Lua

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Abstract

The abstract of the paper

1 Introduction

2 History

Lua is a scripting language that was first developed at the Pontificla Catholic University of Rio De Janerio in Brazil. Lua was created because back in those days when computer languages were not very flexible. Many large machines needs to be operated where running a large amount of data was dependent on the input by individual programmers. This is very demanding on the programmer, because a small mistake can have a great impact on the entire program. To simplify and to improve the safety of the program, Lua was proposed. Many machine languages use a top-down structure, which is not conducive for detail modification. Lua was created to make it simpler and faster to modify the entire program.

Lua has helped many large programs with its simplicity and portability. The development of Lua has far exceeded the most optimistic expectations, very likely because of its design principle where simplicity was enforced. Lua has been continuously modified and updated to be widely used. Besides being a leading scripting languages in gaming, it has all kinds of industrial applications including robotics, image processing, literate programming, and so on.

3 Control Structures

4 Data Types

5 Subprograms

6 Summary

7 References