

# Programming in **Lua**

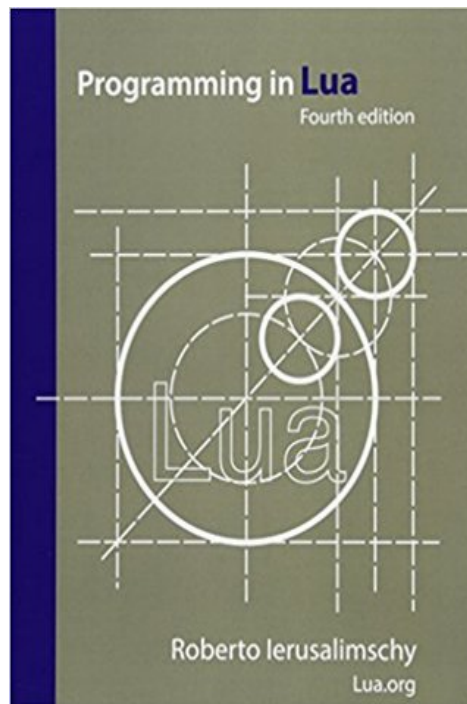
Fourth edition



Roberto Ierusalimsky

[lua.org](http://lua.org)

## \* Programming in Lua, Fourth Edition \*



### Books Details

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### Books Descriptions

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. Lua is the language of choice for anyone who needs a scripting language that is simple, efficient, extensible, portable, and free. Programming in Lua is the official book about the language, providing a solid base to 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. The book is the main source of programming

patterns for Lua, with numerous code examples that help the reader to make the most of Lua's flexibility and powerful mechanisms. 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



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