

Attribute Syntax

Chapter 1 Safe Features

these extensions in a syntactically consistent manner. ~~If an unknown attribute is encountered during compilation, it is ignored, emitting~~ a likely⁴ nonfatal diagnostic.

Table 1 provides several examples of popular compiler-specific attributes that have been standardized or have migrated to the standard syntax. For additional compiler-specific attributes, see *Further Reading* on page 20.

Table 1: Some standardized compiler-specific attributes

Compiler	Compiler-Specific	Standard-Conforming
GCC	<code>__attribute__((pure))</code>	<code>[[gnu::pure]]</code>
Clang	<code>__attribute__((no_sanitize))</code>	<code>[[clang::no_sanitize]]</code>
MSVC	<code>declspec(deprecated)</code>	<code>[[deprecated]]</code>

Portability is the biggest advantage of preferring standard syntax when it is available for compiler- and external-tool-specific attributes. Because most compilers will simply ignore unknown attributes that use standard attribute syntax (and, as of C++17, they are required to do so), conditional compilation is no longer required.

Use Cases

Prompting useful compiler diagnostics

Decorating entities with certain attributes can give compilers enough additional context to provide more detailed diagnostics; e.g., the GCC-specific `[[gnu::warn_unused_result]]` attribute⁵ can be used to inform the compiler and developers that a function’s return value should not be ignored⁶:

```
struct UDPListener
{
    [[gnu::warn_unused_result]] int start();
    // Start the UDP listener's background thread, which can fail for a
    // variety of reasons. Return 0 on success and a nonzero value
    // otherwise.

    void bind(int port);
    // The behavior is undefined unless start was called successfully.
};
```

⁴Prior to C++17, a conforming implementation was permitted to treat an unknown attribute as ill formed and terminate translation; to the authors’ knowledge, however, none of them did.

⁵For compatibility with GCC, Clang supports `[[gnu::warn_unused_result]]` as well.

⁶The C++17 Standard `[[nodiscard]]` attribute serves the same purpose and is portable.