

# Visual C++ Team is at CppCon 2016

Take the survey, attend a talk, and drop by our booth to say hello.

## Talks by Microsoft (<https://blogs.msdn.microsoft.com/vcblog>)

- Tuple: What's New, And How It Works
- C++ Modules: The State of The Union
- C++ Coroutines: Under the covers
- Putting Coroutines to Work with C++ for the Windows Runtime
- An Introduction to C++ Coroutines
- Iterator Haiku (Range-v3)
- The Guideline Support Library: One Year Later
- Latest and greatest from the Visual Studio family for C++ developers

## Visual C++ Compiler Toolset (<http://aka.ms/cppbuildtools>)

- Improved C++11/14/17 feature support, targeting C++ 11/14 Standards complete in early 2017
- Faster builds with improved linking; Free IncredIBuild extension with tools to find bottlenecks
- New expression optimizer; CFG improvements; Real World Code daily runs for additional reliability

## Visual Studio Code and the C/C++ Extension (<http://aka.ms/cppvscode>)

- Editor: Free, cross-platform, lightweight, keyboard focused
- Great code-editing experience with code-formatting, auto-completion, go-to-definition, peek definition
- Powerful debugging with call stack, breakpoints, expression evaluation, conditional breakpoints and more
- Integration to source-control with Git commands built-in
- Extensible to easily allow for building, testing, and running external tasks

## Visual Studio “15” (<http://aka.ms/cppvsnext>)

- Minimal C++-only Visual Studio workload installs in minutes through the new setup experience
- Performance improvements in startup time, project load time, and IntelliSense
- New predictive IntelliSense mode that provides C++ type matching based on context
- Enhanced refactoring with rename, extract function, move definition, and change signature
- Debugger improvements: edit-and-continue, natvis, memory profiler and access violation information
- Built-in support for CMake – no more round-tripping between your CMakeLists.txt and VS projects
- Large ecosystem of Visual Studio extensions, e.g. Bing Developer Assistant

## Any app, Any developer (<https://www.visualstudio.com>)

- Cross-platform applications using one development environment
- UWP, bridges to Windows Store, Desktop, UWP, Android, Linux and iOS from a single C++ codebase
- Visual C++ for Linux Development including IoT devices
- Game development powered by DirectX, Unreal Engine or Cocos



Take our survey, win an Xbox One S

<http://aka.ms/cppcon>