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the reader to better
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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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and more throughout
different areas of
software, from
embedded systems and
mobile devices to the
Web and the Internet of
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major role in the game
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Roberto Ierusalimschy
(Brazilian Portuguese:
[ʁoˈbɛ̃tu
jeˈuzaˈlʃki]; born May
21, 1960) is a Brazilian
computer scientist,
known for creating the
Lua programming
language. He holds a

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PhD in Computer Science from the Pontifical Catholic University of Rio de Janeiro where he has an appointment as an associate professor of informatics .

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Lua provides a solid base
to any programmer who
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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

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only scripting language
around. There are other
languages that you can
use for

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4 – Statements. Lua
supports an almost
conventional set of
statements, similar to
those in C or Pascal.
The conventional
statements include

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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 Ierusalimschy.

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the official book about the language, providing a solid base to any programmer who wants to use Lua. Authored by Roberto Ierusalimschy, the chief architect of the language, it covers all aspects of Lua 5--from the basics to its API with C.

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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

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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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