

Boo 0.9 is here!

It's been a long time but the biggest release ever of Boo is right here now!

Huge improvements all over the board as you can read in the full [changelog](#), its chief weapons are:

- Generator macros [[BOO-1077](#)] - macros are no longer limited to returning a single statement or block and instead are able to **yield** an indefinite number of nodes:
- Nestable macros [[BOO-1120](#)] - macro definitions can be nested to allow for context sensitive keywords
- Type member macros [[BOO-415](#)] - macros can be used in class definition bodies
- Pattern matching [[BOO-1106](#)] - simple but powerful object pattern matching with the **match/case/otherwise** macros
- Support for generic extension methods [[BOO-937](#)] - LINQ style extension methods
- Generic parameter constraints [[BOO-935](#)] and Generic parameter type inference [[BOO-1102](#)]
- Strict mode [[BOO-1115](#)] - strict mode changes a few compiler rules: default visibility for members is private, method parameter types and return types must be explicitly declared, among other things
- Asymmetric property accessor visibility [[BOO-1094](#)]
- String interpolation formatting (eg. "0x\${n:x4}") [[BOO-1006](#)]
- Support for SilverLight profile [[BOO-1117](#)] - and Vladimir Lazunin kicked it off with a Tetris [example](#).

You can read examples on these 0.9 new features on Rodrigo's [blog](#).

This release is brought to you by Avishay Lavie, Cedric Vivier, Daniel Grunwald, Marcus Griep and Rodrigo B. De Oliveira.

[Download](#) it now and have fun!

Join the [mailing-list](#) for questions and latest updates about Boo development.