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first version of the book "Programming with Lua" by Roberto Ierusalimschy also can be found This book was the main reference material used for this essay Some material has also been borrowed from a series of slides by R Ierusalimschy from the University PUC of Rio de Janeiro, titled "Learn Lua in ...

chenweixiang.github.io

iii Table of Contents About the Book ix I The

Lua 5.0 Reference Manual

Lua 5.0 Reference Manual Roberto Ierusalimschy Luiz Henrique de Figueiredo Waldemar Celes lua@tecgrafpuc-riobr Tecgraf — Computer Science Department — PUC-Rio PUC-RioInfMCC14/03 Abril 2003 Abstract Lua is a powerful, light-weight programming language designed for extending applications Lua

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Learn Lua in X minutes Roberto Ierusalimschy JA00 2008 What is Lua •Yet another dynamic language •not totally unlike Perl, Python, Tcl •A scripting language •emphasis in inter-language communication •Particular set of goals: •embedability •portability •simplicity •small size JA00 2008 Embedability •Provided as a library •Simple API •simple types •low-level

Lua

Lua is an extensible, lightweight programming language written in C It started as an in-house project in 1993 by Roberto Ierusalimschy, Luiz Henrique de Figueiredo, and Waldemar Celes It was designed from the beginning to be a software that can be integrated with the code written in C and other conventional languages This integration brings many

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Lua Programming Gems

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A Comparison of the LUA Procedures and the SAS® Macro Facility

A Comparison of the LUA Procedure and the SAS Lua was developed by Roberto Ierusalimschy at the Pontifical Catholic University in Brazil It is distributed as open- source software and is documented both online and in a number of books, some of which are cited as references at the end of this paper Lua is a popular choice in game development and many prominent games such as World of

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