JavaScript, Lua, Python Cheat Sheet

Variables

JavaScript: let x = 5;

Lua: x = 5

Python: x = 5

Functions

JavaScript: function add(a, b) { return a + b; }

Lua: function add(a, b) return a + b end

Python: def add(a, b): return a + b

Conditionals

JavaScript: if (x > 0) {}

Lua: if x > 0 then ... end

Python: if x > 0:

Loops

JavaScript: for (let i = 0; i < 10; i++) {}

Lua: for i = 1, 10 do ... end

Python: for i in range(10):

Arrays / Lists

JavaScript: let arr = [1, 2];

Lua: arr = {1, 2}

Python: arr = [1, 2]

Dictionaries / Objects / Tables

JavaScript: let obj = {a: 1, b: 2}

Lua: tbl = {a = 1, b = 2}

Python: d = {'a': 1, 'b': 2}

Classes

JavaScript: class Dog { constructor() {} }

Lua: *manual: table + metatable*

Python: class Dog: def __init__()

Print / Output

JavaScript: console.log()

Lua: print()

Python: print()