

Data type & Variables

Lua Programming in Roblox

Variable

$X = 5$

↓ ↓
Variable Value / data

data type

Number

Data type

name

=

"owen xevb"

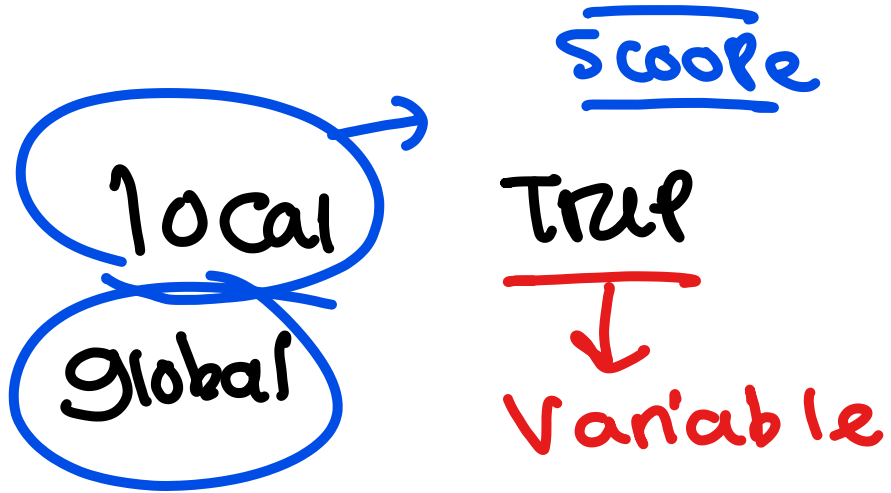
String

↓

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

↓

alphabet → character



Scope Variable < local
global

Object

* Local

property / atribut → Variable

Method → Tingkah laku / behaviour

instancian'on → Person {
Name = owen

}

Person f

local name :

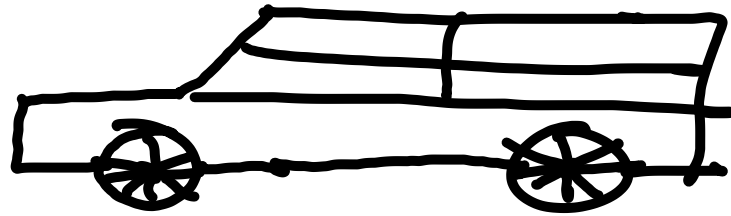
}

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

Abstraction

* Design object

Car



Blender

- Car has features :

- 1) Warna Mobil
- 2) Merk Mobil
- 3) Width
- 4) Height
- 5) Picture



Method Object Game {

- Display
- Destroy

Multi-nomial Distribution

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

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

Binomial
↳ terjadi / n' data

