

Types

number

string

boolean

table

function

userdata

thread

nil

Variable type can be obtained with

type(variable)

Note: Table index starts at 0, but can be extended to 0 or negative numbers

Arithmetic Expressions

Sum +

Negation/Subtraction -

Product *

Division /

Modulo %

Power ^

Relational Expressions

Equal to ==

Not equal to ~=

Less than <

Greater than >

Less than or equal to <=

Greater than or equal to >=

Logical Operators

not

and

or

Even though Lua does not have a Ternary operator (condition ? truevalue : falsevalue), we can use *and* and *or* to achieve a similar effect:

```
value = (condition and truevalue)
```

```
or falsevalue
```

In this case *and* returns truevalue when the condition is true and falsevalue otherwise

Tables

Tables are used with the table[key] syntax

Example:

```
> t = {foo="bar"} -- Same as t={"foo"="bar"}
```

```
> t.foo
```

```
bar
```

They can also be used as arrays

```
a = {1, 2, 3}
```

But in this case, index starts at 1

```
a = {[0]=1, [1]=2}
```

Tables can be extended to index 0 or even negative numbers

Table size can be found with:

```
> a = {1, 2, 3}
```

```
> # a
```

```
3
```

Functions and modules

Functions

```
value = function(args) body end
```

```
function functionName(args) body end
```

Functions can be used as arguments:

```
function f(f2, arg1) f2(arg1) end
```

Return skips other code below it

Modules

A common module declaration usually is:

```
local mymodule = {}
```

```
function mymodule.foo() print("bar") end
```

```
return mymodule
```

As tables can have functions assigned to a key.

To import it, just do:

```
> module = require("mymodule")
```

```
> module.foo()
```

```
bar
```

Also, you can make private functions by putting local in front of the function declaration.

Math Library

```
math.abs(number)
```

```
math.acos(radians), math.asin(radians),
```

```
math.atan(radians)
```

```
math.ceil(number), math.floor(number)
```

Math Library (cont)

```
math.cos(radians), math.sin(radians),
```

```
math.tan(radians)
```

```
math.deg(radians), math.rad(degrees)
```

```
math.exp(number), math.log(number)
```

```
math.min(num1, num2, ...), math.max(num1, num2, ...)
```

```
math.sqrt(number)
```

```
math.random(), math.random(upper), math.random(lower, upper)
```

```
math.randomseed(seed)
```

```
math.huge --represents infinity
```

```
math.pi
```

On trigonometric calculations, the number is expressed as radians.

On math.random() lower and upper are inclusive.

math.huge can be also represented with -math.huge

Control Structures

if/else statement

```
if (condition1) then
```

```
block
```

```
elseif (condition2) then
```

```
block
```

```
else
```

```
block
```

```
end
```

while loop

```
while (condition) do
```

```
block
```

```
end
```

repeat loop

Like while loop, but condition is inverted

```
repeat
```

```
block
```

```
until (condition)
```

Numeric for loop

```
for variable = start, stop, step do
```

```
block
```

```
end
```

Iterator for loop

```
for var1, var2, var3 in iterator do
```

```
block
```



Control Structures (cont)

end

Table Library

table.concat Concatenate the elements of a table to form a string. Each element must be able to be coerced into a string.
table.foreach Apply the function *f* to the elements of the table passed. On each iteration the function *f* is passed the key-value pair of that element in the table. Apply the function *f* to the elements of the table passed. On each iteration the function *f* is passed the key-value pair of that element in the table.
Deprecated

table.foreachi Apply the function *f* to the elements of the table passed. On each iteration the function *f* is passed the index-value pair of that element in the table. This is similar to `table.foreach()` except that index-value pairs are passed, not key-value pairs. *Deprecated*

table.foreachi Apply the function *f* to the elements of the table passed. On each iteration the function *f* is passed the index-value pair of that element in the table. This is similar to `table.foreach()` except that index-value pairs are passed, not key-value pairs. *Deprecated*

Table Library (cont)

table.sort Sort the elements of a table in-place. A comparison function can be provided to customise the element sorting. The comparison function must return a boolean value specifying whether the first argument should be before the second argument in the sequence.

table.insert Insert a given value into a table. If a position is given insert the value before the element currently at that position.

table.remove Remove an element from a table. If a position is specified the element at that position is removed. The remaining elements are reindexed sequentially and the size of the table is updated to reflect the change. The element removed is returned by this function.

table.sort() example:

```
> t = { 3,2,5,1,4 }
> table.sort(t, function(a,b) return a<b end)
> = table.concat(t, ", ")
1, 2, 3, 4, 5
```

String

string.byte Return the numerical code the *i*-th through *j*-th character of the string passed.

string.char Generate a string representing the character numerical code passed as arguments.

string.find Find the first occurrence of the pattern in the string passed

string.format Create a formatted string from the format and arguments provided. This is similar to the `printf("format",...)` function in C.

string.gsub Used simply it can replace all instances of the pattern provided with the replacement. A pair of values is returned, the modified string and the number of substitutions made. The optional fourth argument *n* can be used to limit the number of substitutions made

string.len Return the length of the string passed.

string.lower Make all the upper case characters lower case.

string.upper Make all the lower case characters upper case.



String (cont)

`string.match` Extract substrings by matching (s, pattern [, index]) patterns.

`string.rep`(s, n) Generate a string which is n copies of the string passed concatenated together.

`string.reverse`(s) Reverses a string.

`string.sub`(s, i [, j]) Return a substring of the string passed. The substring starts at i. If the third argument j is not given, the substring will end at the end of the string. If the third argument is given, the substring ends at and includes j.

All functions can be used directly in string by changing string. to s:, s being the string

Example:

```
string.reverse("Test")
"Test":reverse() "
```

Classes. Table based

```
local Person = {}
Person.__index = Person
function Person.new(name, surname)
    local self = setmetatable({},
    Person)
    self.name = name
    self.surname = surname
    return self
end
function Person.setName(self, name)
    self.name = name
end
function Person.getName(self)
    return self.name
end
function Person.setSurname(self,
surname)
    self.surname = surname
end
function Person.getSurname(self)
```

Classes. Table based (cont)

```
    return self.surname
end
return Person
-- Import with ClassName =
require("classname")
-- Use with local i =
ClassName.init(params)
```

Faster to create. Does not have private attributes

Classes. Closure/Instance Based

```
local function MyClass(init)
    local self = {
        public_field = 0
    }
    local private_field = init
    function self.foo()
        return private_field
    end
    function self.bar()
        private_field =
private_field + 1
    end
    return self
end
return MyClass
-- Import with MyClass =
require("MyClass")
-- Use with local i =
MyClass(init)
```

Can have private attributes. Slower to create