

1. LuaCmdGame

In this exercise, you will write a small C program which contains some basic Lua binding code.

You are already familiar with the program – it is the *LuaCmdGame* framework you have used in last week's exercise.

a) Preparation

First, open the file *lua.sln* with Visual Studio 2012 and make sure that *LuaCmdGame* is defined as the startup project. If not, right-click on the project and select “*Set as StartUp Project*”.

Then, double click on “*LuaCmdGame\Source Files\LuaCmdGame.cpp*”. The file should now be opened in Visual Studio's *Code* window.

b) Implementation

The code contains a couple of comments starting with **TODO**. These indicate where the respective Lua calls are missing and what they are supposed to do.

Your task is to replace all the **TODOs** with proper Lua calls.

Hint 1: The documentation of Lua's application program interface can be found here:
<http://www.lua.org/manual/5.2/manual.html#4>

Hint 2: It is probably easiest to start with the **TODOs** in the `main` function and to implement the three `lua_CFunction` variants last.

Once you are done, you should be able to run the small game you have created last week with your own implementation of the *LuaCmdGame* framework.