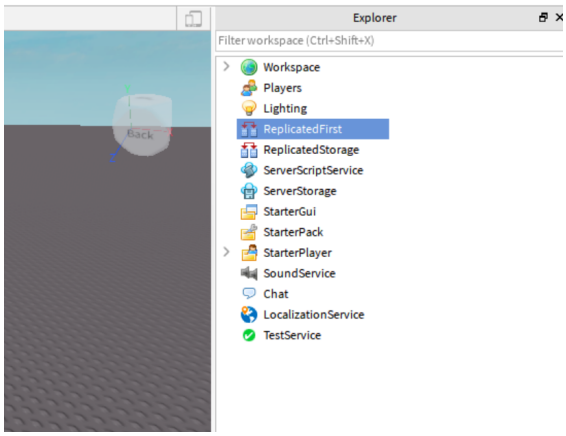
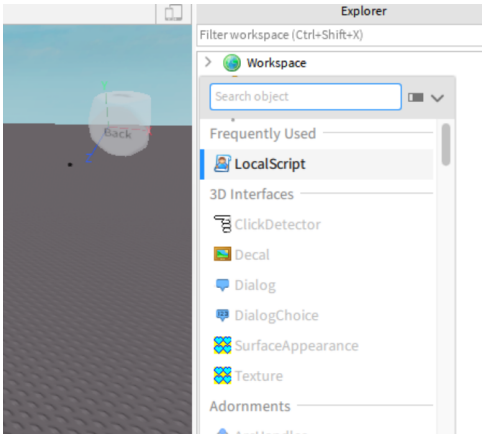
ROBLOX LESSON 4

INTRODUCTION TO LUA

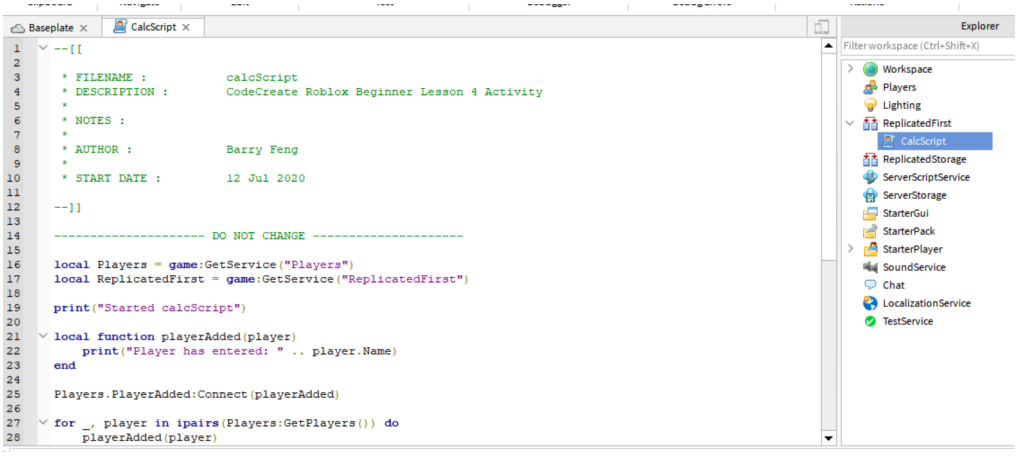
CLASS ACTIVITY: CREATING A CALCULATOR

1. Let's start by creating a **LocalScript** inside the **ReplicatedFirst** folder in the Explorer. Then rename your new script to calcScript





2. Copy over the sample code from Edmodo: **Lesson4.txt** into your new script.



3. Let's add a global variable above the **---DO NOT CHANGE---** section. Let's call it answer. This is achieved using the following line of code.

```
answer = 0
---------- DO NOT CHANGE ----------
```

Reminder: This Global Variable can now be accessed anywhere in our Roblox workspace

4. Next, we should consider all the different types of operations our calculator should perform. E.g. Addition, Subtraction, etc.

To start let's create a variable called **sign** and the first operation we want to try is **add**

```
sign == "add"
```

CLASS ACTIVITY: CALCULATOR CONT.

5. For calculators to work we usually take two numbers and perform an operation on them (e.g. addition).

To do this using Lua we need to use **if/else statements.**

Lua Syntax (Grammar):

- The first component is either **if**, **elseif** or **else**.
- The second component is the comparison (i.e. sign == “add”)
- The third component is “**then**”.
- All if/else statements must be terminated with an **end** keyword.

To perform the operations, our Calculator should look something like this:

```
if sign == "add" then
        print(first + second)
elseif sign == "subtract" then
        print(first - second)
elseif (sign == "multiply") then
        print(first * second)
else
        print("No answer")
end
```

6. To conclude, let’s print the answer by invoking the print function using print(answer).

To test the script, we can simply press F5 or enter the test menu at the top left corner.