Tables

Introduction to Tables

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◎ Tables are a fundamental and powerful data structure in Lua.

◎ They serve as the primary way to represent arrays, dictionaries, sets, etc.

◎ A table is an array that accepts not only numbers as indices, but also strings or any other value of the language (except nil).

◎ Tables in Lua are neither values nor variables → they are *objects*.

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Example of two variables referencing the same table:

```
C:\Users\User>lua53
Lua 5.3.6  Copyright (C) 1994-2020 Lua.org, PUC-Rio
> a = {}
> a["discovery"] = 20
> b = a
> b["discovery"]
20
> b["discovery"] = 100
> a["discovery"]
100
>
```