

# Por que (não) Lua?

Fabio Mascarenhas

<http://www.dcc.ufrj.br/~fabiom>



DEPARTAMENTO DE  
CIÊNCIA DA  
COMPUTAÇÃO UFRJ



# Quem sou eu?



Typed Lua: An Optional Type System for Lua

André Murbach Maidi  
PUC-Rio  
Rio de Janeiro, Brazil  
amaidi@inf.puc-rio.br

Fabio Mascarenhas  
UFRJ  
Rio de Janeiro, Brazil  
mascarenhas@ufrj.br

Roberto Ierusalimsky  
PUC-Rio  
Rio de Janeiro, Brazil  
roberto@inf.puc-rio.br



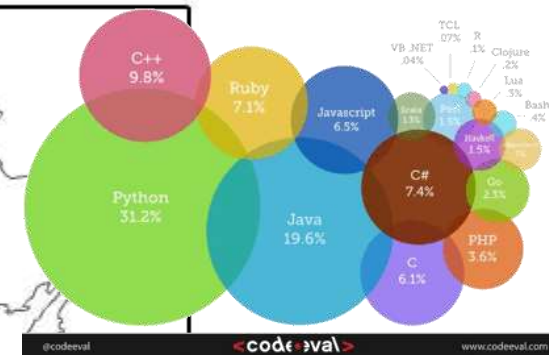
DEPARTAMENTO DE  
CIÊNCIA DA  
COMPUTAÇÃO UFRJ



# Uma Questão de Geografia



Most Popular Coding Languages of 2015



# Olá Mundo

---

Newsgroups:

comp.compilers, comp.lang.misc, comp.programming, comp.lang.c

From: lhf@csg.uwaterloo.ca (Luiz H de Figueiredo)

Organization: Computer Systems Group, University of Waterloo

Keywords: tools, available

Date: Fri, 8 Jul 1994 11:51:45 GMT

This is the first public release of Lua.

\* What is Lua?

Lua is a simple, yet powerful, language for extending applications. Lua has been developed by TeCGraf, the Computer Graphics Technology Group of PUC-Rio, the Catholic University of Rio de Janeiro, Brazil. Dozens of industrial products developed by TeCGraf use Lua.

[...]

# Paciente Zero

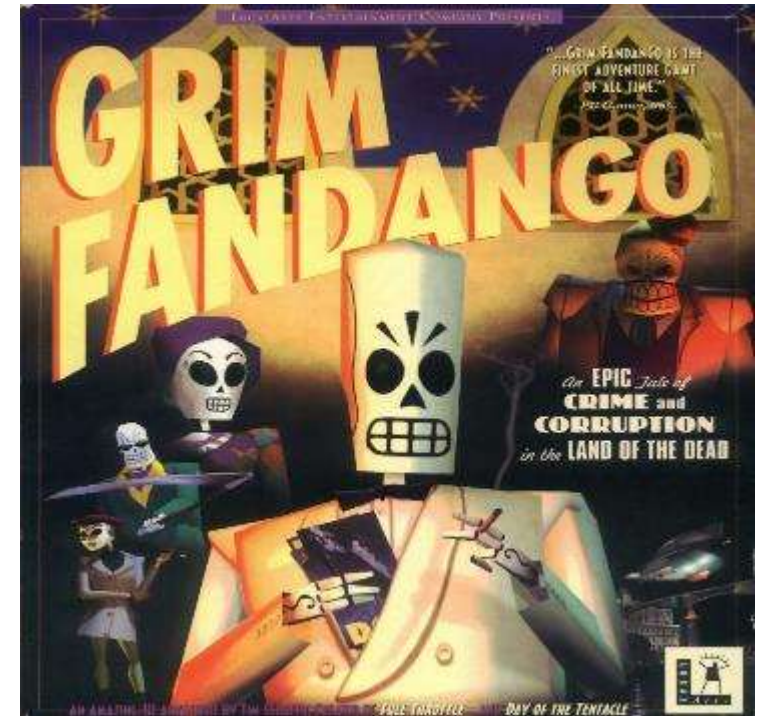
---

From: Bret Mogilefsky <mogul@lucasarts.com>  
To: "'lua@icad.puc-rio.br'" <lua@icad.puc-rio.br>  
Subject: LUA rocks! Question, too.  
Date: Thu, 9 Jan 1997 13:21:41 -0800

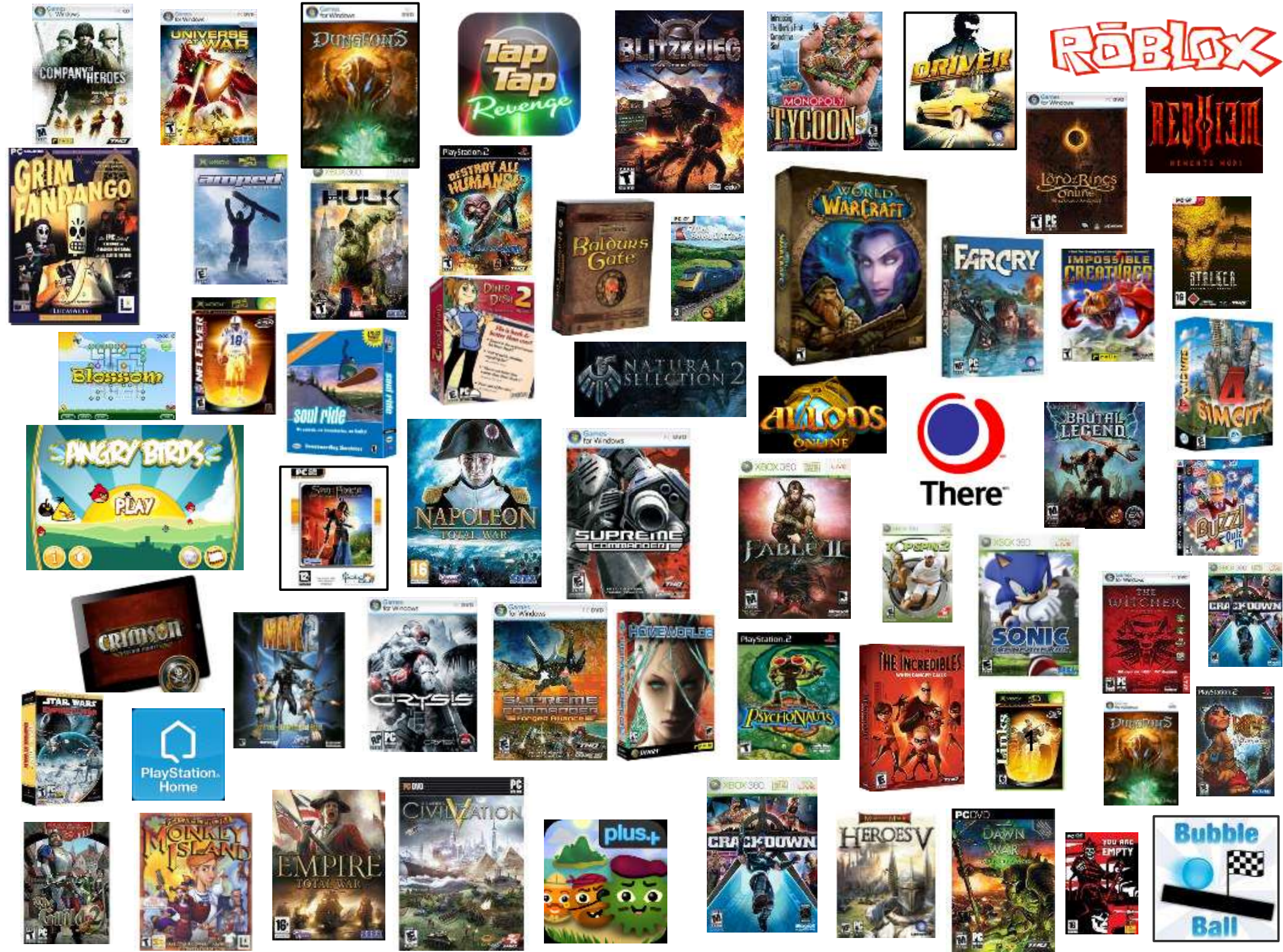
Hi there...

After reading the Dr. Dobbs article on Lua I was very eager to check it out, and so far it has exceeded my expectations in every way! It's elegance and simplicity astound me. Congratulations on developing such a well-thought out language.

Some background: I am working on an adventure game for the LucasArts Entertainment Co., and I want to try replacing our older adventure game scripting language, SCUMM, with Lua.









# TV Interativa

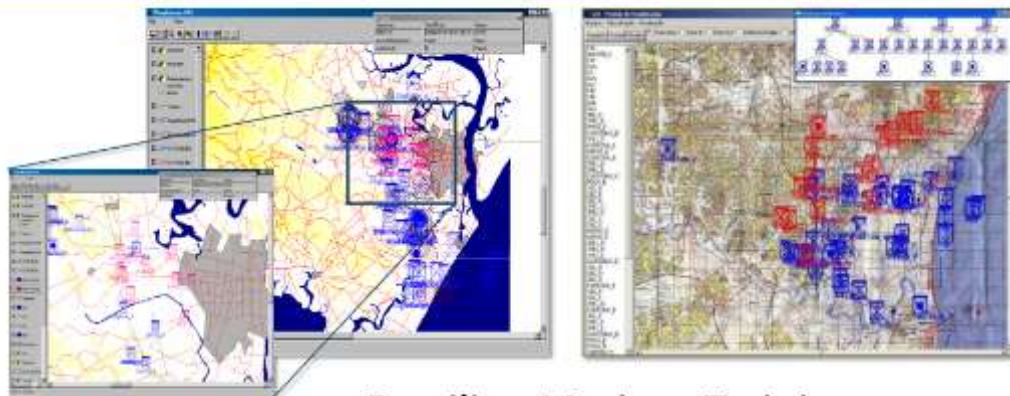
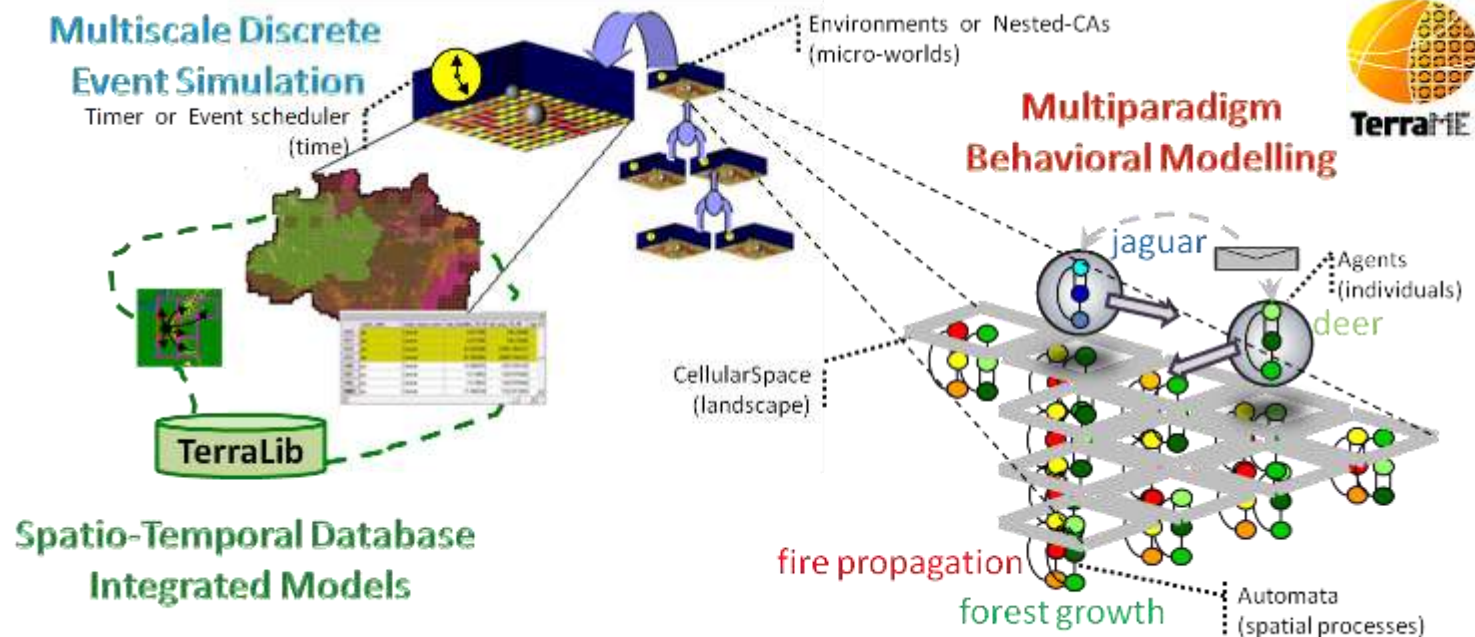


TV Interativa se faz com  
**ginga**

**verizon FiOS**



# Simulação



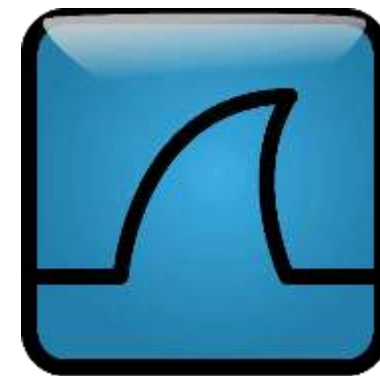
Brazilian Marines Training  
Simulation System



"Oil-reservoir Simulation Management"  
Petrobras



# Segurança da Informação



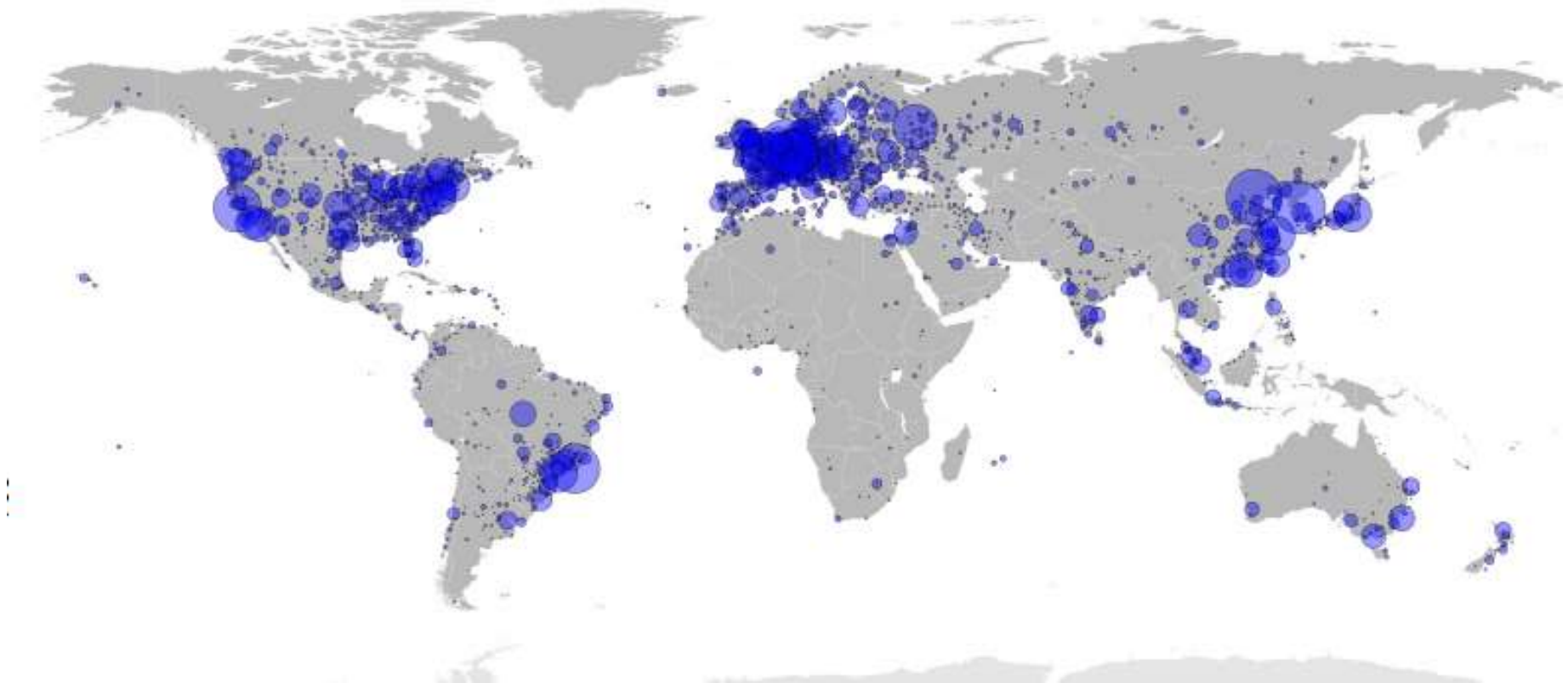
## The Flame Virus: Spyware on an Unprecedented Scale

```

if not _params.STD then
    assert(loadstring(config.get("LUA.LIBS.STD"))){}
    if not _params.table_ext then
        assert(loadstring(config.get("LUA.LIBS.table_ext"))){}
        if not __LIB_FLAME_PROPS_LOADED__ then
            LIB_FLAME_PROPS_LOADED__ = true
            flame_props = {}
            flame_props.FLAME_ID_CONFIG_KEY = "MANAGER.FLAME_ID"
            flame_props.FLAME_TIME_CONFIG_KEY = "TIMER.NUM_OF_SECS"
            flame_props.FLAME_LOG_PERCENTAGE = "LEAK.LOG_PERCENTAGE"
            flame_props.FLAME_VERSION_CONFIG_KEY = "MANAGER.FLAME_VERSION"
            flame_props.SUCCESSFUL_INTERNET_TIMES_CONFIG = "GATOR.INTERNET_CHECK_TIMES"
            flame_props.INTERNET_CHECK_KEY = "CONNECTION.TIME"
            flame_props.BPS_CONFIG = "GATOR.LEAK.BANDWIDTH_CALCULATOR.BPS_QUEUE_SIZE"
            flame_props.BPS_KEY = "BPS"
            flame_props.PROXY_SERVER_KEY = "GATOR.PROXY_DATA.PROXY_SERVER"
            flame_props.getFlameId = function()
                if config.hasKey(flame_props.FLAME_ID_CONFIG_KEY) then
                    local l_1_0 = config.get
                    local l_1_1 = flame_props.FLAME_ID_CONFIG_KEY
                    return l_1_0(l_1_1)
                end
                return nil
            end
        end
    end
end
    
```

# Downloads

---



Downloads no LuaForge, 2007-2009. Fonte: Takhteyev 2009.

# Wikipedia

**WIRED**

## MEET WIKIPEDIA, THE ENCYCLOPEDIA ANYONE CAN CODE



### Wikipedia Chooses Lua As Its New Template Language

Posted by **Unknown Lamer** on Wednesday February 01, 2012 @11:33AM  
from the mccarthy-seen-greenspunning-in-his-grave dept.



bonch writes

"In an attempt to tackle the [inefficient complexity](#) of its current template system, [Wikipedia will be adopting the Lua scripting language](#). Known most for its use in videogame scripting, particularly World of Warcraft, [Lua](#) is lightweight and designed for easy integration into existing applications. The transition is expected to begin after the release of MediaWiki 1.19, possibly in May."

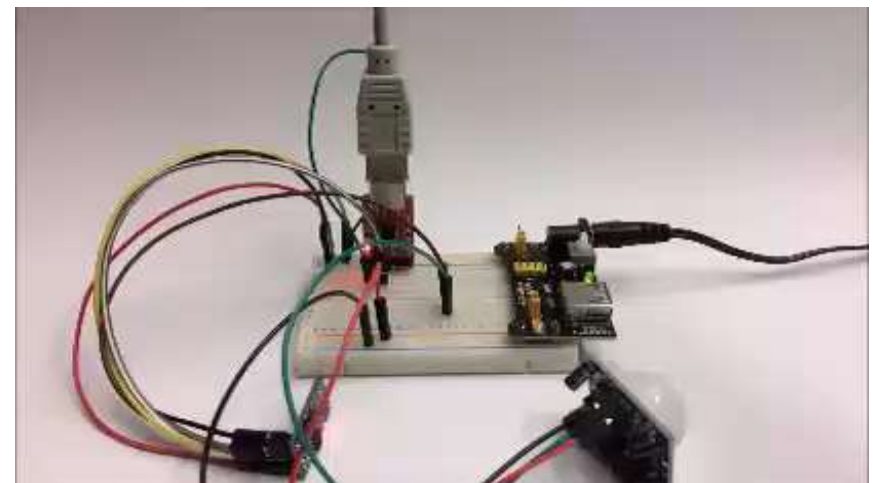


# Livros



# Internet das Coisas

---

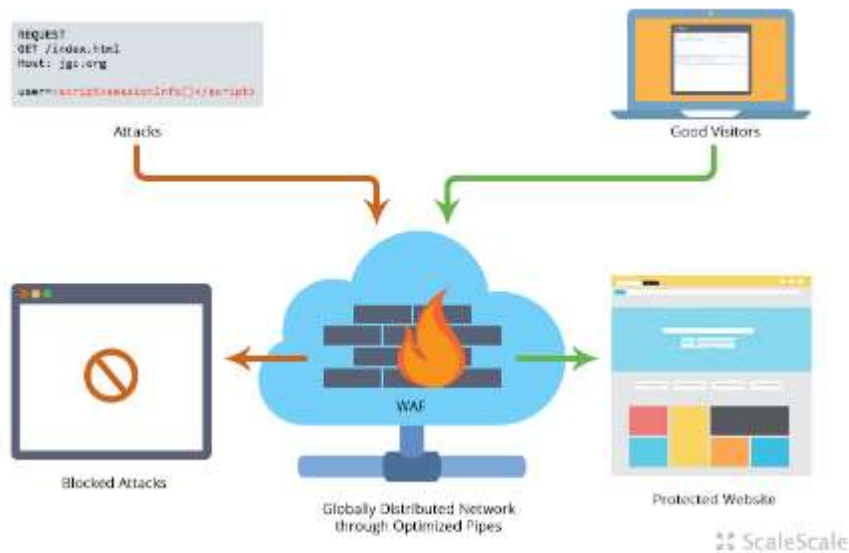


# Aprendizado de Máquina





# Web



> [webscript.io](https://webscript.io)



# Obrigado!

---



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