Data type & Variables

Lua Programming in Roblox

Variable

$X = 5$ → Number

Data type

Variable

Value / data

Data type

name = "owen xevio" → string

o, w, e, n , x , e , v , i , o

alphabet → character

Scoope

True

↓

Variable

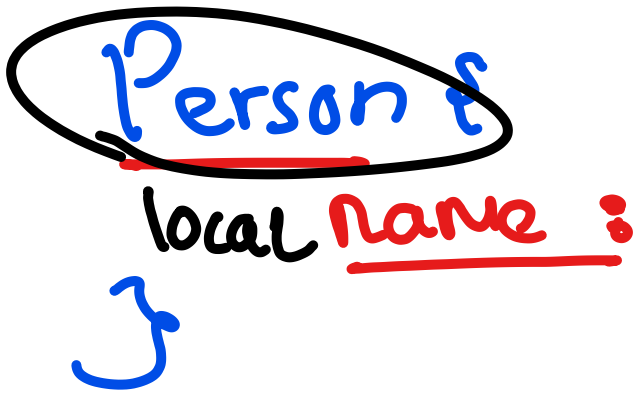
Scoope Variable < local / global

Object

* Local
  - Properti / attribut → Variable
  - Method → Tingkah laku / behaviour

Instanciation → Person {
  Name = owen

}

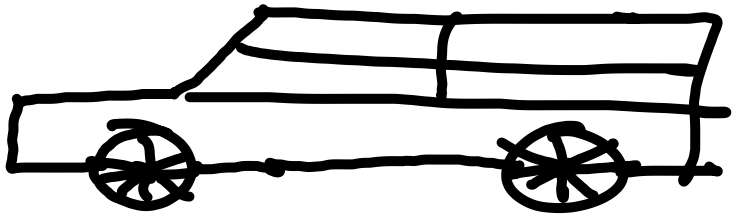



```
Object Person {
   Atribut : Name, Age, Height, Weight
   Method: Walking(), Jump(), Running()
}
```

Abstraction

* Design Object

Car



- Car has features :
  1) Warna Mobil
  2) Merk Mobil
  3) Width
  4) Height
  5) Picture

attribute

Blender

Method Object Game {
- Display
- Destroy

function object_name.methodname(parameter)
... your code / algorithm here

Multi-nomial Distribution

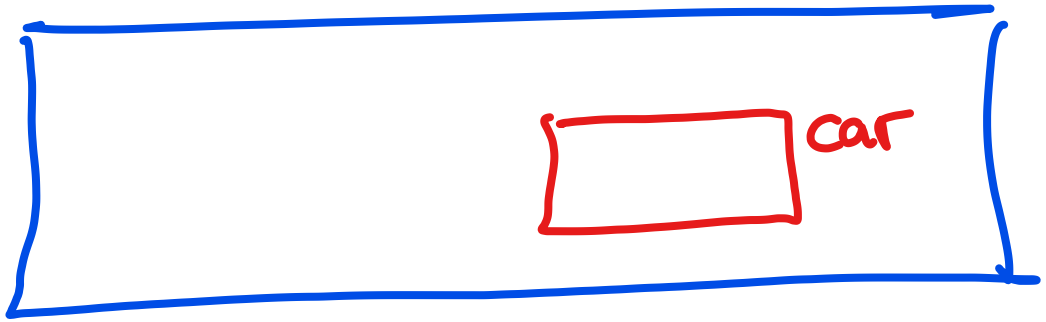
Binomial
↳ terjadi / tidak

- $P(A) = \dots \frac{n(A)}{n(S)}$

$P(A, N) = \dots \; P(A)^N$

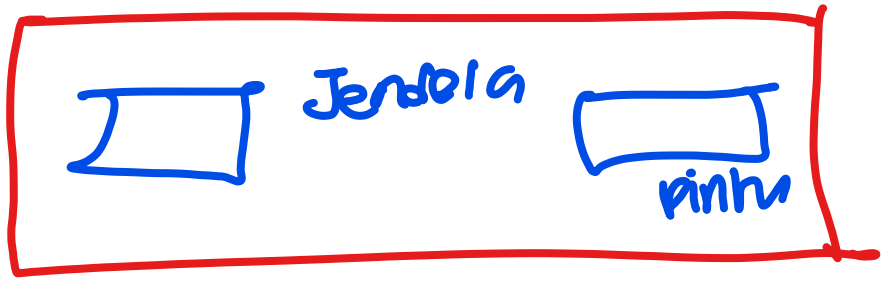
Object oriented Programming

Main Terrain



car adalah Child si Terrain

Parent of car is Terrain

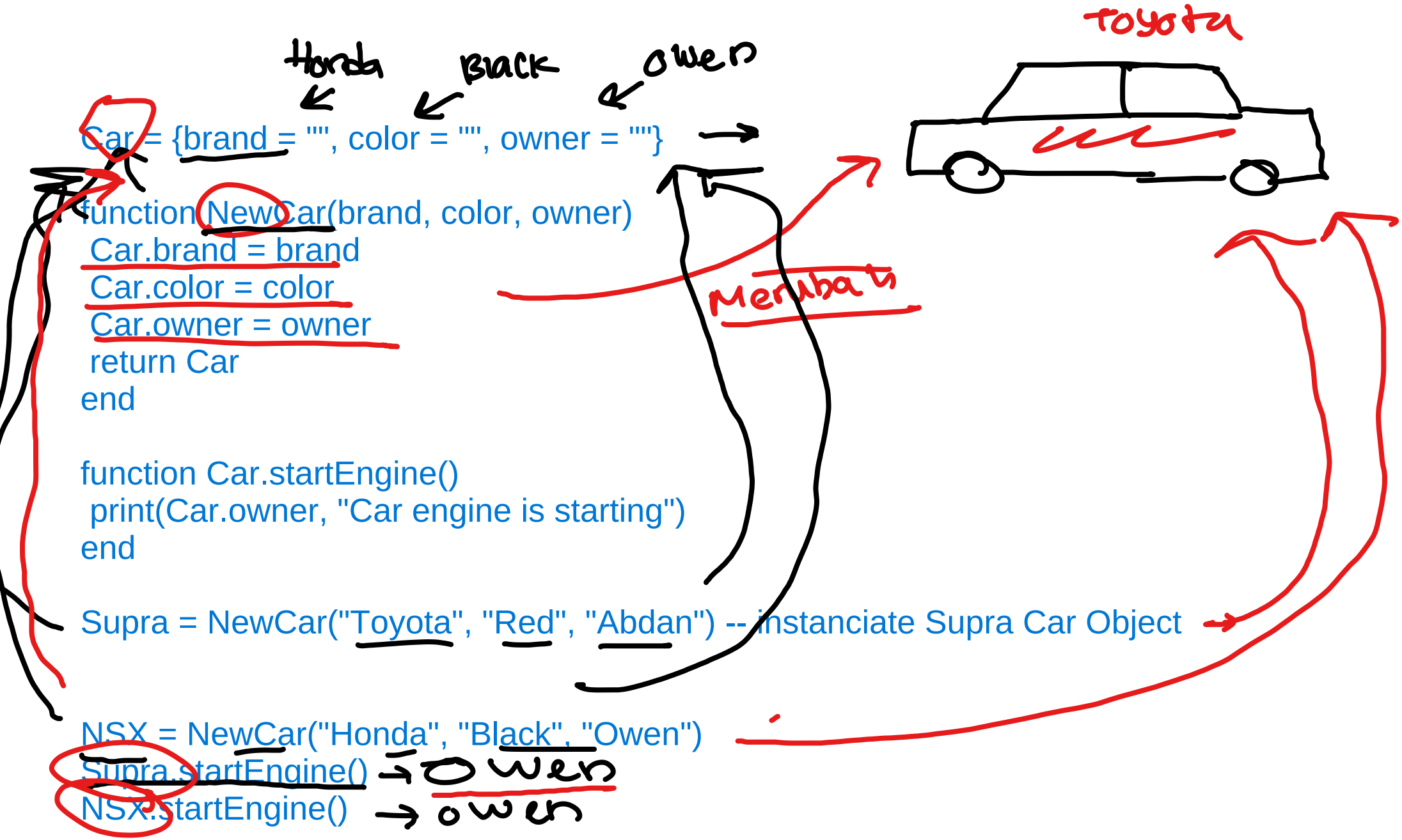


Rumah

Ukuran Jendela

decomposition

house has a window - door


Honda
Black
Owen
Toyota
Car = {brand = "", color = "", owner = ""}
function NewCar(brand, color, owner)
Car.brand = brand
Car.color = color
Car.owner = owner
return Car
end
function Car.startEngine()
print(Car.owner, "Car engine is starting")
end
Supra = NewCar("Toyota", "Red", "Abdan") -- instanciate Supra Car Object
NSX = NewCar("Honda", "Black", "Owen")
Supra.startEngine()
NSX.startEngine()
Owen
Owen