# 85.4 Modules and Pragmata

## 85.4.1 Updated Modules And Pragmata

The following modules and pragmata have been updated since Perl 5.8.0:

#### base

## B::Bytecode

In much better shape than it used to be. Still far from perfect, but maybe worth a try.

## B::Concise

## B::Deparse

#### **Benchmark**

An optional feature, :hireswallclock, now allows for high resolution wall clock times (uses Time::HiRes).

## **ByteLoader**

See B::Bytecode.

## bytes

Now has bytes::substr.

### **CGI**

#### charnames

One can now have custom character name aliases.

## **CPAN**

There is now a simple command line frontend to the CPAN.pm module called cpan.

## Data::Dumper

A new option, Pair, allows choosing the separator between hash keys and values.

## DB File

# Devel::PPPort Digest::MD5

## **Encode**

Significant updates on the encoding pragma functionality (tr/// and the DATA filehandle, formats).

If a filehandle has been marked as to have an encoding, unmappable characters are detected already during input, not later (when the corrupted data is being used).

The ISO 8859-6 conversion table has been corrected (the 0x30..0x39 erroneously mapped to U+0660..U+0669, instead of U+0030..U+0039). The GSM 03.38 conversion did not handle escape sequences correctly. The UTF-7 encoding has been added (making Encode feature-complete with Unicode::String).

## fields

## libnet

## Math::BigInt

A lot of bugs have been fixed since v1.60, the version included in Perl v5.8.0. Especially noteworthy are the bug in Calc that caused div and mod to fail for some large values, and the fixes to the handling of bad inputs.

Some new features were added, e.g. the broot() method, you can now pass parameters to config() to change some settings at runtime, and it is now possible to trap the creation of NaN and infinity.

As usual, some optimizations took place and made the math overall a tad faster. In some cases, quite a lot faster, actually. Especially alternative libraries like Math::BigInt::GMP benefit from this. In addition, a lot of the quite clunky routines like fsqrt() and flog() are now much much faster.