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many changes during program development, and that take the bulk of the CPU time of the final program. Lua gives the final shape of the application, which will probably change a lot during

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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.

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Programming in Lua (first edition) This is an online version of the first edition of the book Programming in Lua by Roberto Ierusalimsky Lua.org, December 2003 ISBN 85-903798-1-7 The book is a detailed and authoritative introduction to all aspects

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Acknowledged author Roberto Ierusalimsky wrote Programming in Lua, Second Edition comprising 328 pages back in 2006. Textbook and eTextbook are published under ISBN

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Second Edition. Excellent Programming in Lua, Second Edition. The big shock for me was that the book lacks an index, rather irritating as there is so much useful and interesting material throughout. Definitely worth five stars even without the index. Purchasing this book helps support the Lua project.

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Definition Despite being a fast and powerful programming language, Lua is very easy to use and learn.

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Programmers can easily embed this language into their applications. The basic purpose of Lua's development was the creation of an embeddable lightweight scripting language that can be used in a variety of programming activities, such as web applications, image processing, and games. History

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of LuaA team of 3 members, namely Roberto Ierusalimsky, Waldemar Celes, and Luiz Henrique de Figueiredo, Computer Graphics Technology Group (Tecgraf) created Lua in year 1993 at the Pontifical Catholic University of Rio de Janeiro. The two core foundation

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stones that led towards the development of Lua were the data configuration and description languages, namely data-entry language (DEL), and Simple Object Language (SOL). Between the years 1992 and 1993 teams at Tecgraf independently developed these two

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languages for two different projects. Both of these projects were developed at Petrobras Company and were graphical designing tools for engineering applications. However, SOL and DEL lacked flow control structures, and Petrobras realised that there was need to add a full

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programming feature to these languages. The design of Lua 1.0 was developed in a manner that enabled its object constructors, which were a little bit different from the present time light weight and flexible object constructors. The control structures' syntax for Lua was taken from Modula to a great

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extent (as it consisted of the repeat/until, if, while loops). Part from that, the syntax was also influenced by a number of other languages, these included: CLU, C++, SNOBOL and AWK. The developers of Lua had stated, in one of the articles that was published in Dr. Dobb's Journal, that

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the decision to use tables as the primary data structure for Lua has been influenced by LISP and Scheme. This is because these languages had lists as their data structure mechanism, which is single and global in nature. Scheme has had increasing influence on the semantics of Lua with

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the passage of time. This influence can be evidently seen with the inclusion of full lexical scoping and anonymous functions in the language. The release of versions of Lua up till version 5.0 was made under a license that was similar to the BSD license. Afterwards, MIT license was

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