

## C++11/14 features: what's new and why should we care

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**Abstract text** C++ has frequently been avoided by embedded developers because of the fear of lower performance and higher code-size. While some of the features available in C++ can have a considerable impact if misused, developers should not rule out use of C++ entirely without analysing the benefits that usage of it can bring.

During this talk I will present some of the new C++11 and C++14 features that can be used to improve the readability, maintainability and quality of the code with minimal impact on performance and code size. Each feature will be described both in terms of benefit for the developer and impact on an embedded system, with example evidence provided by performance and code size data.

After the talk the attendees will be able to evaluate what C++11/14 features can be used to improve the maintainability of their embedded project without sacrificing performance and small code-size."