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Programming in Lua is targeted at people with some programming background, but does not assume any prior knowledge about Lua or other scripting languages. This Fourth Edition updates the book to Lua 5.3 and marks a complete reorganization of the text. Building on his many years of experience teaching Lua, Roberto has restructured the book to present the material in a growing order of complexity, allowing the reader to better absorb the character of the language.

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Programming in Lua is the official book about the language, giving a solid base for any programmer who wants to use Lua. Authored by Roberto Ierusalimsky, the chief architect of the language, it covers all aspects of Lua 5—from the basics to its API with C—explaining how to make good use of its features and giving numerous code examples.

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Programming in Lua, fourth edition by Roberto ...

Programming in Lua Programming in Lua, fourth edition by Roberto Ierusalimsky. Lua is spreading more and more throughout different areas of software, from embedded systems and mobile devices to the Web and the Internet of Things. Besides, it has a major role in the game industry, where knowledge of Lua has become an indisputable asset.

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Programming in Lua, fourth edition: Ierusalimsky, Roberto ...

Roberto Ierusalimsky (Brazilian Portuguese: [ʔo7b77tu.je7uzaʔ7ʔskj]; born May 21, 1960) is a Brazilian computer scientist, known for creating the Lua programming language. He holds a PhD in Computer Science from the Pontifical Catholic University of Rio de Janeiro where he has an appointment as an associate professor of informatics .

Roberto Ierusalimsky - Wikipedia

Programming in Lua, fourth edition-third edition-second edition-first edition-errata-online version-amazon-e-book-manual. This book is a detailed and authoritative introduction to all aspects of Lua programming written by Lua's chief architect. Programming in Lua provides a solid base to any programmer who wants to use Lua.

Programming in Lua

Lua gives the final shape of the application, which will probably change a lot during the life cycle of the product. We can use Lua not only to glue components, but also to adapt and reshape them, and to create completely new components. Of course, Lua is not the only scripting language around. There are other languages that you can use for

Programming in Lua, Fourth Edition

4 - Statements. Lua supports an almost conventional set of statements, similar to those in C or Pascal. The conventional statements include assignment, control structures, and procedure calls. Lua also supports some not so conventional statements, such as multiple assignments and local variable declarations. Copyright © 2003–2004 Roberto Ierusalimsky.

Programming in Lua : 4

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Currently, Lua is being used in areas ranging from embedded systems to Web development and is widely spread in the game industry, where knowledge of Lua is an indisputable asset. "Programming in Lua" is the official book about the language, Lua is the language of choice for anyone who needs a scripting language that is simple, efficient ...

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