

BERRYMAY GAZETTE**ZETAVILLE TIMES****End of Berrymay**

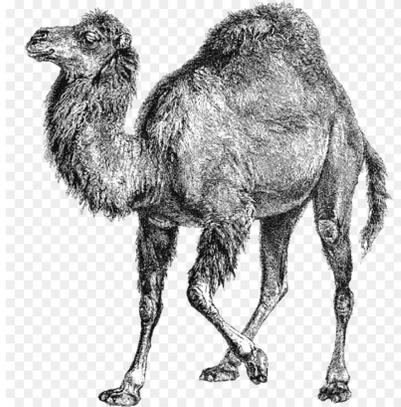
The Berrymay Town Council will meet five minutes after this paper is published to vote on destroying Berrymay and replacing everything in the basement with old computers and cigar smoke. The meeting will be 10 seconds long, and quorum will be established so long as one member of the council is present.

Also, the council will vote to increase all parking fines to \$800 for the first offense and \$15,000 for each subsequent offense.

Light refreshments to be served.

Sheriff to be Arrested

The mayor has issued an arrest warrant for the Berrymay Sheriff. This is for dereliction of duty for not editing this week's paper. If the Sheriff appears in Berrymay, she will be detained, tried, and jailed for life. We are offering a \$20 reward for any information leading to the arrest of the Sheriff.

Perl 7 Announcement!

(From [perl.Com](http://perl.com)) This morning at The Perl Conference in the Cloud, Sawyer X announced that Perl has a new plan moving forward. Work on Perl 7 is already underway, but it's not going to be a huge change in code or syntax. It's Perl 5 with modern defaults and it sets the stage for bigger changes later. My latest book *Preparing*

for Perl 7 goes into much more detail.

Perl 7 is going to be Perl 5.32, mostly

Perl 7.0 is going to be v5.32 but with different, saner, more modern defaults. You won't have to enable most of the things you are already doing because they are enabled for you. The major version jump sets the boundary between how we have been doing things and what we can do in the future.

What's happening to Perl 5?

No one is taking Perl 5 away from you; it goes into long term maintenance mode—a lot longer than the two years of rolling support for the two latest user versions. That might be up to a decade from now (or half the time Perl 5 has already been around).

The bottom line

Perl 7 is v5.32 with different settings. Your code should work if it's not a mess. Expect a user release within a year.