string::operator<<= 17–153
  - bit\_string::operator== 17–157
  - bit\_string::operator>> 17–158
  - bit\_string::operator>>= 17–153
  - bit\_string::operator^= 17–153
  - bit\_string::operator|= 17–152
  - bit\_string::operator~ 17–158
  - bit\_string::remove 17–154
  - bit\_string::replace 17–154
  - bit\_string::reset 17–155
  - bit\_string::resize 17–156
  - bit\_string::rfind 17–157
  - bit\_string::set 17–155
  - bit\_string::substr 17–157
  - bit\_string::test 17–157
  - bit\_string::toggle 17–155
  - bit\_string::to\_string 17–155
  - bit\_string::trim 17–156
  - bitwise
    - AND operator 5–18
    - exclusive OR operator 5–18
    - inclusive OR operator 5–18
    - operator 5–18
  - block
    - initialization in 6–6
    - scope —see local scope
    - statement {} 6–1
    - structure 6–6
  - body, function 8–11
  - bool
    - increment 5–6, 11
    - integer conversion 4–1
    - type-specifier 7–8
  - Boolean
    - bit-fields 3–14
    - constant 2–9
    - conversion 4–4
    - literal 2–9
    - type 3–13
    - type 3–14
  - boolean-literal 2–9
  - bound array 8–7
  - bound, of array 8–7
  - bound pointer to member function, undefined C–12
  - break statement 6–5
  - btowc 17–201
  - buffer, stream 17–35/36, 39, 50, 62/64, 73/74, 83, 92, 100, 108, 112/113
  - buffered file 17–14, 107/112
  - built-in type —see fundamental type
  - byte 5–12
    - string, null-terminated 17–11
- ## C
- ### C
- anonymous union, extension to C–1
  - class, extension to C–1
  - const, extension to C–1
  - dangerous extension to C–10
  - declaration statement, extension to C–1
  - delete, extension to C–1
  - destructor, extension to C–2
  - expression evaluation, difference from C–1 extension to C–1/2
  - function definition anachronism C–10
  - header 17–2/4, 8, 12, 15
  - headers, ISO 2–5
  - implementation dependency extension to C–10
  - inline function, extension to C–1
  - library, Standard 17–1/2, 4, 12, 29
  - linkage to 7–21
  - memberwise assignment, extension to C–2
  - memberwise initialization, extension to C–2
  - multiple inheritance, extension to C–2
  - new, extension to C–1
  - overloading delete, extension to C–2
  - overloading, extension to C–1
  - overloading new, extension to C–2
  - pointer to member, extension to C–2
  - protected, extension to C–2
  - reference type, extension to C–1
  - single precision arithmetic, extension to C–1
  - stream 17–14, 39, 65, 112
  - summary, compatibility with C–1

- summary, compatibility with ISO C-2
- type checking, extension to C-1
- user-defined type, extension to C-1
- void\* pointer type extension to C-1
- volatile, extension to C-2
- call
  - see also function call, member function call, overloaded function call, virtual function call
  - by reference 5-4
  - by value 5-4
  - operator function 13-8
- calloc 17-14, 28
- capacity 17-16
- carriage return 2-7
- case label 6-1, 3
- <cassert> 17-2/3
- cast
  - ambiguity, declaration versus 8-3
  - base class 5-7
  - class object 5-8
  - const 5-10
  - derived class 5-7
  - dynamic 5-6, 17-20
  - implementation dependency pointer to function 5-10
  - integer to pointer 5-9
  - lvalue 5-8, 10
  - of pointer to member anachronism C-12
  - operator 5-10, 15, 8-2
  - pointer to function 5-10
  - pointer to integer 5-9
  - pointer to member 5-8, 10
  - reference 5-8, 10
  - reinterpret 5-9
  - reinterpret\_cast, lvalue 5-10
- cast, reinterpret\_cast, reference 5-10
- cast
  - static 5-7
  - static\_cast, class object 5-8
  - static\_cast, lvalue 5-8
- cast, static\_cast, reference 5-8
- cast to incomplete class 5-9
- cast-expression 5-15
- casting 5-4, 15
- catch 15-1
- c-char 2-7
- c-char-sequence 2-7
- <cctype> 17-2, 65/66, 129, 195/196
- <cerrno> 17-2, 4
- <cfloat> 17-2/3
- C++
  - header 17-2/3
  - library, Standard 17-1/2, 5/6, 10/11, 15, 17, 20/22, 28/30, 36, 48, 113, 206
- change to string literal, undefined 2-9
- char
  - implementation dependency sign of 3-13
  - integer conversion 4-1
  - literal, implementation dependency value of 2-8
  - type 3-13
  - type, signed 3-13
  - type specifier 7-8
  - type, unsigned 3-13
- character
  - array initialization 8-16
  - constant 2-7
  - decimal-point 17-11, 37
  - literal 2-7
  - literal, type of 2-7
  - multibyte 1-2
  - signed 3-13
  - string 2-9
  - type 3-13
  - underscore 17-4
- character-literal 2-7
- checking
  - point of error 14-3
  - syntax 14-3
- <ciso646> 17-2
- class 3-14, 9-1
  - abstract 10-8
  - access and friend 11-5
  - anachronism, nonnested C-12
  - and type 9-1
  - base 17-6/7, 10, 17/25, 30, 35/36, 50, 61, 65, 75, 84/85, 90/92, 94, 98/99, 101, 106/108, 111, 168/169, 213
  - base —see base class
  - cast to incomplete 5-9
  - constructor and abstract 10-9
  - conversion 12-3
  - conversion ambiguity 10-5
  - declaration, forward 9-2, 10-1
  - declaration {} 9-1
  - definition 9-1, 3
  - definition 3-3
  - definition example 9-4
  - definition name hiding 9-2
  - definition, scope of 9-2
  - definition {} 9-1
  - derived 17-10
  - derived —see derived class
  - extension to C C-1
  - friend 11-5
  - generated 14-8
  - linkage of 3-7
  - linkage specification 7-21
  - local —see local class
  - member —see also member member access 5-4
  - member access operator 5-4
  - member declaration 9-3
  - member function 9-6
  - member initialization 8-13
  - member semantics 5-4
  - member, static 3-10
  - member storage duration 3-10
  - member syntax 5-4
  - name 8-2
  - name as type definition 9-1
  - name declaration 3-2
  - name, elaborated 7-9, 9-2
  - name, point of declaration 9-3
  - name, scope of 9-2
  - name, typedef 7-6, 9-3
  - nested —see nested class
  - object as argument 12-9
  - object, assignment of 12-13
  - object, assignment to 5-20
  - object cast 5-8
  - object cast, static\_cast, 5-8
  - object, const 7-7, 9-8
  - object copy 12-12
  - object copy —see also copy constructor
  - object copy example 12-14
  - object initialization 8-14, 12-8
  - object initialization —see also constructor
  - object layout 9-4, 10-2
  - object, member 9-4
  - object, operations on 9-1
  - object return type 12-9
  - object, sizeof 5-12
  - objects and constructor, array of 12-9
  - objects and default constructor, array of 12-9

- objects and `new`, array of 5–13
- objects initialization, array of 8–15, 12–9
- pointer to abstract 10–8
- polymorphic 10–5
- reference type 8–13
- scope 3–5
- scope of enumerator 7–11
- `sizeof`, empty 9–1
- specialized 14–8
- template 14–2, 17–79/81, 143/144, 159/160, 168
- type restriction, member of 12–9
- unnamed 7–6
- `class`
  - type specifier 7–9
  - versus `struct` 9–1
  - versus `union` 9–1
- class-key* 7–9, 9–1
- class-name* 9–1
- class-specifier* 9–1
- `<climits>` 3–13, 17–2/3, 66, 71, 85, 129, 145
- `<locale>` 17–2, 11, 195/196, 205/206
- `<cmath>` 17–2
- CTRL 17–191
- COLLATE 17–191
- comma
  - operator 5–20
  - operator, side effects and 5–20
- comment 2–2
  - `/**` 2–4
  - `//` 2–4
- comparison
  - implementation dependency pointer 5–18
  - pointer 5–18
  - pointer to function 5–18
  - undefined pointer 5–17/18
  - `void*` pointer 5–18
- compatibility
  - with C summary C–1
  - with ISO C summary C–2
- compilation, separate 2–1
- compiler control line —see preprocessing directive
- complete object 1–3
- completely-defined object type 3–12
- `<complex>` 17–2, 172
- compound
  - statement 6–1
  - type 3–14
- compound-statement* 6–1
- concatenation
  - string 2–9
  - undefined string literal 2–9
- condition conversion 4–4
- condition* 6–2
- conditional
  - expression operator 5–19
  - inclusion 16–2
- conditional-expression, throw-expression in 5–19
- conditions*, rules for 6–2
- `conj` 17–176, 182, 188
- consistency
  - example, linkage 7–3
  - linkage 7–3
  - linkage specification 7–21
  - type declaration 3–8
- `const cast` 5–10
- `*const` example 8–4
- `const` 3–15
  - array 7–7
  - assignment, pointer to 5–20
  - class object 7–7, 9–8
  - constructor and 9–8, 12–1
  - destructor and 9–8, 12–5
  - example 8–4
  - extension to C C–1
  - initialization 7–7, 8–12
  - initialization, pointer to 8–12
  - linkage of 3–7, 7–3
  - member function 9–7/8
  - member initialization 12–10
  - operand 5–1
  - overloading and 13–1/2
  - pointer assignment 5–20
  - pointer initialization 8–12
  - reference 8–16
  - type 7–6
  - `void*` pointer conversion 4–2
  - `volatile void*` pointer conversion 4–2
- constant 2–6, 3–14, 5–2
  - character 2–7
  - enumeration 7–10
  - expression 5–21
  - expression, pointer to member 5–11
  - initializer 9–3
  - integer 2–6
  - long 2–6
  - pointer declaration 8–4
  - pointer example 8–4
  - unsigned 2–6
- constant-expression* 5–21
- constant-initializer* 9–3
- construction, order of 3–10
- constructor 12–1
  - access, default copy 12–13
  - address of 12–2
  - anachronism, free store and C–11
  - anachronism, `this` and C–11
  - and abstract class 10–9
  - and array 5–14
  - and array order of execution 12–2
  - and `const` 9–8, 12–1
  - and initialization 12–8
  - and initialization example 12–8
  - and member function 12–2
  - and member function call 12–12
  - and `new` 5–13
  - and `new`, implementation dependency 5–14
  - and `return` 6–5
  - and `static` objects order of execution 12–9
  - and virtual function call 12–12
  - and `volatile` 9–8, 12–1
  - array of class objects and 12–9
  - call, explicit 12–2
  - conversion by 12–3
  - conversion by —see also user-defined conversion
  - copy 12–1/2, 12, 17–8, 32, 160
  - default 17–18, 53, 160/161, 166
  - default —see default constructor
  - default copy 12–12/14
  - definition 8–12
  - example 12–2
  - exception handling 15–3
  - for temporary 12–2
  - inheritance of 12–1
  - local object 3–10
  - order of execution, base class 12–2
  - order of execution, member 12–2
  - restriction 12–1/2
  - restriction, default copy 12–13
  - type of 12–2
  - union 9–9
  - unspecified argument to 5–14
- `continue`

- in for statement 6-4
- statement 6-5
- control line —see preprocessing directive
- conversion
  - see also type conversion
  - Boolean 4-4
  - ambiguity, class 10-5
  - ambiguity, pointer 4-3
  - ambiguity, pointer to member 4-4
  - ambiguity, reference 4-3
  - anachronism, pointer to member C-12
  - and name hiding, user-defined 12-5
  - argument 5-4, 8-9
  - arithmetic 4-2
  - array pointer 4-3
  - base class pointer 4-3
  - bool integer 4-1
  - by assignment 5-20
  - by constructor 12-3
  - char integer 4-1
  - class 12-3
  - condition 4-4
  - const void\* pointer 4-2
  - const volatile void\* pointer 4-2
  - derived class pointer 4-3
  - explicit type —see casting
  - floating point integer 4-2
  - function —see also user-defined conversion
  - implementation defined pointer integer 5-9
  - implementation dependency floating point 4-1
  - implementation dependency integer 4-1
  - implicit 4-1, 5-1, 12-3
  - implicit user-defined 12-4
  - inheritance of user-defined 12-4
  - integer 4-1
  - lvalue 4-1
  - null pointer 4-3
  - operator 5-1, 12-4
  - out of range value, undefined 4-1
  - overloaded function and standard 13-6
  - overloading resolution and 13-5
  - overloading resolution and pointer 13-8
  - overloading resolution and standard 13-5
  - overloading resolution and user-defined 13-6
  - pointer 4-2
  - pointer to function 4-3
  - pointer to member 4-3/4
  - pointer to member void\* 4-4
  - reference 4-3
  - return type 6-5
  - rules, type 4-2
  - safe floating point 4-1
  - signed unsigned integer 4-1
  - standard 4-1
  - to enumeration type 5-8
  - to enumeration type, `static_cast`, 5-8
  - type of 12-4
  - user-defined 5-1, 12-3/4
  - virtual user-defined 12-4
  - void\* pointer 4-2
  - volatile const void\* pointer 4-2
  - volatile void\* pointer 4-2
  - zero pointer 4-3
- conversion-function-id* 12-4
- conversions
  - cv-qualifier pointer 4-2
  - cv-qualifier reference 4-3
- copy
  - class object 12-12
  - constructor 12-1/2, 12, 17-8, 32, 160
  - constructor access, default 12-13

- constructor, default 12-12/14
- constructor, implicitly-declared 12-1
- constructor restriction, default 12-13
- example, class object 12-14
- `cos` 17-176, 182, 188
- `cosh` 17-176, 182, 188
- `__cplusplus` 16-9
- `<csddef>` 5-17
- `<csetjmp>` 17-2, 4
- `<csignal>` 17-2
- `<custdarg>` 17-2/4
- `<custddef>` 5-12, 17-2/3
- `<custdio>` 17-2, 8, 39, 46/48, 64, 74, 100/105, 108, 112/113
- `<custdlib>` 3-9/10, 17-2/3, 12, 26/29
- `<cstring>` 17-2, 11, 85, 92, 118, 127, 202/203
- `<ctime>` 17-2, 191, 204
- ctor-initializer* 12-9
- CTYPE 17-191
- `<ctype.h>` 17-2
- `cur` 17-33
- cv-qualifier 3-15
  - pointer conversions 4-2
  - reference conversions 4-3
- cv-qualifier* 8-2
- `<cwchar>` 17-2, 4, 12, 15, 133, 141, 201, 203
- `<cwctype>` 17-2, 4, 202

## D

- DAG
  - multiple inheritance 10-2/3
  - nonvirtual base class 10-3
  - virtual base class 10-2/3
- dangerous extension to C C-10
- data member —see member
- deallocation
  - see delete
  - function 3-11, 5-15, 12-7
- `dec` 17-33, 44, 66, 76
- decimal literal 2-6
- decimal-literal* 2-6
- decimal-point character 17-11, 37
- declaration 3-1/2, 7-1
  - `:`, field 9-10
  - access 11-3
  - ambiguity, function 8-13
  - array 8-7
  - as definition 7-2
  - `asm` 7-20
  - bit-field 9-10
  - class member 9-3
  - class name 3-2
  - class name, point of 9-3
  - consistency, type 3-8
  - constant pointer 8-4
  - default argument 8-10
  - definition versus 3-2
  - ellipsis in function 5-4, 8-8
  - enumerator, point of 3-6
  - example 3-2, 8-9
  - example, function 8-10
  - `extern` 3-2
  - `extern`, point of 3-6
  - `extern` reference 8-16
  - forward 7-4
  - forward class 9-2, 10-1
  - friend, point of 3-6
  - function 3-2, 8-8
  - function member 9-6

- function template 14–20
- hiding —see name hiding
- in `for`, scope of 6–4
- in `for` statement 6–4
- in `switch` statement 6–3
- matching, overloaded function 13–2
- member 9–3
- multiple 3–8
- name 3–2
- name, point of 3–6
- overloaded name and access 11–4
- overloaded name and `friend` 11–5
- parameter 8–8/9
- parentheses in 8–3/4
- pointer 8–4
- reference 8–5
- register 7–3
- scope of `friend` 3–5
- specifier 7–2
- statement 6–5
- statement, extension to C C–1
- static member 3–2
- storage class 7–2
- type 8–4
- type ambiguity 7–2
- `typedef` 3–2
- `typedef` as type 7–5
- versus cast ambiguity 8–3
- versus expression ambiguity 6–6
- {}, class 9–1
- {}, enum 7–10
- declaration* 7–1
- declaration-seq* 7–20
- declaration-statement* 6–5
- declarative region 3–1
- declarator 7–1, 8–1
  - &, reference 8–5
  - (), function 8–8
  - \*, pointer 8–4
  - ::\*, pointer to member 8–6
  - [], array 8–7
- example 8–2
- initializer, temporary and 12–3
- meaning of 8–4
- multidimensional array 8–7
- declarator* 8–1
- declarator-id* 8–2
- decl-specifier* 7–2
- decrement
  - operator 5–6, 11
  - operator, overloaded 13–10
- deduction, template argument 14–17
- default
  - access control 11–1
  - argument and name hiding 8–11
  - argument, binding of 8–10
  - argument declaration 8–10
  - argument, evaluation of 8–10/11
  - argument, example of 8–10
  - argument, overloaded operator and 13–9
  - argument, overloading and 8–11
  - argument, overloading resolution and 13–4
  - argument, scope of 8–11
  - argument, temporary and 12–3
  - argument, type checking of 8–10
  - array size 8–7
  - assignment operator 13–9
  - assignment operator 12–12/14
  - assignment operator access 12–13
  - assignment operator restriction 12–13
  - behavior 17–6, 18, 26/30, 57/58, 60/62, 90, 97, 199
  - constructor 17–18, 53, 160/161, 166
  - constructor 12–1, 9, 12
  - constructor and array 5–14
  - constructor and initialization 12–8
  - constructor and `new` 5–13/14
  - constructor, array of class objects and 12–9
  - copy constructor 12–12/14
  - copy constructor access 12–13
  - copy constructor restriction 12–13
  - destructor 12–5
  - initialization 8–13
  - member access, `struct` 9–1
  - member access, `union` 9–1
  - template parameter 14–12
- default label 6–1, 3
- `default_size` 17–16
- `#define` 16–5
- `<defines>` 17–2, 15
- definition 3–2, 17–11
  - alternate 17–6
  - and initialization 7–2
  - class 3–3
  - class 9–1, 3
  - class name as type 9–1
  - constructor 8–12
  - declaration as 7–2
  - enumerator 3–3
  - enumerator point of 7–11
  - example 3–2
  - example, function 8–12
  - example, nested class 9–11
  - function 3–3
  - function 8–11
  - function template 14–20
  - inline member function 3–8
  - local class 9–12
  - member 9–7
  - member function 9–7/8
  - name hiding, class 9–2
  - namespace 7–12
  - nested class 9–10
  - object 3–3
  - of template 14–1
  - pure virtual function 10–8
  - scope, macro 16–6
  - scope of class 9–2
  - scope of function 3–5
  - static member 9–9
  - versus declaration 3–2
  - virtual function 10–6
  - {}, class 9–1
- definitions, implementation-generated 3–2
- delete
  - array 5–14
  - object 5–14
- `delete` 3–11, 5–14/15, 12–7
- destructor and 5–15, 12–6
- example 12–7
- example, destructor and 12–8
- example, scope of 12–8
- extension to C C–1
- extension to C overloading C–2
- operator 17–6, 28/29
- overloading and 3–11
- type of 12–7
- undefined 5–14
- undefined value 5–15
- `delete[]`, operator 17–6, 28, 30
- deleted object, undefined 3–12, 5–15
- delete-expression* 5–14
- dependent name 14–5

- deprecated features 5–6, 11
  - dereferencing 5–1
    - see also indirection
  - derivation —see inheritance
  - derived
    - class 17–10
    - class 10–1
    - class cast 5–7
    - class example 10–1
    - class, most 12–10
    - class object, assignment 5–20
    - class, overloading and 13–2
    - class pointer conversion 4–3
    - class to base class, assignment of 12–13
  - destruction
    - of `auto` 6–5/6
    - of local `static` 6–6
    - of local variable 6–5/6
    - of temporary 12–3
    - of temporary, order of 12–3
    - order of 3–10
  - destructor 12–5, 17–8, 26, 112, 160
    - anachronism, free store and C–11
    - anachronism, `this` and C–11
    - and array order of execution 12–6
    - and `const` 9–8, 12–5
    - and `delete` 5–15, 12–6
    - and `delete` example 12–8
    - and exception, explicit 12–7
    - and exit from scope 6–5
    - and fundamental type 12–7
    - and member function 12–6
    - and member function call 12–12
    - and placement of object 12–6
    - and `static` objects order of execution 12–9
    - and virtual function call 12–12
    - and `volatile` 9–8, 12–5
    - call example, explicit 12–6
    - call, explicit 12–6
    - call, implicit 12–6
    - call, unspecified 6–6
    - default 12–5
    - exception handling 15–3
    - extension to C C–2
    - for temporary 12–2
    - inheritance of 12–5
    - local object 3–10
    - order of execution 12–6
    - order of execution, base class 12–6
    - order of execution, member 12–6
    - program termination and 12–6
    - pure virtual 12–6
    - restriction 12–5/6
    - `static` object 3–10
    - union 9–9
    - virtual 12–6
  - diagnostic message 1–1
  - difference from C expression evaluation C–1
  - DIGIT 17–191
  - digit* 2–4
  - digit-sequence* 2–8
  - digraph 2–3, 5
  - direct base class 10–1
  - direct-abstract-declarator* 8–2
  - direct-declarator* 8–1
  - directed acyclic graph —see DAG
  - directive
    - error 16–8
    - null 16–9
    - pragma 16–8
    - preprocessing 16–1
  - direct-new-declarator* 5–12
  - distinct string 2–9
  - division
    - by zero, undefined 5–1, 16
    - implementation dependency 5–16
    - operator 5–16
  - DMY 17–191
  - `do` statement 6–3/4
  - `domain::domain` 17–24
  - `domain::~domain` 17–24
  - `domain::do_raise` 17–24
  - `domain::what` 17–24
  - dominance, virtual base class 10–4
  - dot operator —see class member access operator
  - double quote 2–7
  - double
    - literal 2–8
    - type 3–14
    - type specifier 7–8
  - `_double_complex` 17–179, 183/187
  - `double_complex::double_complex` 17–178
  - DOWN 17–191
  - dynamic
    - binding —see virtual function
    - cast 5–6, 17–20
    - initialization 3–9
    - storage duration 3–11, 5–12
    - type 1–1
  - `<dynarray>` 17–2, 159
  - `dyn_array<T>` 17–159/162, 166/169
- ## E
- E suffix 2–8
  - `\*C`
    - header 17–12
    - library, Standard 17–12
  - elaborated
    - class name 7–9, 9–2
    - enum name 7–9
    - type specifier 14–15
    - type specifier 3–5
    - type specifier —see elaborated class name
  - elaborated-type-specifier* 7–9
  - `#elif` 16–2
  - elimination of temporary 12–2
  - ellipsis
    - example 8–10
    - in function declaration 5–4, 8–8
    - overloading resolution and 13–4/6
  - `#else` 16–3
  - `else` 6–2
  - empty
    - argument list 8–8
    - `class sizeof` 9–1
    - statement 6–1
  - `end` 17–33
  - `#endif` 16–3
  - `endl` 17–76, 79
  - end-of-file 17–38, 46, 66, 68/71, 78, 129, 149, 158
  - `ends` 17–79
  - entity 3–1
  - enum name, typedef 7–6
  - enum
    - declaration { } 7–10
    - name, elaborated 7–9
    - overloading and 13–1
    - type of 7–10/11
    - type specifier 7–9
  - enumerated type 3–13, 17–9, 16, 35, 38, 195/196

- enumeration 7–10
  - constant 7–10
  - example 7–11
  - type, conversion to 5–8
  - type, `static_cast`, conversion to 5–8
  - underlying type 7–11
- enumerator
  - class, scope of 7–11
  - definition 3–3
  - member 7–12
  - point of declaration 3–6
  - point of definition 7–11
  - redefinition 7–11
  - restriction 7–11
  - value of 7–10
- enumerator* 7–10
- environment, program 3–9
- EOF 17–46
- `eofbit` 17–33
- equality operator 5–18
- equality-expression* 5–18
- equivalence
  - template type 14–15
  - type 7–5, 9–1
- `<errno.h>` 17–2
- error
  - checking, point of 14–3
  - directive 16–8
- `#error` 16–8
- escape
  - character —see backslash
  - sequence 2–7
  - sequence, undefined 2–8
- escape-sequence* 2–7
- evaluation
  - difference from C expression C–1
  - new, unspecified order of 5–14
  - of default argument 8–10/11
  - of expression, order of 5–1
  - order of argument 5–4
  - unspecified order of 5–1
  - unspecified order of argument 5–4
  - unspecified order of function call 5–4
- exact match, overloading resolution 13–5
- example
  - `*const` 8–4
  - array 8–7
  - class definition 9–4
  - class object copy 12–14
  - `const` 8–4
  - constant pointer 8–4
  - constructor 12–2
  - constructor and initialization 12–8
  - declaration 3–2, 8–9
  - declarator 8–2
  - definition 3–2
  - `delete` 12–7
  - derived class 10–1
  - destructor and `delete` 12–8
  - ellipsis 8–10
  - enumeration 7–11
  - explicit destructor call 12–6
  - explicit qualification 10–4
  - `friend` 9–2
  - `friend` function 11–5
  - function declaration 8–10
  - function definition 8–12
  - linkage consistency 7–3
  - local class 9–12
  - member function 9–6, 11–5
  - member name access 11–3
  - nested class 9–10
  - nested class definition 9–11
  - nested class forward declaration 9–11
  - nested type name 9–12
  - of default argument 8–10
  - of incomplete type 3–13
  - overloading 13–1
  - pointer to member 8–6
  - pure virtual function 10–8
  - scope of `delete` 12–8
  - scope resolution operator 10–4
  - static member 9–9
  - subscripting 8–7
  - type name 8–2
  - `typedef` 7–5
  - unnamed parameter 8–12
  - variable parameter list 8–10
  - virtual function 10–6/7
- exception
  - allowing an 15–5
  - and `new` 5–14
  - arithmetic 5–1
  - declaration scope 3–4
  - explicit destructor and 12–7
  - handler 15–3, 17–5, 26
  - handler, `incomplete@type@in` 15–3
  - handling 15–1
  - handling constructor 15–3
  - handling destructor 15–3
  - implementation dependency arithmetic 5–1
  - throwing 15–1
- `<exception>` 17–2, 16, 29
- exception-declaration* 15–1
- `exception::do_raise` 17–18/25, 31, 37
- `exception::exception` 17–18
- `exception::~exception` 17–18
- `exception::raise` 17–18
- `exception::raise_handler` 17–17
- `exception::set_raise_handler` 17–17
- exception-specification* 15–4
- `exception::what` 17–18/25, 37
- exit from scope, destructor and 6–5
- `exit` 17–14/15, 27, 29
- `exit()` 3–9/10
- `EXIT_FAILURE` 17–14/15
- `EXIT_SUCCESS` 17–14/15
- `exp` 17–176, 182, 188
- explanation, subscripting 8–7
- explicit
  - constructor call 12–2
  - destructor and exception 12–7
  - destructor call 12–6
  - destructor call example 12–6
  - instantiation syntax 14–10
  - qualification 3–5, 7–20
  - qualification example 10–4
  - type conversion —see casting
- exponent-part* 2–8
- expression 5–1
  - ambiguity, declaration versus 6–6
  - assignment 5–20
  - constant 5–21
  - evaluation, difference from C C–1
  - order of evaluation of 5–1
  - parenthesized 5–2
  - pointer to member constant 5–11
  - postfix 5–3
  - primary 5–2
  - reference 5–1
  - statement 6–1
  - unary 5–10

- unspecified 5-4
  - expression* 5-20
  - expression-list* 5-3
  - expression-statement* 6-1
  - extension
    - to C C-1/2
    - to C anonymous union C-1
    - to C class C-1
    - to C const C-1
    - to C, dangerous C-10
    - to C declaration statement C-1
    - to C delete C-1
    - to C destructor C-2
    - to C, implementation dependency C-10
    - to C inline function C-1
    - to C memberwise assignment C-2
    - to C memberwise initialization C-2
    - to C multiple inheritance C-2
    - to C new C-1
    - to C overloading C-1
    - to C overloading delete C-2
    - to C overloading new C-2
    - to C pointer to member C-2
    - to C protected C-2
    - to C reference type C-1
    - to C single precision arithmetic C-1
    - to C type checking C-1
    - to C user-defined type C-1
    - to C, void\* pointer type C-1
    - to C volatile C-2
  - extern
    - "C" 17-4
    - "C++" 17-4
    - declaration 3-2
    - linkage of 7-3
    - linkage specification 7-20
    - point of declaration 3-6
    - reference declaration 8-11
    - restriction 7-3
  - external linkage 3-6, 17-4
- ## F
- F suffix 2-8
  - f suffix 2-8
  - failbit 17-33
  - fclose 17-102
  - fflush 17-105
  - fgetc 17-103/104, 108
  - field declaration : 9-10
  - File scope 3-4
  - file 2-1
    - buffered 17-14, 107/112
    - open 17-38
    - scope 17-3/4
    - seek 17-38
    - source 2-1, 17-2/3
    - unbuffered 17-112
  - FILE 17-8, 100, 108, 110/111
  - filebuf::close 17-102
  - filebuf::filebuf 17-101
  - filebuf::~filebuf 17-101
  - filebuf::is\_open 17-101
  - filebuf::open 17-101
  - filebuf::overflow 17-102, 109
  - filebuf::pbackfail 17-102, 109
  - filebuf::seekoff 17-104, 110
  - filebuf::seekpos 17-105, 110
  - filebuf::setbuf 17-105, 110
  - filebuf::showmany 17-103
  - filebuf::sync 17-105, 110
  - filebuf::uflow 17-104, 109
  - filebuf::underflow 17-103, 109
  - filebuf::xsgetn 17-104
  - filebuf::xsputn 17-104
  - final overrider 10-6
  - floating-digit* 2-6
  - fixed 17-33, 44
  - float
    - literal 2-8
    - type 3-14
    - type specifier 7-8
  - \_float\_complex 17-173
  - float\_complex::float\_complex 17-173
  - floatfield 17-33
  - <float.h> 2-5, 17-2
  - floating
    - point arithmetic, single precision 4-1
    - point conversion, implementation dependency 4-1
    - point conversion, safe 4-1
    - point integer conversion 4-2
    - point literal 2-8
    - point literal, type of 2-8
    - point type 3-13
    - point type 3-14
    - point type, implementation dependency 3-14
  - floating-constant* 2-8
  - floating-suffix* 2-8
  - flush 17-39, 65, 73, 76, 79, 105
  - fopen 17-101
  - for
    - scope of declaration in 6-4
    - statement 6-3/4
    - statement, continue in 6-4
    - statement, declaration in 6-4
  - form feed 2-7
  - formal
    - argument —see also parameter
    - argument —see parameter
  - forward
    - class declaration 9-2, 10-1
    - declaration 7-4
    - declaration example, nested class 9-11
  - fpos\_t 17-47/48
  - fprintf 17-74
  - fputc 17-102, 108
  - fractional-constant* 2-8
  - free
    - store —see also new, delete
    - store and constructor anachronism C-11
    - store and destructor anachronism C-11
  - friend
    - declaration, scope of 3-5
    - function, scope of 11-6
    - specifier 17-11
  - friend
    - access specifier and 11-6
    - class 11-5
    - class access and 11-5
    - declaration, overloaded name and 11-5
    - example 9-2
    - function, access and 11-5
    - function example 11-5
    - function, inline 11-6
    - function, linkage of 11-6
    - function, member function and 11-5
    - function, nested class 9-12
    - inheritance and 11-6
    - member function 11-5
    - point of declaration 3-6
    - specifier 7-6

- template and 14–22
- virtual and 10–6
- `fscanf` 17–64
- `fsetpos` 17–105
- `<fstream>` 17–2, 8, 100
- function
  - see also `friend function`, `member function`, `inline function`, `virtual function`
  - allocation 3–11, 5–13, 12–7
  - argument —see `argument`
  - body 8–11
  - call 5–4
  - call evaluation, unspecified order of 5–4
  - call operator 5–3, 13–8
  - call operator, overloaded 13–9
  - call, recursive 5–4
  - call, undefined 5–8, 10
  - cast, implementation dependency pointer to 5–10
  - cast, pointer to 5–10
  - comparison, pointer to 5–18
  - conversion, pointer to 4–3
  - deallocation 3–11, 5–15, 12–7
  - declaration 3–2, 8–8
  - declaration ambiguity 8–13
  - declaration, ellipsis in 5–4, 8–8
  - declaration example 8–10
  - declaration matching, overloaded 13–2
  - declarator `()` 8–8
  - definition 8–11
  - definition 3–3
  - definition anachronism, C C–10
  - definition anachronism, old style C–10
  - definition example 8–12
  - definition, scope of 3–5
  - generated 14–8
  - global 17–4, 7/8
  - handler 17–6
  - linkage specification 7–21
  - linkage specification overloaded 7–21
  - member —see `member function`
  - member declaration 9–6
  - name hiding 13–2
  - name, overloaded 13–1
  - operator 13–8
  - overloaded —see also `overloading`
  - parameter —see `parameter`
  - parameter adjustment 8–9
  - pointer to member 5–15
  - prototype scope 3–4
  - return —see `return`
  - return type —see `return type`
  - scope 3–4
  - scope of friend 11–6
  - specialized 14–8
  - specifier 7–4
  - template 14–16
  - template declaration 14–20
  - template definition 14–20
  - type 3–14, 8–8/9
  - virtual —see `virtual function`
  - virtual member 17–6/7, 61, 199
- function-body* 8–11
- function-definition* 8–11
- function-like macro 16–4
- function-specifier* 7–4
- fundamental
  - type 3–13
  - type conversion —see `conversion`, `user-defined conversion`
  - type, destructor and 12–7
- `fvoid_t` 17–15

## G

- generated
  - class 14–8
  - constructor —see `default constructor`
  - destructor —see `default destructor`
  - function 14–8
- `getline` 17–62, 64, 70/71, 129
- global
  - anonymous union 9–10
  - function 17–4, 7/8
  - name 3–4
  - scope 3–4
- `goodbit` 17–33
- `goto`
  - initialization and 6–6
  - statement 6–1, 5
- grammar A–1
- GRAPH 17–191
- greater
  - than operator 5–17
  - than or equal to operator 5–17

## H

- handler
  - exception 15–3, 17–5, 26
  - function 17–6
  - `incomplete@type@in` exception 15–3
- handler* 15–1
- handler-seq* 15–1
- header
  - C 17–2/4, 8, 12, 15
  - C++ 17–2/3
  - \\*C 17–12
- headers
  - ISO C 2–5
  - library 2–5
  - standard 2–5
- hex number 2–8
- hex 17–33, 44
- hexadecimal literal 2–6
- hexadecimal-digit* 2–6
- hexadecimal-escape-sequence* 2–7
- hexadecimal-literal* 2–6
- hiding —see `name hiding`
- horizontal tab 2–7

## I

- id, qualified 5–2
- identifier 2–4, 5–2, 7–1
  - `_`, underscore in 2–5
- identifier* 2–4
- identities and overloading, operator 13–9
- id-expression 5–2
- id-expression* 5–2
- `#if` 16–2, 17–5
- if statement 6–2
- `#ifdef` 16–3
- if-else ambiguity 6–2
- `#ifndef` 16–3
- `ifstream::close` 17–106
- `ifstream::ifstream` 17–106
- `ifstream::~ifstream` 17–106
- `ifstream::is_open` 17–106
- `ifstream::open` 17–106
- `ifstream::rdbuf` 17–106
- `imag` 17–173, 175/176, 178/182, 184, 186/188
- `omanip<T>` 17–80/81

- imainip<T>::imainip 17-81
- implementation
  - defined pointer integer conversion 5-9
  - dependency `__STDC__` 16-9
  - dependency alignment of bit-field 9-10
  - dependency alignment requirement 3-13
  - dependency allocation 9-4, 11-2
  - dependency arithmetic exception 5-1
  - dependency `asm` 7-20
  - dependency base class allocation 10-2
  - dependency bit-field allocation 9-10
  - dependency constructor and `new` 5-14
  - dependency division 5-16
  - dependency extension to C C-10
  - dependency floating point conversion 4-1
  - dependency floating point type 3-14
  - dependency generation of temporary 12-2
  - dependency integer conversion 4-1
  - dependency left shift 5-17
  - dependency linkage of `main()` 3-9
  - dependency linkage specification 7-21
  - dependency modulus 5-16
  - dependency object linkage 7-21
  - dependency overflow 5-1
  - dependency parameters to `main()` 3-9
  - dependency pointer comparison 5-18
  - dependency pointer subtraction 5-17
  - dependency pointer to function cast 5-10
  - dependency promotion of `wchar_t` 4-1
  - dependency range of types 2-5
  - dependency sign of bit-field 9-10
  - dependency sign of `char` 3-13
  - dependency signed unsigned 4-1
  - dependency `sizeof` expression 5-12
  - dependency `sizeof` integral type 3-13
  - dependency `sizeof` type 3-13
  - dependency string literal 2-9
  - dependency type of integer literal 2-7
  - dependency type of `ptrdiff_t` 5-17
  - dependency type of `size_t` 5-12
  - dependency type of `sizeof` expression 2-5
  - dependency value of `char` literal 2-8
  - dependency value of multicharacter literal 2-7
  - dependency `volatile` 7-7
  - dependency `wchar_t` 3-14
  - limits 1-2
  - type 17-8
- implementation-defined 17-3, 12, 14/15, 24, 29, 41
  - behavior 1-2
- implementation-dependent 17-48, 65, 76
- implementation-generated definitions 3-2
- implicit
  - conversion 4-1, 5-1, 12-3
  - destructor call 12-6
  - user-defined conversion 12-4
- implicitly-declared
  - copy constructor 12-1
  - default constructor 12-1
- in 17-33
- `#include` 16-3, 17-2/3
- inclusion
  - conditional 16-2
  - source file 16-3
- incomplete
  - class, cast to 5-9
  - type 3-12
  - type, example of 3-13
- incompletely-defined object type 3-12
- `incomplete@type@in` exception handler 15-3
- increment
  - `bool` 5-6, 11
  - operator 5-6, 11
  - operator, overloaded 13-10
- indeterminate uninitialized variable 8-13
- indirect base class 10-1
- indirection 5-11
  - operator 5-11
- inequality operator 5-18
- inheritance 10-1
  - see also multiple inheritance
  - and `friend` 11-6
  - of constructor 12-1
  - of destructor 12-5
  - of overloaded operator 13-9
  - of user-defined conversion 12-4
- init-declarator* 8-1
- init-declarator-list* 8-1
- initialization 8-12
  - aggregate 12-8
  - and `goto` 6-6
  - and `new` 5-13, 12-9
  - array 8-14
  - array of class objects 8-15, 12-9
  - `auto` 6-6
  - `auto` object 8-12
  - automatic 6-6
  - base class 12-9/10
  - character array 8-16
  - class member 8-13
  - class object 8-14, 12-8
  - class object —see also constructor
  - `const` 7-7, 8-12
  - `const` member 12-10
  - `const` pointer 8-12
  - constructor and 12-8
  - default 8-13
  - default constructor and 12-8
  - definition and 7-2
  - dynamic 3-9
  - example, constructor and 12-8
  - extension to C memberwise C-2
  - in block 6-6
  - jump past 6-3, 6
  - local object 3-10
  - local `static` 6-6
  - member 12-9, 13
  - member object 12-10
  - non-trivial 12-8
  - order of 3-9/10, 10-2
  - order of base class 12-10
  - order of member 12-10
  - order of virtual base class 12-10
  - overloaded assignment and 12-9
  - parameter 5-4
  - pointer to `const` 8-12
  - pointer to `volatile` 8-12
  - reference 8-6, 16
  - reference member 12-10
  - run-time 3-9
  - `static` member 9-9
  - `static` object 3-9, 8-12/13
  - `struct` 8-14
  - union 8-15, 9-10
  - virtual base class 12-10, 12
  - `volatile` pointer 8-12
- initializer 8-12
  - base class 8-12
  - constant 9-3
  - list `{}` 8-14
  - member 8-12
  - scope of member 12-11
  - temporary and declarator 12-3

- initializer* 8–12
- initializer-clause* 8–12
- initializer-list* 8–12
- injection from template, name 14–7
- inline 17–4
  - friend function 11–6
  - function 7–4
  - function, extension to C C–1
  - function, linkage of 7–3/4
  - member function 7–4, 9–8
  - member function definition 3–8
  - member function rewriting rules 9–8
- inline
  - linkage of 3–7
  - specifier 7–4
- instantiation
  - and specialization 14–9
  - multiple 14–9
  - point of 14–8
  - syntax, explicit 14–10
  - template 14–8
- int
  - type 3–13
  - type specifier 7–8
  - type, unsigned 3–13
- integer
  - cast, pointer to 5–9
  - constant 2–6
  - conversion 4–1
  - conversion, bool 4–1
  - conversion, char 4–1
  - conversion, floating point 4–2
  - conversion, implementation defined pointer 5–9
  - conversion, implementation dependency 4–1
  - conversion, signed unsigned 4–1
  - literal 2–6
  - literal, base of 2–6
  - literal, implementation dependency type of 2–7
  - literal, type of 2–7
  - to pointer cast 5–9
  - type 3–14
- integer-literal* 2–6
- integer-suffix* 2–6
- integral
  - promotion 4–1, 5–4
  - type 3–13
  - type 3–14
  - type, implementation dependency sizeof 3–13
  - value, undefined unrepresentable 4–2
- internal linkage 3–6
- internal 17–33, 44
- interpretation
  - of binary operator 13–9
  - of unary operator 13–9
- INTL 17–191
- invalid\_argument::do\_raise* 17–21
- invalid\_argument::invalid\_argument* 17–21
- invalid\_argument::~invalid\_argument* 17–21
- invalid\_argument::what* 17–21
- invocation, macro 16–5
- <iomanip> 17–2, 79
- <ios> 17–2, 33
- ios::bad* 17–41
- ios::clear* 17–40
- ios::copyfmt* 17–40
- ios::eof* 17–41
- ios::exceptions* 17–41
- ios::fail* 17–41
- ios::failure::do\_raise* 17–37
- ios::failure::failure* 17–36
- ios::failure::~failure* 17–37
- ios::failure::what* 17–37
- ios::fill* 17–42
- ios::flags* 17–41/42
- ios::fmtflags* 17–37, 81/82
- ios::good* 17–41
- ios::imbue* 17–43
- ios::init* 17–44, 65, 75
- ios::Init::Init* 17–39
- ios::Init::~Init* 17–39
- ios::ios* 17–39, 44
- ios::~ios* 17–39
- ios::iostate* 17–38
- ios::iword* 17–43
- ios::openmode* 17–38, 49, 52, 61, 83, 89, 93/94, 96/101, 104/105, 107, 110
- ios::operator!* 17–39
- ios::precision* 17–42
- ios::pword* 17–43
- ios::rdbuf* 17–40
- ios::rdloc* 17–43
- ios::rdstate* 17–40
- ios::seekdir* 17–38, 49, 52, 61, 83, 89, 93, 96, 100, 104, 107, 110
- ios::setf* 17–42
- ios::setstate* 17–41
- ios::tie* 17–40
- <iostream> 17–2, 39, 112
- ios::unsetf* 17–42
- ios::width* 17–42/43
- ios::xalloc* 17–43
- ISO
  - C headers 2–5
  - C summary, compatibility with C–2
- <iso646.h> 17–2, 12
- isspace 17–65/66, 129, 195
- istdiostream::buffered* 17–111
- istdiostream::istdiostream* 17–111
- istdiostream::~istdiostream* 17–111
- istdiostream::rdbuf* 17–111
- <istream> 17–2, 62
- istream::gcount* 17–72
- istream::get* 17–69/70
- istream::getline* 17–70/71
- istream::ignore* 17–71
- istream::ipfx* 17–65
- istream::isfx* 17–66
- istream::istream* 17–65
- istream::~istream* 17–65
- istream::operator>>* 17–66/68
- istream::peek* 17–72
- istream::putback* 17–72
- istream::read* 17–71
- istream::readsome* 17–72
- istream::sync* 17–72
- istream::unget* 17–72
- istreamstream::istreamstream* 17–98
- istreamstream::~istreamstream* 17–98
- istreamstream::rdbuf* 17–98
- istreamstream::str* 17–98
- istrstream::istrstream* 17–90/91
- istrstream::~istrstream* 17–91
- istrstream::rdbuf* 17–91
- iteration statement 6–3
- iteration-statement* 6–3, 5
  - scope 6–3

## J

Jessie 12–3  
jump

past initialization 6-3, 6  
 statement 6-5  
*jump-statement* 6-5

## K

keyword A-1  
 anachronism, overload C-10  
 list 2-4  
 mutable 3-12

## L

L  
 prefix 2-7, 9  
 suffix 2-7/8  
 l suffix 2-7/8  
 label 6-5  
   case 6-1, 3  
   default 6-1, 3  
   name space 6-1  
   scope of 3-4, 6-1  
   specifier : 6-1  
 labeled statement 6-1  
 lattice —see DAG, sub-object  
 layout  
   access specifier and object 11-2  
   bit-field 9-10  
   class object 9-4, 10-2  
 left  
   shift, implementation dependency 5-17  
   shift operator 5-17  
   shift, undefined 5-17  
 left 17-33, 45  
 length of name 2-4  
 length\_error::do\_raise 17-22  
 length\_error::length\_error 17-21  
 length\_error::~length\_error 17-21  
 length\_error::what 17-21  
 less  
   than operator 5-17  
   than or equal to operator 5-17  
 lexical conventions 2-1  
 library  
   Standard C 17-1/2, 4, 12, 29  
   Standard C++ 17-1/2, 5/6, 10/11, 15, 17, 20/22, 28/30,  
     36, 48, 113, 206  
   Standard \\*C 17-12  
   headers 2-5  
 limits, implementation 1-2  
 <limits.h> 2-5, 17-2  
 #line 16-8  
 linkage 3-1, 6  
   and throw 3-7  
   consistency 7-3  
   consistency example 7-3  
   external 3-6, 17-4  
   implementation dependency object 7-21  
   internal 3-6  
   of class 3-7  
   of const 3-7, 7-3  
   of extern 7-3  
   of friend function 11-6  
   of inline 3-7  
   of inline function 7-3/4  
   of main(), implementation dependency 3-9  
   of static 3-7, 7-3, 21  
   specification 7-20  
   specification class 7-21  
   specification consistency 7-21

specification, extern 7-20  
 specification function 7-21  
 specification, implementation dependency 7-21  
 specification object 7-21  
 specification overloaded function 7-21  
   to C 7-21  
*linkage-specification* 7-20  
 list  
   keyword 2-4  
   operator 2-5, 13-8  
   { }, initializer 8-14  
 literal 2-6, 5-2  
   base of integer 2-6  
   character 2-7  
   decimal 2-6  
   double 2-8  
   float 2-8  
   floating point 2-8  
   hexadecimal 2-6  
   implementation dependency string 2-9  
   implementation dependency type of integer 2-7  
   implementation dependency value of char 2-8  
   implementation dependency value of multicharacter  
     2-7  
   integer 2-6  
   long 2-6/7  
   long double 2-8  
   multicharacter 2-7  
   octal 2-6  
   type of character 2-7  
   type of floating point 2-8  
   type of integer 2-7  
   unsigned 2-6/7  
*literal* 2-6  
 local  
   class definition 9-12  
   class example 9-12  
   class member function 9-12  
   class, member function in 9-8  
   class restriction 9-12  
   class restriction, static member 9-9  
   class, scope of 9-12  
   object constructor 3-10  
   object destructor 3-10  
   object initialization 3-10  
   object, static 3-10  
   object storage duration 3-10  
   scope 3-4  
   static, destruction of 6-6  
   static initialization 6-6  
   variable, destruction of 6-5/6  
 LOCAL 17-191  
 <locale> 17-2, 191  
 locale::category 17-195  
 locale::classic 17-44, 199, 213  
 locale::collate 17-210  
 localeconv 17-205/206  
 locale::ctype 17-195  
 locale::dateorder 17-196  
 locale::equal 17-207  
 locale::extract 17-208  
 locale::extractdate 17-211  
 locale::extractmoney 17-212  
 locale::extractmonthname 17-211  
 locale::extracttime 17-211  
 locale::extractweekday 17-211  
 locale::global 17-212/213  
 <locale.h> 17-2, 12  
 locale::hash 17-211  
 locale::insert 17-207/208, 211/212  
 locale::is 17-208/209

locale::locale 17-206/207  
 locale::~locale 17-207  
 locale::moneyfracdigits 17-212  
 locale::moneysymbol 17-196  
 locale::name 17-213  
 locale::namedctype 17-209  
 locale::namedto 17-210  
 locale::narrow 17-208  
 locale::ok 17-207  
 locale-specific behavior 1-2  
 locale::to 17-209/210  
 locale::totype 17-196  
 locale::transparent 17-213  
 locale::virtuals::add\_reference 17-206  
 locale::virtuals::collate 17-202/203  
 locale::virtuals::copybut 17-199  
 locale::virtuals::date\_order 17-205  
 locale::virtuals::equal 17-199  
 locale::virtuals::extract 17-200/201  
 locale::virtuals::extractdate 17-204  
 locale::virtuals::extractmoney 17-205  
 locale::virtuals::extractmonthname 17-204  
 locale::virtuals::extracttime 17-204  
 locale::virtuals::extractweekday 17-204  
 locale::virtuals::hash 17-203  
 locale::virtuals::insert 17-200, 204/205  
 locale::virtuals::is 17-201  
 locale::virtuals::moneyfracdigits 17-206  
 locale::virtuals::name 17-199  
 locale::virtuals::namedctype 17-201  
 locale::virtuals::namedto 17-202  
 locale::virtuals::narrow 17-201  
 locale::virtuals::remove\_reference 17-206  
 locale::virtuals::to 17-202  
 locale::virtuals::transform 17-203  
 locale::virtuals::virtuals 17-199, 206  
 locale::virtuals::~virtuals 17-199  
 locale::virtuals::widen 17-201  
 locale::widen 17-208  
 log 17-176, 182, 188  
 logical  
   AND operator 5-19  
   AND operator, side effects and 5-19  
   OR operator 5-19  
   OR operator, side effects and 5-19  
   negation operator 5-11  
 logic::do\_raise 17-19  
 logic::~logic 17-19  
 logic::what 17-19  
 long  
   constant 2-6  
   double literal 2-8  
   double type 3-14  
   literal 2-6/7  
   type 3-13  
   type specifier 7-8  
   type, unsigned 3-13  
   typedef and 7-2  
 long\_double\_complex 17-183/184, 188  
 long\_double\_complex::long\_double\_complex  
   17-184  
 longjmp 17-14  
 long\_suffix 2-6  
 lookup  
   member name 10-3  
   name 3-1  
   template name 14-3  
 LOWER 17-191  
 lowercase 17-11, 37  
 lvalue 3-16  
   assignment and 5-20

cast 5-8, 10  
 cast, reinterpret\_cast, 5-10  
 cast, static\_cast, 5-8  
 conversion 4-1  
 modifiable 3-16

## M

macro  
   definition scope 16-6  
   function-like 16-4  
   invocation 16-5  
   masking 17-4  
   name 16-5  
   object-like 16-4  
   parameters 16-5  
   preprocessor 16-1  
   replacement 16-4  
 main() 3-9  
   implementation dependency linkage of 3-9  
   implementation dependency parameters to 3-9  
   parameters to 3-9  
   return from 3-9/10  
 malloc 17-14, 28  
 management anachronism, memory C-11  
 masking macro 17-4  
 <math.h> 17-2  
 MDY 17-191  
 meaning of declarator 8-4  
 member  
   —see also base class member  
   access operator, overloaded 13-10  
   access ambiguity 10-3  
   access, base class 10-1  
   access, class 5-4  
   access, protected 11-6  
   access, struct default 9-1  
   access, union default 9-1  
   array 9-4  
   assignment 12-13  
   cast, pointer to 5-8, 10  
   class object 9-4  
   constructor order of execution 12-2  
   declaration 9-3  
   declaration, class 9-3  
   declaration, static 3-2  
   definition 9-7  
   definition, static 9-9  
   destructor order of execution 12-6  
   enumerator 7-12  
   example, static 9-9  
   function and access control 12-1  
   function and friend function 11-5  
   function call, constructor and 12-12  
   function call, destructor and 12-12  
   function call, undefined 9-7  
   function, class 9-6  
   function, const 9-7/8  
   function, constructor and 12-2  
   function definition 9-7/8  
   function definition, inline 3-8  
   function, destructor and 12-6  
   function example 9-6, 11-5  
   function, friend 11-5  
   function in local class 9-8  
   function in nested class 9-8  
   function, inline 7-4, 9-8  
   function, local class 9-12  
   function, nested class 9-11  
   function, overloading resolution and 13-4

- function rewriting rules, inline 9–8
  - function, `static` 9–7/8
  - function template 14–21
  - function, `union` 9–9
  - function, `virtual` 17–6/7, 61, 199
  - function, `volatile` 9–7/8
  - initialization 12–9, 13
  - initialization, `const` 12–10
  - initialization, order of 12–10
  - initialization, reference 12–10
  - initialization, `static` 9–9
  - initializer 8–12
  - initializer, scope of 12–11
  - local class restriction, `static` 9–9
  - name access 11–1
  - name access example 11–3
  - name lookup 10–3
  - name, overloaded 9–3
  - object initialization 12–10
  - of class type restriction 12–9
  - pointer to —see pointer to member
  - `static` 9–8
  - `static` class 3–10
  - storage duration, class 3–10
  - template and `static` 14–22
  - type of `static` 5–11, 9–9
  - use, `static` 9–9
  - member-declaration* 9–3
  - member-declarator* 9–3
  - member-specification* 9–3
  - memberwise
    - assignment 13–9
    - assignment, extension to C C–2
    - initialization, extension to C C–2
  - `memchr` 17–13
  - `memcmp` 17–127, 141
  - mem-initializer* 12–10
  - memory
    - management —see also `new`, `delete`
    - management anachronism C–11
    - model 1–3
  - message, diagnostic 1–1
  - MESSAGES 17–191
  - missing storage class specifier 7–3
  - mode
    - binary 17–38
    - text 17–38
  - modifiable lvalue 3–16
  - modulus
    - implementation dependency 5–16
    - operator 5–16
  - MONETARY 17–191
  - most derived class 12–10
  - multibyte
    - character 1–2
    - string, null-terminated 17–11
  - multicharacter
    - literal 2–7
    - literal, implementation dependency value of 2–7
  - multidimensional
    - array 8–8
    - array declarator 8–7
  - multiple
    - declaration 3–8
    - inheritance 10–1/2
    - inheritance DAG 10–2/3
    - inheritance, extension to C C–2
    - inheritance, `virtual` and 10–7
    - instantiation 14–9
  - multiplication operator 5–16
  - multiplicative operator 5–16
  - multiplicative-expression* 5–16
  - mutable keyword 3–12
- ## N
- name 2–4, 3–1, 5–2
    - address of qualified 5–11
    - and translation unit 3–1
    - class —see class name
    - declaration 3–2
    - dependent 14–5
    - elaborated `enum` 7–9
    - global 3–4
    - hiding 3–5/6, 5–2, 6–6
    - hiding, class definition 9–2
    - hiding, function 13–2
    - hiding, overloading versus 13–2
    - hiding, user-defined conversion and 12–5
    - injection from template 14–7
    - length of 2–4
    - lookup 3–1
    - lookup, member 10–3
    - lookup, template 14–3
    - macro 16–5
    - overloaded function 13–1
    - overloaded member 9–3
    - point of declaration 3–6
    - qualified 7–20
    - reserved 17–3
    - resolution, template 14–3
    - scope of 3–4
    - space, label 6–1
    - type —see type name
    - unreserved 17–8
    - use of template 14–4
  - namespace 17–3/4, 12
    - definition 7–12
    - scope 3–4
  - namespaces 7–12
  - NDEBUG 17–3
  - negation operator, logical 5–11
  - nested
    - class anachronism, scope of C–12
    - class definition 9–10
    - class definition example 9–11
    - class example 9–10
    - class forward declaration example 9–11
    - class `friend` function 9–12
    - class member function 9–11
    - class, member function in 9–8
    - class, scope of 9–10
    - type name 9–12
    - type name example 9–12
    - type name, scope of 9–12
  - `<new>` 17–2, 6, 14, 27
  - `new` 3–11, 5–12/13, 12–7
    - array 5–13
    - array of class objects and 5–13
    - constructor and 5–13
    - default constructor and 5–13/14
    - exception and 5–14
    - extension to C C–1
    - extension to C overloading C–2
    - implementation dependency constructor and 5–14
    - initialization and 5–13, 12–9
    - operator 17–6, 14, 27/30
    - placement syntax 5–13
    - scoping and 5–12
    - storage allocation 5–12
    - type of 12–7

- unspecified order of evaluation 5–14
- unspecified value 5–14
- `new[]`, operator 17–6, 27/28, 30
- new-declarator* 5–12
- new-expression* 5–12
- `<new.h>` 2–5
- new-initializer* 5–12
- new-line 2–7
- new-placement 5–12
- new-type-id* 5–12
- `NO_CHANGE` 17–191
- `NO_MATCH` 17–191
- nondigit* 2–4
- `NONE` 17–191
- nonnested class anachronism C–12
- non-trivial
  - implicitly-declared default constructor 12–1
  - initialization 12–8
- nonvirtual base class DAG 10–3
- nonzero-digit* 2–6
- `NO_ORDER` 17–191
- norm 17–177, 182, 188
- noshowbase 17–45
- noshowpoint 17–45
- noshowpos 17–45
- noskipws 17–45
- notation, syntax 1–2
- nouppercase 17–45
- `NPOS` 17–15
- `NTBS` 17–11, 74, 76, 79, 90, 92, 101, 202, 205, 211
  - static 17–11
- `NTMBS` 17–11, 31
  - static 17–11, 31
- `NTWCS` 17–12
  - static 17–12
- null
  - character 0 2–9
  - directive 16–9
  - pointer 4–2/3, 5–18
  - pointer conversion 4–3
  - reference 8–6
  - statement 6–1
- null-terminated
  - byte string 17–11
  - multibyte string 17–11
  - wide-character string 17–12
- number
  - hex 2–8
  - octal 2–8
- `NUMERIC` 17–191

## O

- `objconstruct` 17–190
- `<objcpy>` 17–2, 189
- `objcpy` 17–189/190
- `objdestroy` 17–191
- object 1–3, 3–1/2, 16
  - class —see also class object
  - complete 1–3
  - constructor, local 3–10
  - definition 3–3
  - delete 5–14
  - destructor and placement of 12–6
  - destructor, local 3–10
  - destructor `static` 3–10
  - initialization, `auto` 8–12
  - initialization, local 3–10
  - initialization, `static` 3–9, 8–12/13
  - layout, access specifier and 11–2
  - linkage, implementation dependency 7–21
  - linkage specification 7–21
  - static local 3–10
  - storage duration, local 3–10
  - temporary —see temporary
  - type, completely-defined 3–12
  - type, incompletely-defined 3–12
  - undefined deleted 3–12, 5–15
  - unnamed 12–2
- object-like macro 16–4
- `oct` 17–33, 45
- octal
  - literal 2–6
  - number 2–8
- octal-escape-sequence* 2–7
- octal-literal* 2–6
- `offsetof` 17–14
- `ofstream` 17–106/107
  - `ofstream::close` 17–107
  - `ofstream::is_open` 17–107
  - `ofstream::ofstream` 17–107
  - `ofstream::~ofstream` 17–107
  - `ofstream::open` 17–107
  - `ofstream::rdbuf` 17–107
- old
  - style base class initializer anachronism C–11
  - style function definition anachronism C–10
- `omanip<T>` 17–81
- `omanip<T>::omanip` 17–81
- one-definition rule 3–3
- one's complement operator 5–11
- open file 17–38
- operand
  - `const` 5–1
  - reference 5–1
  - volatile 5–1
- operations on class object 9–1
- operator
  - `%=` 5–20
  - `&=` 5–20
  - `*=` 5–20
  - `+=` 5–11, 20
  - `--` 5–20
  - `/=` 5–20
  - `<<=` 5–20
  - `>>=` 5–20
  - `^=` 5–20
  - additive 5–16
  - address-of 5–11
  - assignment 5–20, 12–12, 17–8, 32, 160
  - bitwise 5–18
  - bitwise AND 5–18
  - bitwise exclusive OR 5–18
  - bitwise inclusive OR 5–18
  - cast 5–10, 15, 8–2
  - class member access 5–4
  - comma 5–20
  - conditional expression 5–19
  - conversion 5–1, 12–4
  - decrement 5–6, 11
  - default assignment 13–9
  - division 5–16
  - equality 5–18
  - example, scope resolution 10–4
  - function call 5–3, 13–8
  - function call 13–8
  - greater than 5–17
  - greater than or equal to 5–17
  - identities and overloading 13–9
  - increment 5–6, 11
  - indirection 5–11

- inequality 5–18
- left shift —see left shift operator
- less than 5–17
- less than or equal to 5–17
- list 2–5, 13–8
- logical AND 5–19
- logical OR 5–19
- logical negation 5–11
- modulus 5–16
- multiplication 5–16
- multiplicative 5–16
- new —see new
- one's complement 5–11
- overloaded 5–1
- overloading —see also overloaded operator
- overloading restrictions 13–8
- pointer to member 5–15
- precedence of 5–1
- relational 5–17
- right shift; right shift operator 5–17
- scope resolution 3–5, 5–2, 9–7, 10–1, 8
- shift —see left shift operator, right shift operator
- side effects and comma 5–20
- side effects and logical AND 5–19
- side effects and logical OR 5–19
- sizeof 5–10, 12
- subscripting 5–3, 13–8
- unary 5–10/11
- unary minus 5–11
- unary plus 5–11
- use, scope resolution 9–9
- |= 5–20
- operator
  - delete 17–6, 28/29
  - delete 5–15, 12–7
  - delete —see delete
  - delete[] 17–6, 28, 30
  - delete[] 5–15, 12–7
  - function 13–8
  - new 17–6, 14, 27/30
  - new 5–13, 12–7
  - new[] 17–6, 27/28, 30
  - new[] 5–13, 12–7
  - overloaded 13–8
  - operator!= 17–31, 47, 49, 128/129, 143, 148/149, 157, 175, 181, 187, 193, 207
  - operator& 17–9, 148, 158
  - operator&= 17–9, 143, 145, 149, 152
  - operator\* 17–174, 180, 185/186
  - operator\*= 17–172/173, 178/179, 183/184
  - operator+ 17–47, 49, 127/128, 142, 158, 167, 171/175, 179/180, 185/186
  - operator+= 17–47, 49, 115, 119, 130, 134, 149, 152, 159, 163, 167, 169, 172/173, 178, 183/184
  - operator- 17–47/49, 174/175, 179/180, 185/186
  - operator-= 17–47, 49, 172/173, 178, 183/184
  - operator/ 17–174, 180, 186
  - operator/= 17–172/173, 178/179, 183, 185
  - operator<< 17–44, 73, 76/78, 80/81, 130, 143, 148/149, 157, 159, 176, 181, 187, 213
  - operator== 17–31, 47, 49, 128, 142/143, 147, 149, 157, 175, 180/181, 186/187, 193, 207
  - operator>> 17–62, 64, 66/68, 78, 80/81, 129, 143, 148/149, 158, 175, 181, 187, 214
  - operator^ 17–9, 148, 158
  - operator^= 17–9, 143, 145, 149, 153
  - operator| 17–9, 148, 158
  - operator|= 17–9, 143, 145, 149, 152
  - operator~ 17–9, 143, 146, 149, 158
- operator 13–8
- operator-function-id 13–8
- operators in expressions, overloaded 13–11
- optimization of temporary —see elimination of temporary
- OR
  - operator, bitwise exclusive 5–18
  - operator, bitwise inclusive 5–18
  - operator, logical 5–19
  - operator, side effects and logical 5–19
- order
  - of argument evaluation 5–4
  - of argument evaluation, unspecified 5–4
  - of base class initialization 12–10
  - of construction 3–10
  - of destruction 3–10
  - of destruction of temporary 12–3
  - of evaluation new, unspecified 5–14
  - of evaluation of expression 5–1
  - of evaluation, unspecified 5–1
  - of execution, base class constructor 12–2
  - of execution, base class destructor 12–6
  - of execution, constructor and array 12–2
  - of execution, constructor and static objects 12–9
  - of execution, destructor 12–6
  - of execution, destructor and array 12–6
  - of execution, destructor and static objects 12–9
  - of execution, member constructor 12–2
  - of execution, member destructor 12–6
  - of function call evaluation, unspecified 5–4
  - of initialization 3–9/10, 10–2
  - of member initialization 12–10
  - of virtual base class initialization 12–10
- ostdiostream::buffered 17–112
- ostdiostream::ostdiostream 17–111
- ostdiostream::~ostdiostream 17–112
- ostdiostream::rdbuf 17–112
- <ostream> 17–2, 73
- ostream::flush 17–79
- ostream::operator<< 17–76/78
- ostream::opfx 17–76
- ostream::osfx 17–76
- ostream::ostream 17–75
- ostream::~ostream 17–76
- ostream::put 17–78
- ostream::write 17–78/79
- ostringstream::ostringstream 17–99
- ostringstream::~ostringstream 17–99
- ostringstream::rdbuf 17–99
- ostringstream::str 17–99/100
- ostrstream::freeze 17–92
- ostrstream::ostrstream 17–91/92
- ostrstream::~ostrstream 17–92
- ostrstream::pcount 17–92
- ostrstream::rdbuf 17–92
- ostrstream::str 17–92
- out of range value, undefined conversion 4–1
- out 17–33
- out\_of\_range 17–22, 117, 132, 144, 151, 161
- out\_of\_range::do\_raise 17–22
- out\_of\_range::out\_of\_range 17–22
- out\_of\_range::~out\_of\_range 17–22
- out\_of\_range::what 17–22
- overflow 5–1
  - implementation dependency 5–1
- overflow::do\_raise 17–23
- overflow::overflow 17–23
- overflow::~overflow 17–23
- overflow::what 17–23
- overload resolution, template 14–18
- overload keyword anachronism C–10
- overloaded
  - assignment and initialization 12–9

assignment operator 13–9  
 binary operator 13–9  
 decrement operator 13–10  
 function, address of 5–11, 13–7  
 function ambiguity detection 13–3  
 function and standard conversion 13–6  
 function call operator 13–9  
 function call resolution—see also argument matching,  
   overloading resolution  
 function declaration matching 13–2  
 function, linkage specification 7–21  
 function name 13–1  
 increment operator 13–10  
 member access operator 13–10  
 member name 9–3  
 name and access declaration 11–4  
 name and *friend* declaration 11–5  
 operator 13–8  
 operator 5–1  
 operator 13–8  
 operator and default argument 13–9  
 operator, inheritance of 13–9  
 operators in expressions 13–11  
 subscripting operator 13–10  
 unary operator 13–9  
 overloading 8–9, 9–2, 13–1  
   and access 13–3  
   and *const* 13–1/2  
   and default argument 8–11  
   and *delete* 3–11  
   and derived class 13–2  
   and *enum* 13–1  
   and pointer 13–1  
   and pointer versus array 13–2  
   and reference 13–1  
   and return type 13–1  
   and scope 13–2  
   and specialization 14–20  
   and *static* 13–1  
   and *typedef* 13–1  
   and *volatile* 13–1/2  
   *delete*, extension to C C–2  
   example 13–1  
   extension to C C–1  
   *new*, extension to C C–2  
   operator identities and 13–9  
   postfix ++ and -- 13–10  
   prefix ++ and -- 13–10  
   resolution 13–3  
   resolution and access control 10–4  
   resolution and conversion 13–5  
   resolution and default argument 13–4  
   resolution and ellipsis 13–4/6  
   resolution and member function 13–4  
   resolution and pointer conversion 13–8  
   resolution and promotion 13–5  
   resolution and standard conversion 13–5  
   resolution and user-defined conversion 13–6  
   resolution exact match 13–5  
   resolution rules 13–5  
   resolution, template function 14–16  
   resolution trivial conversions 13–5  
   restriction 13–9  
   subsequence rule 13–5  
   versus name hiding 13–2  
 overrider, final 10–6

## P

parameter 1–2, 8–12

adjustment, array 8–9  
 adjustment, function 8–9  
 declaration 8–8/9  
 default template 14–12  
 example, unnamed 8–12  
 initialization 5–4  
 list example, variable 8–10  
 list, variable 5–4, 8–8  
 reference 8–5  
 scope of 3–4  
 void 8–8  
*parameter type list* 8–9  
*parameter-declaration* 8–8  
 parameterized type—see template  
 parameters  
   macro 16–5  
   to *main()* 3–9  
   to *main()*, implementation dependency 3–9  
 parentheses  
   and ambiguity 5–13  
   in declaration 8–3/4  
 parenthesized expression 5–2  
 period 17–11  
 phases, translation 2–1  
 placement  
   of object, destructor and 12–6  
   syntax, *new* 5–13  
*pm-expression* 5–15  
 POD-struct 8–15  
 point  
   of declaration class name 9–3  
   of declaration enumerator 3–6  
   of declaration *extern* 3–6  
   of declaration *friend* 3–6  
   of declaration name 3–6  
   of definition, enumerator 7–11  
   of error checking 14–3  
   of instantiation 14–8  
   type, floating 3–13  
 pointer  
   —see also *void\**  
   arithmetic 5–16  
   assignment, *const* 5–20  
   assignment to 5–20  
   assignment, *volatile* 5–20  
   cast, integer to 5–9  
   comparison 5–18  
   comparison, implementation dependency 5–18  
   comparison, undefined 5–17/18  
   comparison, *void\** 5–18  
   conversion 4–2  
   conversion ambiguity 4–3  
   conversion, array 4–3  
   conversion, base class 4–3  
   conversion, *const void\** 4–2  
   conversion, *const volatile void\** 4–2  
   conversion, derived class 4–3  
   conversion, null 4–3  
   conversion, overloading resolution and 13–8  
   conversion, *void\** 4–2  
   conversion, *volatile const void\** 4–2  
   conversion, *volatile void\** 4–2  
   conversion, zero 4–3  
   conversions, cv-qualifier 4–2  
   declaration 8–4  
   declarator \* 8–4  
   example, constant 8–4  
   initialization, *const* 8–12  
   initialization, *volatile* 8–12  
   integer conversion, implementation defined 5–9  
   null 4–2/3, 5–18

- overloading and 13-1
- subtraction, implementation dependency 5-17
- terminology 3-15
- to abstract class 10-8
- to bit-field restriction 9-10
- to const assignment 5-20
- to const initialization 8-12
- to function cast 5-10
- to function cast, implementation dependency 5-10
- to function comparison 5-18
- to function conversion 4-3
- to integer cast 5-9
- to member 3-14, 5-15
- to member anachronism, cast of C-12
- to member, assignment 5-20
- to member, assignment to 5-20
- to member cast 5-8, 10
- to member constant expression 5-11
- to member conversion 4-3/4
- to member conversion ambiguity 4-4
- to member conversion anachronism C-12
- to member declarator ::\* 8-6
- to member example 8-6
- to member, extension to C C-2
- to member function 5-15
- to member function, undefined bound C-12
- to member operator 5-15
- to member void\* conversion 4-4
- to member, zero assignment to 5-20
- to volatile assignment 5-20
- to volatile initialization 8-12
- type 3-14
- type extension to C, void\* C-1
- versus array, overloading and 13-2
- zero 4-2/3, 5-18
- zero assignment to 5-20
- polar 17-177, 182, 188
- polymorphic
  - class 10-5
  - type 10-5
- position, stream 17-48/49, 51, 60/61, 88/89, 96/97, 103/105
- postfix
  - ++ and -- 5-6
  - ++ and --, overloading 13-10
  - expression 5-3
- potential scope 3-1
- pow 17-177, 182/183, 189
- pragma directive 16-8
- #pragma 16-8
- precedence of operator 5-1
- prefix
  - ++ and -- 5-11
  - ++ and --, overloading 13-10
  - L 2-7, 9
- preprocessing 16-1
  - directive 16-1
  - preprocessing-token 2-2
- preprocessor, macro 16-1
- primary expression 5-2
- PRINT 17-191
- private 11-1
  - base class 11-2
- program 3-6
  - environment 3-9
  - start 3-9
  - startup 17-2, 6
  - termination 3-9/10
  - termination and destructor 12-6
- promotion
  - integral 4-1, 5-4

- of wchar\_t, implementation dependency 4-1
- overloading resolution and 13-5
- protected 11-1
  - extension to C C-2
  - member access 11-6
- protection 17-11
  - see access control
- ptrdiff\_t 5-17, 17-15
  - implementation dependency type of 5-17
- ptr-operator 8-1
- public 11-1
  - base class 11-2
- PUNCT 17-191
- punctuators 2-5
- pure
  - specifier 9-3
  - virtual destructor 12-6
  - virtual function 10-8
  - virtual function call, undefined 10-9, 12-12
  - virtual function definition 10-8
  - virtual function example 10-8
- pure-specifier 9-3

## Q

- qualification, explicit 3-5, 7-20
- qualified
  - id 5-2
  - name 7-20
  - name, address of 5-11
- qualified-id 5-2
- question mark 2-7
- quote
  - double 2-7
  - single 2-7

## R

- raise 17-5, 17, 27, 29, 41, 117, 132, 144, 151, 161
- range of types, implementation dependency 2-5
- range::do\_raise 17-22, 25
- range::range 17-25
- range::~range 17-25
- range::what 17-22, 25
- reach 3-5
- real 17-173, 175/181, 183/184, 186/187, 189
- realloc 17-14, 28
- recursive function call 5-4
- redefinition
  - enumerator 7-11
  - typedef 7-5
- reference 3-14
  - and argument passing 8-16
  - and return 8-16
  - and temporary 8-16
  - argument 5-4
  - assignment 8-16
  - assignment to 5-20
  - call by 5-4
  - cast 5-8, 10
  - cast, reinterpret\_cast, 5-10
  - cast, static\_cast, 5-8
  - const 8-16
  - conversion 4-3
  - conversion ambiguity 4-3
  - conversions, cv-qualifier 4-3
  - declaration 8-5
  - declaration, extern 8-16
  - declarator & 8-5
  - expression 5-1

- initialization 8–6, 16
- member initialization 12–10
- null 8–6
- operand 5–1
- overloading and 13–1
- parameter 8–5
- restriction 8–6
- sizeof 5–12
- temporary, scope of 8–17
- to base class 4–3
- type, class 8–13
- type, extension to C C–1
- volatile 8–16
- references 3–12
- region, declarative 3–1
- register
  - declaration 7–3
  - restriction 7–3
- reinterpret cast 5–9
- reinterpret\_cast
  - lvalue cast 5–10
  - reference cast 5–10
- relational operator 5–17
- relational-expression* 5–17
- remainder operator —see modulus operator
- replacement, macro 16–4
- required behavior 17–6
- reraise 15–2
- rescanning and replacement 16–6
- reserve 17–16
- reserved
  - identifier 2–5
  - name 17–3
  - word —see keyword
- resetiosflags 17–8
- resolution
  - overloading —see overloading resolution
  - scoping ambiguity 10–4
  - template function overloading 14–16
  - template name 14–3
  - template overload 14–18
- restriction 17–4/5
  - address of bit-field 9–10
  - anonymous union 9–10
  - auto 7–3
  - bit-field 9–10
  - constructor 12–1/2
  - default assignment operator 12–13
  - default copy constructor 12–13
  - destructor 12–5/6
  - enumerator 7–11
  - extern 7–3
  - local class 9–12
  - member of class type 12–9
  - overloading 13–9
  - pointer to bit-field 9–10
  - reference 8–6
  - register 7–3
  - static 7–3
  - static member local class 9–9
  - union 9–9, 12–2
- restrictions, operator overloading 13–8
- rethrow 15–2
- return
  - type 8–9
  - type, class object 12–9
  - type conversion 6–5
  - type, overloading and 13–1
- return 6–5
  - constructor and 6–5
  - from main() 3–9/10

- reference and 8–16
  - statement —see also return
- rewriting rules, inline member function 9–8
- right shift operator 5–17
- right 17–33, 45
- rounding 4–2
- rule, one-definition 3–3
- rules
  - for *conditions* 6–2
  - inline member function rewriting 9–8
  - overloading resolution 13–5
  - summary, scope 10–9
  - type conversion 4–2
- run-time initialization 3–9
- runtime::do\_raise 17–19
- runtime::runtime 17–19/20
- runtime::~runtime 17–19
- runtime::what 17–19
- rvalue 3–16

## S

- safe floating point conversion 4–1
- s-char* 2–9
- s-char-sequence* 2–9
- scientific 17–33, 45
- scope 3–1
  - File 3–4
  - class 3–5
  - destructor and exit from 6–5
  - exception declaration 3–4
  - file 17–3/4
  - function 3–4
  - function prototype 3–4
  - global 3–4
  - iteration-statement* 6–3
  - local 3–4
  - macro definition 16–6
  - namespace 3–4
  - of class definition 9–2
  - of class name 9–2
  - of declaration in for 6–4
  - of default argument 8–11
  - of delete example 12–8
  - of enumerator class 7–11
  - of friend declaration 3–5
  - of friend function 11–6
  - of function definition 3–5
  - of label 3–4, 6–1
  - of local class 9–12
  - of member initializer 12–11
  - of name 3–4
  - of nested class 9–10
  - of nested class anachronism C–12
  - of nested type name 9–12
  - of parameter 3–4
  - of reference temporary 8–17
  - overloading and 13–2
  - potential 3–1
  - resolution operator 3–5, 5–2, 9–7, 10–1, 8
  - resolution operator :: 3–5
  - resolution operator example 10–4
  - resolution operator use 9–9
  - rules summary 10–9
  - selection-statement* 6–2
- scoping
  - ambiguity resolution 10–4
  - and new 5–12
- seek file 17–38
- selection statement 6–2

- selection-statement* 6–2
- scope 6–2
- semantics, class member 5–4
- separate
  - compilation 2–1
  - translation 2–1
- sequence
  - associated 17–51, 105/106, 110/111
  - statement 6–1
- sequencing operator —see comma operator
- setbase 17–82
- setfill 17–82
- setiosflags 17–81/82
- setjmp 17–4
- <setjmp.h> 17–2, 14
- setlocale 17–11, 199
- set\_new\_handler 17–27
- setterminate() 15–6
- set\_terminate 17–25
- setunexpected() 15–6
- set\_unexpected 17–26
- setvbuf 17–105
- setw 17–83
- shift operator —see left shift operator, right shift operator
- shift-expression* 5–17
- short
  - type 3–13
  - type specifier 7–8
  - type, unsigned 3–13
  - typedef and 7–2
- showbase 17–33, 45
- showpoint 17–33, 45/46
- showpos 17–33, 45/46
- side
  - effects 5–1
  - effects and comma operator 5–20
  - effects and logical AND operator 5–19
  - effects and logical OR operator 5–19
- sign
  - of bit-field, implementation dependency 9–10
  - of char, implementation dependency 3–13
- sign* 2–8
- <signal.h> 17–2
- signature 1–2
- signed
  - char type 3–13
  - character 3–13
  - typedef and 7–2
  - unsigned, implementation dependency 4–1
  - unsigned integer conversion 4–1
- simple-escape-sequence* 2–7
- simple-type-specifier* 7–7/8
- sin 17–177, 183, 189
- single
  - precision arithmetic, extension to C C–1
  - precision floating point arithmetic 4–1
  - quote 2–7
- sinh 17–177, 183, 189
- sizeof
  - array 5–12
  - class object 5–12
  - empty class 9–1
  - expression, implementation dependency 5–12
  - expression, implementation dependency type of 2–5
  - integral type, implementation dependency 3–13
  - operator 5–10, 12
  - reference 5–12
  - string 2–9
  - type, implementation dependency 3–13
- size\_t 5–12, 17–15, 203
  - implementation dependency type of 5–12
- skipws 17–33, 45/46
- smanip<T> 17–80
- smanip<T>::smanip 17–80
- source
  - file 2–1, 17–2/3
  - file inclusion 16–3
- space, white 2–2
- SPACE 17–191
- special member function —see also constructor, destructor, inline function, user-defined conversion, virtual function
- specialization 14–8
  - instantiation and 14–9
  - overloading and 14–20
  - template 14–11
- specialized
  - class 14–8
  - function 14–8
- specification, template argument 14–16
- specifier
  - access —see access specifier
  - auto 7–2
  - declaration 7–2
  - elaborated type 3–5
  - friend 7–6
  - friend 17–11
  - function 7–4
  - inline 7–4
  - missing storage class 7–3
  - static 7–2
  - storage class 7–2
  - type —see type specifier
  - typedef 7–5
  - virtual 7–5
- sqrt 17–178, 183, 189
- <sstream> 17–2, 92
- stack unwinding 15–3
- Standard
  - C library 17–1/2, 4, 12, 29
  - C++ library 17–1/2, 5/6, 10/11, 15, 17, 20/22, 28/30, 36, 48, 113, 206
  - \\*C library 17–12
- standard
  - conversion 4–1
  - conversion, overloaded function and 13–6
  - conversion, overloading resolution and 13–5
  - headers 2–5
- start, program 3–9
- startup, program 17–2, 6
- statement 6–1
  - see also return, return
  - break 6–5
  - compound 6–1
  - continue 6–5
  - continue in for 6–4
  - declaration 6–5
  - declaration in for 6–4
  - declaration in switch 6–3
  - do 6–3/4
  - empty 6–1
  - expression 6–1
  - extension to C declaration C–1
  - for 6–3/4
  - goto 6–1, 5
  - if 6–2
  - iteration 6–3
  - jump 6–5
  - labeled 6–1
  - null 6–1
  - selection 6–2

- sequence 6-1
- switch 6-2/3, 5
- while 6-3/4
- {}, block 6-1
- statement** 6-1
- static**
  - NTBS 17-11
  - NTMBS 17-11, 31
  - NTWCS 17-12
  - cast 5-7
  - type 1-2
- static**
  - class member 3-10
  - destruction of local 6-6
  - initialization, local 6-6
  - linkage of 3-7, 7-3, 21
  - local object 3-10
  - member 9-8
  - member declaration 3-2
  - member definition 9-9
  - member example 9-9
  - member function 9-7/8
  - member initialization 9-9
  - member local class restriction 9-9
  - member, template and 14-22
  - member, type of 5-11, 9-9
  - member use 9-9
  - object, destructor 3-10
  - object initialization 3-9, 8-12/13
  - objects order of execution, constructor and 12-9
  - objects order of execution, destructor and 12-9
  - overloading and 13-1
  - restriction 7-3
  - specifier 7-2
  - variable, template and 14-22
- static\_cast**
  - class object cast 5-8
  - conversion to enumeration type 5-8
  - lvalue cast 5-8
  - reference cast 5-8
- <stdarg.h> 8-8, 17-2
- \_\_STDC\_\_ 16-9
  - implementation dependency 16-9
- <stddef.h> 2-5, 7, 9, 17-2, 12, 14
- stdiobuf::buffered 17-109
- stdiobuf::overflow 17-109
- stdiobuf::pbackfail 17-109
- stdiobuf::seekoff 17-110
- stdiobuf::seekpos 17-110
- stdiobuf::setbuf 17-110
- stdiobuf::showmany 17-109
- stdiobuf::stdiobuf 17-108
- stdiobuf::~stdiobuf 17-109
- stdiobuf::sync 17-110
- stdiobuf::uflow 17-109
- stdiobuf::underflow 17-109
- stdiobuf::xsgetn 17-110
- stdiobuf::xsputn 17-110
- <stdio.h> 17-2, 12, 14
- <stdlib.h> 2-5, 17-2, 12, 14/15
- storage**
  - allocation new 5-12
  - class 3-1
  - class declaration 7-2
  - class specifier 7-2
  - class specifier, missing 7-3
  - duration 3-10
  - duration, auto 3-10
  - duration, class member 3-10
  - duration, dynamic 3-11, 5-12
  - duration, local object 3-10
  - management—see new, delete
  - of array 8-8
- strchr 17-13
- stream**
  - C 17-14, 39, 65, 112
  - buffer 17-35/36, 39, 50, 62/64, 73/74, 83, 92, 100, 108, 112/113
  - position 17-48/49, 51, 60/61, 88/89, 96/97, 103/105
  - <streambuf> 17-2, 46
  - streambuf::eback 17-54
  - streambuf::egptr 17-54
  - streambuf::eptr 17-54
  - streambuf::gbump 17-54
  - streambuf::gptr 17-54
  - streambuf::in\_avail 17-52
  - streambuf::overflow 17-56, 87
  - streambuf::pbackfail 17-57, 88
  - streambuf::pbase 17-54
  - streambuf::pbump 17-54
  - streambuf::pptr 17-54
  - streambuf::pubseekoff 17-52
  - streambuf::pubseekpos 17-52
  - streambuf::pubsetbuf 17-52
  - streambuf::pubsync 17-52
  - streambuf::sbumpc 17-52
  - streambuf::seekoff 17-61, 89
  - streambuf::seekpos 17-61, 89
  - streambuf::setbuf 17-62, 90, 97
  - streambuf::setg 17-54
  - streambuf::setp 17-54
  - streambuf::sgetc 17-52
  - streambuf::sgetn 17-53
  - streambuf::showmany 17-58, 88, 95, 103, 109
  - streambuf::snextc 17-53
  - streambuf::sputbackc 17-53
  - streambuf::sputc 17-53
  - streambuf::sputn 17-53
  - streambuf::streambuf 17-53
  - streambuf::~streambuf 17-52
  - streambuf::sungetc 17-53
  - streambuf::sync 17-62, 90, 97
  - streambuf::uflow 17-60/61, 88, 96
  - streambuf::underflow 17-60, 88
  - streambuf::xsgetn 17-61, 88, 96, 104, 110
  - streambuf::xsputn 17-61, 89, 96, 104, 110
  - streamoff 17-46, 48, 89, 96/97
  - streampos::offset 17-48
  - streampos::operator+ 17-49
  - streampos::operator+= 17-49
  - streampos::operator- 17-48/49
  - streampos::operator== 17-49
  - streampos::streampos 17-48
- string**
  - concatenation 2-9
  - constant 2-9
  - distinct 2-9
  - literal 2-9
  - literal concatenation, undefined 2-9
  - literal, implementation dependency 2-9
  - literal, type of 2-9
  - literal, undefined change to 2-9
  - null-terminated byte 17-11
  - null-terminated multibyte 17-11
  - null-terminated wide-character 17-12
  - sizeof 2-9
  - terminator 0 2-9
  - type of 2-9
  - wide-character 2-9
  - <string> 17-2, 113
  - string::append 17-119/120, 134/135, 153
  - string::assign 17-120, 135, 153

stringbuf::overflow 17-95  
 stringbuf::pbackfail 17-95  
 stringbuf::seekoff 17-96  
 stringbuf::seekpos 17-97  
 stringbuf::setbuf 17-97  
 stringbuf::showmany 17-95  
 stringbuf::str 17-94  
 stringbuf::~stringbuf 17-94  
 stringbuf::sync 17-97  
 stringbuf::uflow 17-96  
 stringbuf::underflow 17-96  
 stringbuf::xsgetn 17-96  
 stringbuf::xsputn 17-96  
 string::compare 17-127, 141  
 string::copy 17-124, 138  
 string::data 17-123, 137  
 string::find 17-124, 138, 156  
 string::find\_first\_not\_of 17-126, 140  
 string::find\_first\_of 17-125, 139  
 string::find\_last\_not\_of 17-126/127, 140/141  
 string::find\_last\_of 17-125/126, 139/140  
 string::get\_at 17-122, 137  
 <string.h> 17-2, 12/13  
 string::insert 17-120/121, 135/136, 154  
 string::length 17-123, 137, 156  
*string-literal* 2-9  
 string::operator+= 17-119, 134, 152  
 string::operator= 17-119, 134  
 string::operator[] 17-122, 137  
 string::put\_at 17-122, 137  
 string::remove 17-121, 136, 154  
 string::replace 17-121, 136, 154  
 string::reserve 17-123/124, 138  
 string::resize 17-123, 137, 156  
 string::rfind 17-124/125, 138/139, 157  
 string::string 17-117/119  
 string::substr 17-127, 141, 157  
 strlen 17-85, 92, 118  
 strpbrk 17-13  
 strchr 17-13  
 strstr 17-13  
 <strstream> 17-2, 83  
 strstreambuf::freeze 17-86  
 strstreambuf::overflow 17-87  
 strstreambuf::pbackfail 17-88  
 strstreambuf::pcount 17-86  
 strstreambuf::seekoff 17-89  
 strstreambuf::seekpos 17-89  
 strstreambuf::setbuf 17-90  
 strstreambuf::showmany 17-88  
 strstreambuf::str 17-86  
 strstreambuf::strstreambuf 17-84/86  
 strstreambuf::~strstreambuf 17-86  
 strstreambuf::sync 17-90  
 strstreambuf::uflow 17-88  
 strstreambuf::underflow 17-88  
 strstreambuf::xsgetn 17-88  
 strstreambuf::xsputn 17-89  
 struct 3-14  
   class versus 9-1  
   default member access 9-1  
   initialization 8-14  
   type specifier 7-9  
 structure 3-14, 9-1  
   tag —see class name  
 sub-object 1-3  
   lattice —see DAG  
 subscripting  
   example 8-7  
   explanation 8-7  
   operator 5-3, 13-8

  operator, overloaded 13-10  
   subsequence rule, overloading 13-5  
 subtraction  
   implementation dependency pointer 5-17  
   operator 5-16  
 suffix  
   E 2-8  
   F 2-8  
   L 2-7/8  
   U 2-7  
   f 2-8  
   l 2-7/8  
   u 2-7  
 summary  
   compatibility with C C-1  
   compatibility with ISO C C-2  
   scope rules 10-9  
   syntax A-1  
 switch  
   statement 6-2/3, 5  
   statement, declaration in 6-3  
 synchronization 17-36, 65, 79, 108  
 synonym 7-15  
   type name as 7-5  
 syntax  
   checking 14-3  
   class member 5-4  
   explicit instantiation 14-10  
   notation 1-2  
   summary A-1

## T

target type 8-13  
 template 14-1  
   access rules 14-14  
   and < 14-2  
   and friend 14-22  
   and static member 14-22  
   and static variable 14-22  
   argument 14-14  
   argument deduction 14-17  
   argument specification 14-16  
   class 14-2, 17-79/81, 143/144, 159/160, 168  
   definition of 14-1  
   function 14-16  
   function overloading resolution 14-16  
   instantiation 14-8  
   member function 14-21  
   name injection from 14-7  
   name lookup 14-3  
   name resolution 14-3  
   name, use of 14-4  
   overload resolution 14-18  
   parameter, default 14-12  
   specialization 14-11  
   type equivalence 14-15  
 template 14-1  
   *template-argument* 14-2  
   *template-argument-list* 14-2  
   *template-declaration* 14-1  
   *template-id* 14-2  
   *template-name* 14-2  
   *template-parameter* 14-12  
   *template-parameter-list* 14-1  
 temporary 12-2  
   and declarator initializer 12-3  
   and default argument 12-3  
   constructor for 12-2  
   destruction of 12-3

- destructor for 12-2
- elimination of 12-2
- implementation dependency generation of 12-2
- order of destruction of 12-3
- reference and 8-16
- scope of reference 8-17
- terminate 17-14, 26/27
- terminate() 15-6
- termination
  - and destructor, program 12-6
  - program 3-9/10
- terminator 0, string 2-9
- terminology, pointer 3-15
- text mode 17-38
- this 5-2
  - anachronism, assignment to C-11
  - and constructor anachronism C-11
  - and destructor anachronism C-11
  - pointer—see this
  - type of 9-7
- throw 15-1
  - linkage and 3-7
- throw-expression in conditional-expression 5-19
- throw-expression* 15-1
- throwing, exception 15-1
- throw-point 15-1
- TIME 17-191
- <time.h> 17-2, 12
- tmpfile 17-14
- token 2-3, 5
- token* 2-3
- translation
  - phases 2-1
  - separate 2-1
  - unit 17-2/4
  - unit 2-1, 3-6
  - unit, name and 3-1
- translation@unit 2-1
- trigraph 2-1/2
- trivial conversions, overloading resolution 13-5
- trunc 17-33
- truncation 4-2
- try 15-1
- try-block* 15-1
- type 3-1
  - Boolean 3-13
  - ambiguity, declaration 7-2
  - arithmetic 3-14
  - array 3-14, 8-9
  - bitmask 17-9/10, 35, 37/38, 84, 195
  - char 3-13
  - character 3-13
  - checking, argument 5-4
  - checking, extension to C C-1
  - checking of default argument 8-10
  - class and 9-1
  - class reference 8-13
  - completely-defined object 3-12
  - compound 3-14
  - const 7-6
  - conversion—see also conversion
  - conversion, argument 12-3
  - conversion, explicit—see casting
  - conversion rules 4-2
  - declaration 8-4
  - declaration consistency 3-8
  - declaration, typedef as 7-5
  - definition, class name as 9-1
  - double 3-14
  - dynamic 1-1
  - enumerated 3-13, 17-9, 16, 35, 38, 195/196
  - enumeration underlying 7-11
  - equivalence 7-5, 9-1
  - equivalence, template 14-15
  - example of incomplete 3-13
  - extension to C reference C-1
  - extension to C user-defined C-1
  - float 3-14
  - floating point 3-13
  - function 3-14, 8-8/9
  - fundamental 3-13
  - generator—see template
  - implementation 17-8
  - implementation dependency sizeof 3-13
  - incomplete 3-12
  - incompletely-defined object 3-12
  - int 3-13
  - integral 3-13
  - long 3-13
  - long double 3-14
  - name 3-16, 8-2
  - name as synonym 7-5
  - name example 8-2
  - name example, nested 9-12
  - name, nested 9-12
  - name, scope of nested 9-12
  - of bit-field 9-10
  - of character literal 2-7
  - of constructor 12-2
  - of conversion 12-4
  - of delete 12-7
  - of enum 7-10/11
  - of floating point literal 2-8
  - of integer literal 2-7
  - of integer literal, implementation dependency 2-7
  - of new 12-7
  - of ptrdiff\_t, implementation dependency 5-17
  - of size\_t, implementation dependency 5-12
  - of sizeof expression, implementation dependency 2-5
  - of static member 5-11, 9-9
  - of string 2-9
  - of string literal 2-9
  - of this 9-7
  - pointer 3-14
  - polymorphic 10-5
  - short 3-13
  - signed char 3-13
  - specifier, char 7-8
  - specifier, class 7-9
  - specifier, double 7-8
  - specifier, elaborated 14-15
  - specifier, enum 7-9
  - specifier, float 7-8
  - specifier, int 7-8
  - specifier, long 7-8
  - specifier, short 7-8
  - specifier, struct 7-9
  - specifier, union 7-9
  - specifier, unsigned 7-8
  - specifier, void 7-8
  - specifier, volatile 7-7
  - static 1-2
  - target 8-13
  - unsigned 3-13
  - unsigned char 3-13
  - unsigned int 3-13
  - unsigned long 3-13
  - unsigned short 3-13
  - void 3-14
  - void\* 3-15
  - volatile 7-6

- wchar\_t 3-14
- wchar\_t underlying 3-14
- typedef 3-16
  - and long 7-2
  - and short 7-2
  - and signed 7-2
  - and unsigned 7-2
  - as type declaration 7-5
  - class name 7-6, 9-3
  - declaration 3-2
  - enum name 7-6
  - example 7-5
  - overloading and 13-1
  - redefinition 7-5
  - specifier 7-5
- typedef-name* 7-5
- typeid 5-7
- type-id* 8-2
- type-id-list* 15-4
- <typeinfo> 17-2, 30
- type\_info 5-7
- type\_info::name 17-32
- type\_info::operator!= 17-31
- type\_info::operator= 17-32
- type\_info::operator== 17-31
- type\_info::type\_info 17-32
- type\_info::~type\_info 17-31
- type-parameter* 14-12
- types, implementation dependency range of 2-5
- type-specifier
  - bool 7-8
  - wchart 7-8
- type-specifier* 7-6

## U

- U suffix 2-7
- u suffix 2-7
- unary
  - expression 5-10
  - minus operator 5-11
  - operator 5-10/11
  - operator, interpretation of 13-9
  - operator, overloaded 13-9
  - plus operator 5-11
  - unary-expression* 5-10
  - unary-operator* 5-11
- unbuffered file 17-112
- #undef 16-6, 17-4
- undefined 5-7
  - behavior 1-2
  - bound pointer to member function C-12
  - change to string literal 2-9
  - conversion out of range value 4-1
  - delete 5-14
  - deleted object 3-12, 5-15
  - division by zero 5-1, 16
  - escape sequence 2-8
  - function call 5-8, 10
  - left shift 5-17
  - member function call 9-7
  - pointer comparison 5-17/18
  - pure virtual function call 10-9, 12-12
  - string literal concatenation 2-9
  - unrepresentable integral value 4-2
  - value delete 5-15
- underlying
  - type, enumeration 7-11
  - type, wchar\_t 3-14
- underscore
  - character 17-4
  - character\_ 2-4
    - in identifier\_ 2-5
  - unexpected 17-26
  - unexpected() 15-6
  - ungetc 17-49, 53, 72, 103, 108
  - uninitialized variable, indeterminate 8-13
  - union 3-14, 9-9
    - access control, anonymous 9-10
    - anonymous 9-9
    - class versus 9-1
    - constructor 9-9
    - default member access 9-1
    - destructor 9-9
    - extension to C anonymous C-1
    - global anonymous 9-10
    - initialization 8-15, 9-10
    - member function 9-9
    - restriction 9-9, 12-2
    - restriction, anonymous 9-10
    - type specifier 7-9
  - unit, translation 17-2/4
  - unitbuf 17-33
  - unknown argument type 8-8
  - unnamed
    - bit-field 9-10
    - class 7-6
    - object 12-2
    - parameter example 8-12
  - unqualified-id* 5-2
  - unrepresentable integral value, undefined 4-2
  - unreserved name 17-8
  - unsigned
    - arithmetic 3-13
    - char type 3-13
    - constant 2-6
    - implementation dependency signed 4-1
    - int type 3-13
    - integer conversion, signed 4-1
    - literal 2-6/7
    - long type 3-13
    - short type 3-13
    - type 3-13
    - type specifier 7-8
    - typedef and 7-2
  - unsigned-suffix* 2-6
  - unspecified
    - argument to constructor 5-14
    - behavior 1-2
    - destructor call 6-6
    - expression 5-4
    - order of argument evaluation 5-4
    - order of evaluation 5-1
    - order of evaluation new 5-14
    - order of function call evaluation 5-4
    - value new 5-14
  - unwinding, stack 15-3
  - UP 17-191
  - UPPER 17-191
  - uppercase 17-4, 11, 33, 37, 45/46, 74/75
  - uppercase 17-33, 45/46
  - use of template name 14-4
  - user-defined
    - conversion 5-1, 12-3/4
    - conversion and name hiding 12-5
    - conversion, implicit 12-4
    - conversion, inheritance of 12-4
    - conversion, overloading resolution and 13-6
    - conversion, virtual 12-4
    - type, extension to C C-1
  - using-declaration 7-15

using-directive 7-18

## V

va\_end 17-4

va\_list 17-4

value

call by 5-4

delete, undefined 5-15

new, unspecified 5-14

of char literal, implementation dependency 2-8

of enumerator 7-10

of multicharacter literal, implementation dependency 2-7

undefined conversion out of range 4-1

undefined unrepresentable integral 4-2

variable

argument list 8-8

indeterminate uninitialized 8-13

parameter list 5-4, 8-8

parameter list example 8-10

template and static 14-22

vertical tab 2-7

virtual

base class 10-2

base class DAG 10-2/3

base class dominance 10-4

base class initialization 12-10, 12

base class initialization, order of 12-10

destructor 12-6

destructor, pure 12-6

function 10-5

function access 11-7

function call 10-8

function call, constructor and 12-12

function call, destructor and 12-12

function call, undefined pure 10-9, 12-12

function definition 10-6

function definition, pure 10-8

function example 10-6/7

function example, pure 10-8

function, pure 10-8

member function 17-6/7, 61, 199

user-defined conversion 12-4

virtual

and friend 10-6

and multiple inheritance 10-7

specifier 7-5

visibility 3-5

void

parameter 8-8

type 3-14

type specifier 7-8

void& 8-5

void\*

conversion, pointer to member 4-4

pointer comparison 5-18

pointer conversion 4-2

pointer type extension to C C-1

type 3-15

volatile 3-15

assignment, pointer to 5-20

const void\* pointer conversion 4-2

constructor and 9-8, 12-1

destructor and 9-8, 12-5

extension to C C-2

implementation dependency 7-7

initialization, pointer to 8-12

member function 9-7/8

operand 5-1

overloading and 13-1/2

pointer assignment 5-20

pointer initialization 8-12

reference 8-16

type 7-6

type specifier 7-7

void\* pointer conversion 4-2

## W

<wchar.h> 17-2, 12

wchart type-specifier 7-8

wchar\_t 2-7, 9, 17-11, 15, 201/203

implementation dependency 3-14

implementation dependency promotion of 4-1

type 3-14

underlying type 3-14

wcslen 17-133

<wctype.h> 17-2

WEOF 17-15, 201

while statement 6-3/4

white

space 2-2

space 2-3

wide-character 2-7

string 2-9

string, null-terminated 17-12

wint\_t 17-15

wmemcmp 17-141

ws 17-45/46, 66, 72

<wstring> 17-2, 130

wstring::append 17-134/135

wstring::assign 17-135

wstring::compare 17-141

wstring::copy 17-138

wstring::data 17-137

wstring::find 17-138

wstring::find\_first\_not\_of 17-140

wstring::find\_first\_of 17-139

wstring::find\_last\_not\_of 17-140/141

wstring::find\_last\_of 17-139/140

wstring::get\_at 17-137

wstring::insert 17-135/136

wstring::length 17-137

wstring::operator+= 17-134

wstring::operator= 17-134

wstring::operator[] 17-137

wstring::put\_at 17-137

wstring::remove 17-136

wstring::replace 17-136

wstring::reserve 17-138

wstring::resize 17-137

wstring::rfind 17-138/139

wstring::substr 17-141

wstring::wstring 17-132/133

## X

XDIGIT 17-191

X(X&) —see copy constructor

## Y

YDM 17-191

YMD 17-191

**Z**

## zero

- assignment to pointer 5-20
- assignment to pointer to member 5-20
- pointer 4-2/3, 5-18
- pointer conversion 4-3
- undefined division by 5-1, 16
- width of bit-field 9-10