Boo (programming language)

Boo is an object-oriented, statically typed, general-purpose programming language that seeks to make use of the Common Language Infrastructure's support for Unicode, internationalization, and web applications, while using a Python-inspired syntax[2] and a special focus on language and compiler extensibility. Some features of note include type inference, generators, multimethods, optional duck typing, macros, true closures, currying, and first-class functions.

Boo was one of the three scripting languages for the Unity game engine (Unity Technologies employed De Oliveira), until it was dropped in 2014 due to the small userbase.[3] Despite official support for Boo ending, the language could still be used in Unity, until the Boo compiler was removed from the engine in 2017. [4]

Boo is free software released under the BSD 3-Clause license. It is compatible with the Microsoft .NET and Mono frameworks.

Boo		
Paradigm		Object oriented
Designed by		Rodrigo B. De Oliveira
Developer		Rodrigo B. De Oliveira
First appeared		2003
Stable release		0.9.7 / 25 March 2013
Typing discipline		static, strong, inferred, duck
Implementation language		C#
Platform		Common Language Infrastructure (.NET Framework & Mono)/
License		BSD 3-Clause[1]
Website		github.com/boo-lang (https://github.com/boo-lang), boo-lang.org (http://boo-lang.org)
Influenced by		
C#, Python		
Influenced		
Genie, Vala		

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Code samples

Hello world program

```
print "Hello World!"
```

Fibonacci series generator function

```
def fib():
    a, b = 0L, 1L        # The 'L's make the numbers double word length (typically 64 bits)
    while true:
        yield b
        a, b = b, a + b

# Print the first 5 numbers in the series:
for index as int, element in zip(range(5), fib()):
    print("${index+1}: ${element}")
```

See also

- Fantom
- Apache Groovy
- IronPython
- IronRuby
- Nemerle
- REBOL

References

1. "license.txt" (https://github.com/bamboo/boo/blob/master/license.txt). *github.com*. Retrieved August 5, 2015.
2. Rodrigo Barreto de Oliveira (2005). "The boo Programming Language" (https://web.archive.org/web/20090206045607/http://boo.codehaus.org/BooManifesto.pdf) (PDF). Archived from the original (http://boo.codehaus.org/BooManifesto.pdf) (PDF) on February 6, 2009. Retrieved February 22, 2009.
3. aleksandr (September 3, 2014). "Documentation, Unity scripting languages and you" (https://blogs.unity3d.com/2014/09/03/documentation-unity-scripting-languages-and-you/). *Unity Blogs*.
4. Richard Fine (August 11, 2017). "UnityScript's long ride off into the sunset" (https://blogs.unity3d.com/2017/08/11/unityscripts-long-ride-off-into-the-sunset/). *Unity Blogs*.

External links

- Official website (https://web.archive.org/web/20151225214729/http://boo-lang.org/)
- The sources of Boo hosted on GitHub (https://github.com/boo-lang/)
- The documentation of Boo hosted on GitHub (https://github.com/boo-lang/boo/wiki)
- Visual Boo, for Visual Studio 2010 (https://web.archive.org/web/20131213022040/http://visualstudiogallery.msdn.microsoft.com/8d15c62f-de0d-42f0-863a-daa8330d977a)
- BooLangStudio VSIP for Visual Studio 2008 (http://boolangstudio.codeplex.com/)
- #develop free IDE for C#, VB.NET and Boo projects on Microsoft's .NET platform (http://www.icsharpcode.net/OpenSource/SD/)
- Boo syntax highlighting for Visual Studio 2010 (http://vs2010boo.codeplex.com/)
- How To Think Like a Computer Scientist: Learning to Program with Boo (http://jbryankelly.files.wordpress.com/2012/07/thinksciboorev2_hb.pdf)
- Boo Succinctly Revealed (https://docs.google.com/file/d/0B8oSXKT4_sy7ZERmYnozaFlTY2M/edit?usp=sharing.pdf)
- Bootorial (https://web.archive.org/web/20140521221019/http://protoman.net/index.php?p=bootorial%2Findex)