

# Beginning Lua

Object Oriented Code Organization

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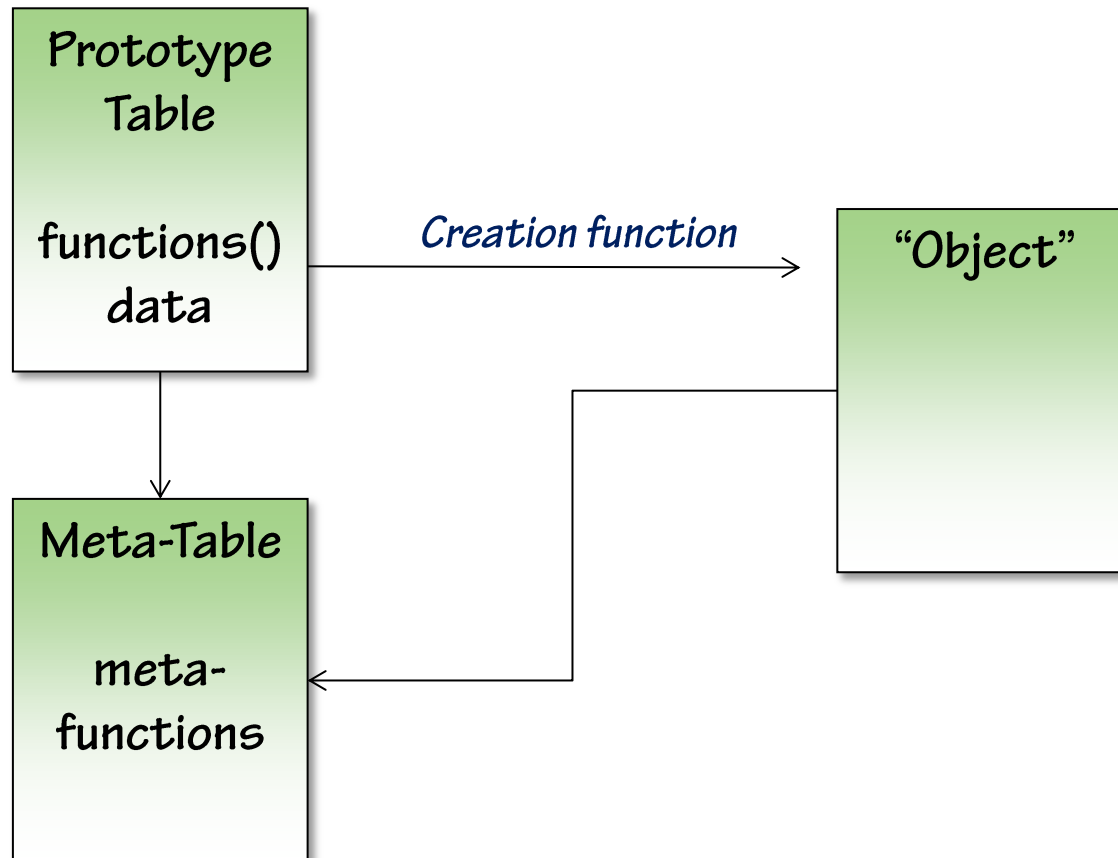
<http://simpleprogrammer.com>

@jsonmez



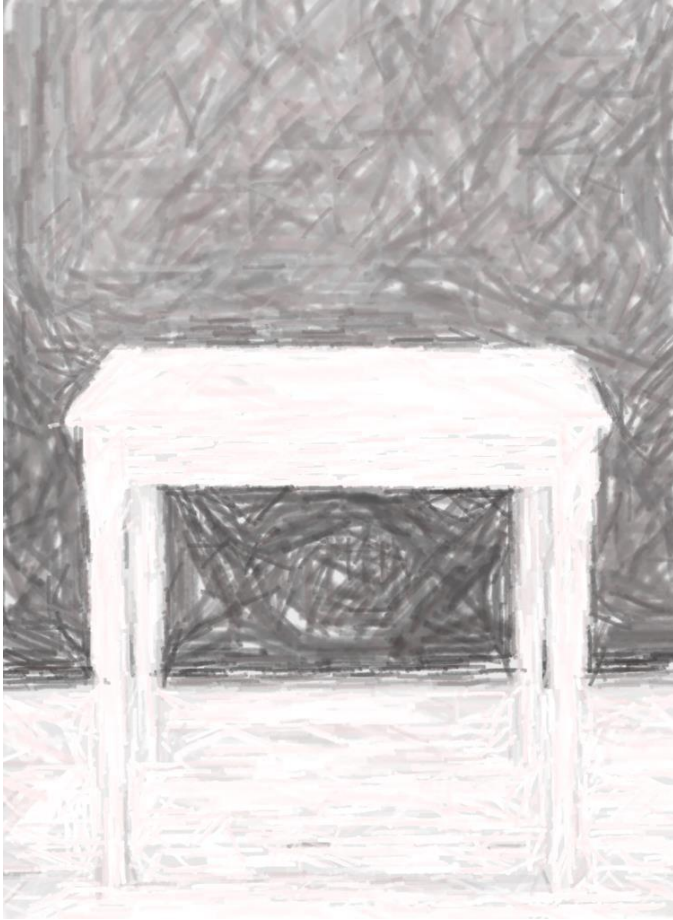
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# How Object Oriented Code Works In Lua



*In Lua, we can simulate classes using tables*

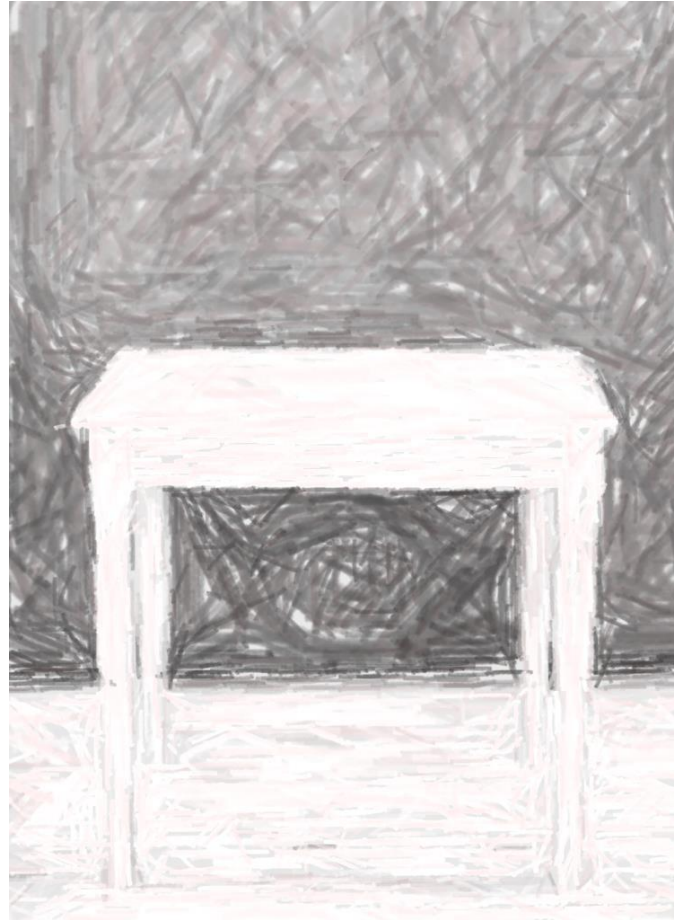
# Metatables



*Metatables allow us to redefine some table behavior*

# Metamethods

- `__index`
- `__newindex`
- **Operators**
  - `__add`
  - `__sub`
  - `__mul`
  - ...
- `__call`
- `__tostring`



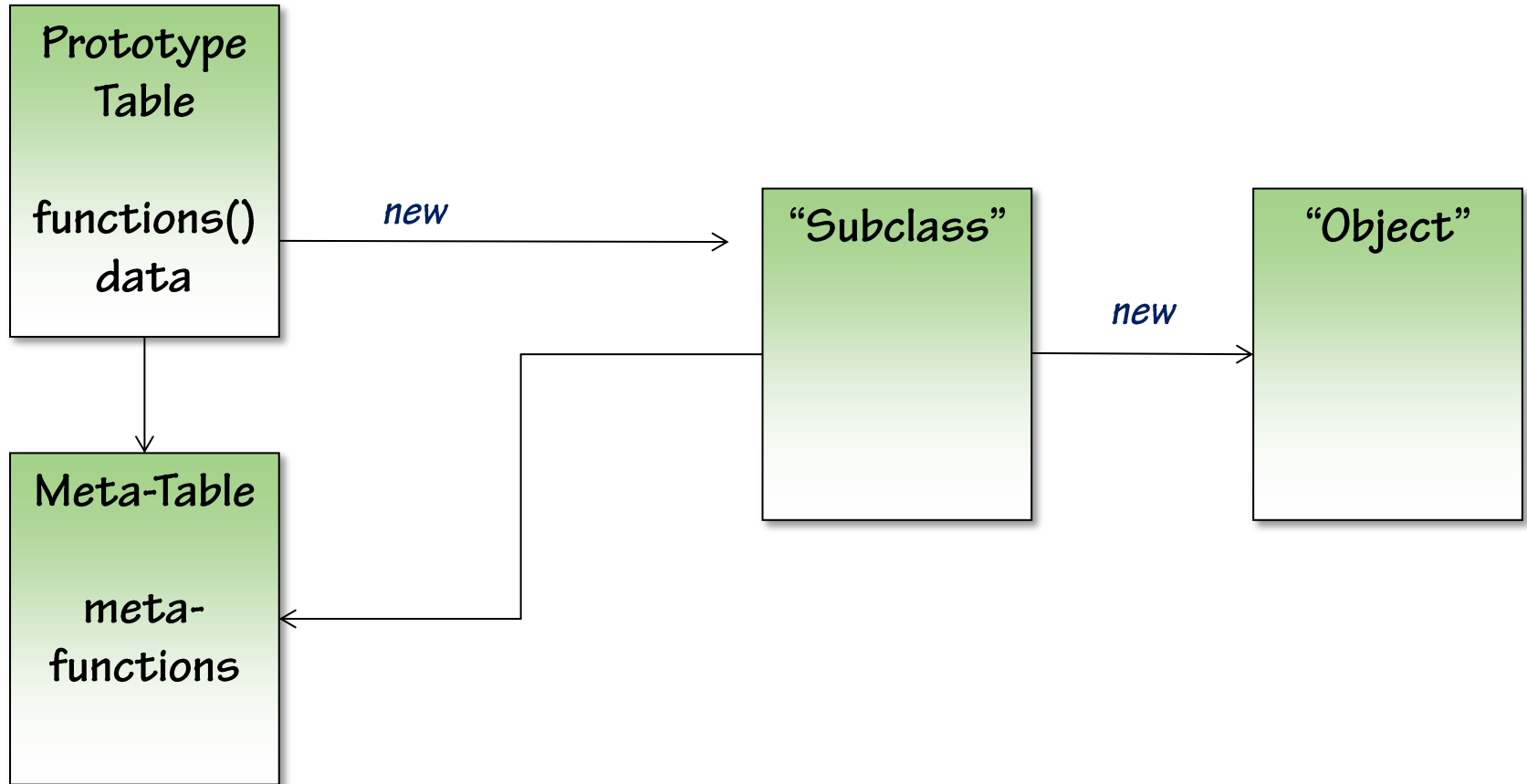
*Using metamethods, we can make tables very flexible*

# Classes



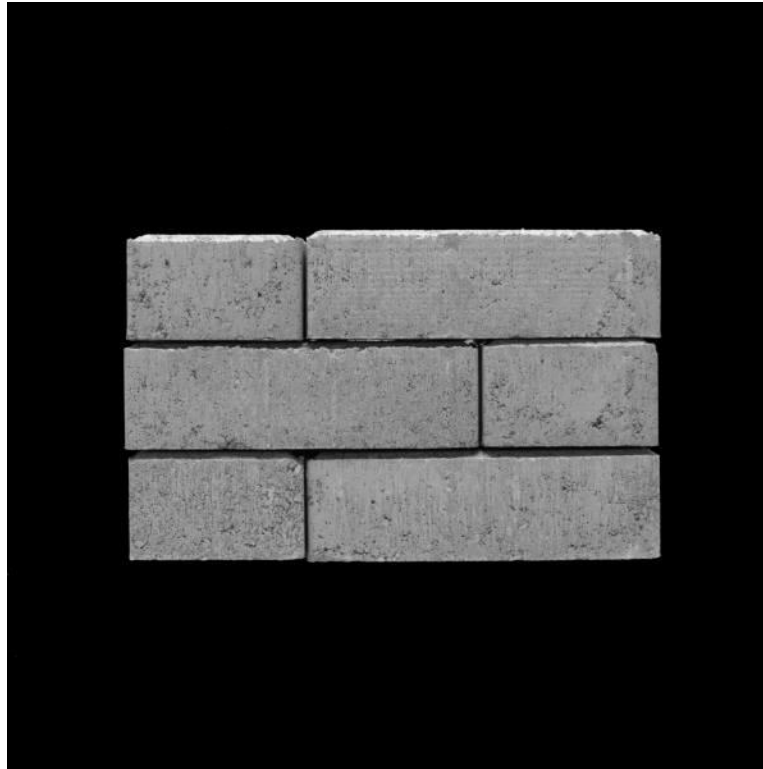
*There is no direct support in Lua, but the ":" gives us a little help*

# Inheritance



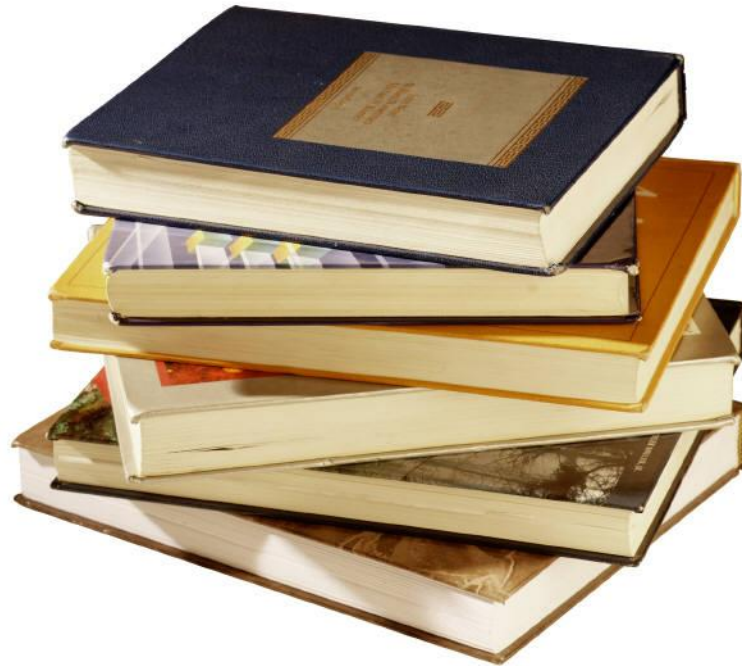
*Inheritance is pretty easy using our "class" system*

# Modules



*We can create reusable modules in Lua*

# Up Next



*We'll be taking a look at Lua's standard library*