What's New in C#6

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Retrospective

C#1(Jan 2002)

C#2 Generics

C#3 LINQ

C#4 Dynamic

C#5 Async/await

C#6 Roslyn

Compiler as a Service

C#/VB.NET compiler re-written in managed code

Expose compiler interfaces

Open-source https://github.com/dotnet/roslyn

No bundled metaprogramming (build it yourself)

C#6 Features

Using static

Automatic property initializers

Expression bodied members

Nameof

Exception filters

Dictionary initializer

Minor Features

Await in catch/finally

Parameterless struct constructors

Add() as an extension method on collections

Overload improvements (e.g. w.r.t nullable)

Did Not Make It

Primary constructors

```
public struct Money(string currency, decimal amount)
{
    public string Currency { get; } = currency;
    public decimal Amount { get; } = amount;
}
```

Declaration expressions

```
return int.TryParse(input, out var result) ? result : 0;
```

That's It!

Questions?

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