

Programming In Lua Fourth Edition: The Definitive Guide to Programming in Lua

Lua is a powerful, efficient, and easy-to-learn programming language. It's used in a wide variety of applications, from game development to web programming. Programming In Lua, Fourth Edition is the definitive guide to programming in Lua. Written by Roberto Ierusalimsky, the creator of Lua, this book provides a comprehensive and authoritative to the language.



Programming in Lua, fourth edition by Roberto Ierusalimsky

★★★★☆ 4.6 out of 5

Language	: English
File size	: 533 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Print length	: 547 pages
Lending	: Enabled



This fourth edition of Programming In Lua has been extensively revised and updated. It covers all of the new features in Lua 5.3, including:

- Coroutines
- Tail calls
- Improved garbage collection
- New math functions

- New string functions

Programming In Lua, Fourth Edition also includes a new chapter on programming for mobile devices. This chapter covers the basics of mobile development, including how to create user interfaces, handle events, and access device hardware.

Whether you're a beginner or an experienced programmer, Programming In Lua, Fourth Edition is the perfect book for you. It's the most comprehensive and authoritative guide to programming in Lua available.

What's new in the fourth edition?

- Covers all of the new features in Lua 5.3
- Includes a new chapter on programming for mobile devices
- Extensively revised and updated

Who is this book for?

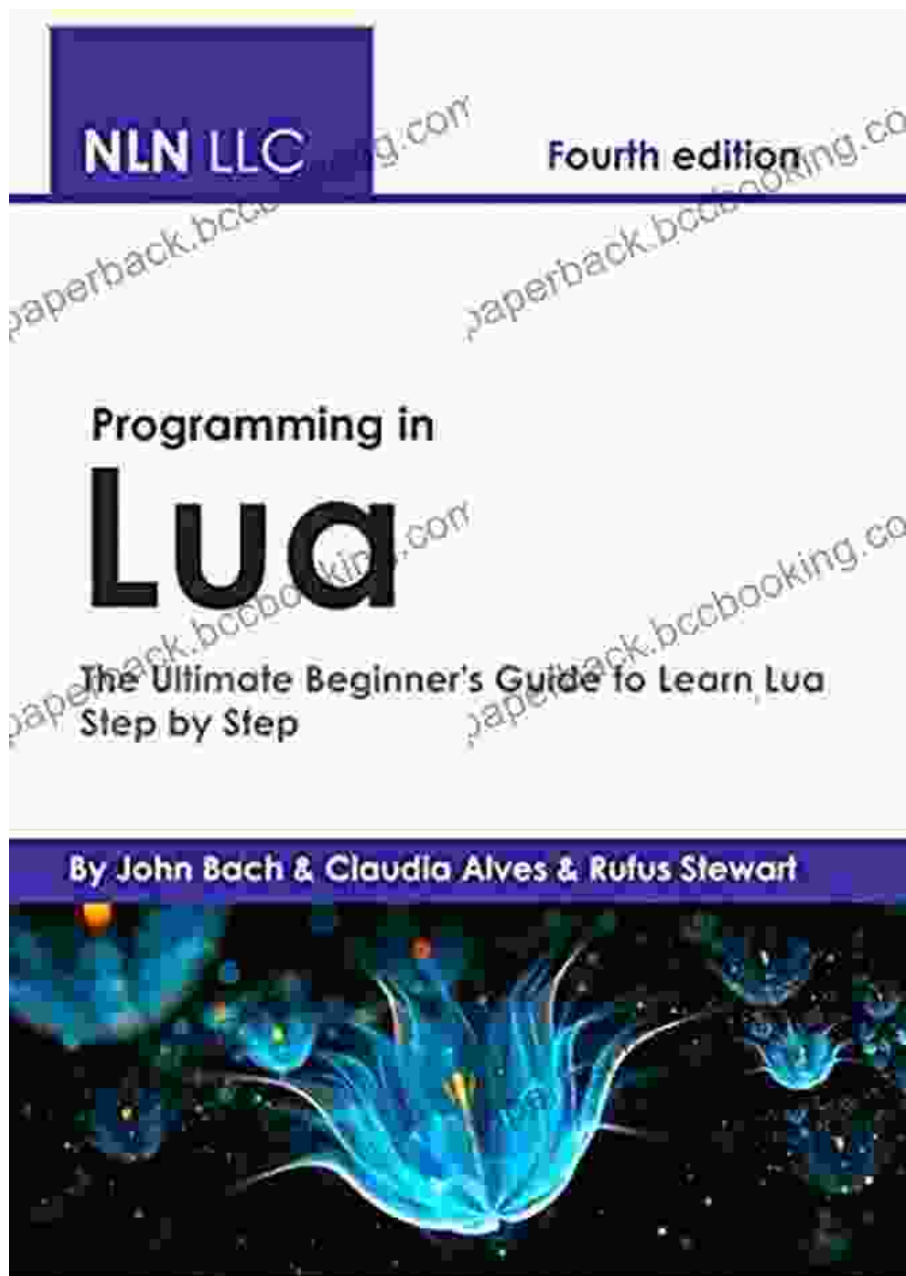
Programming In Lua, Fourth Edition is for anyone who wants to learn how to program in Lua. It's perfect for beginners, but it also contains valuable information for experienced programmers.

About the author

Roberto Ierusalimschy is the creator of Lua. He is a professor at the Pontifical Catholic University of Rio de Janeiro and a member of the Brazilian Academy of Sciences.

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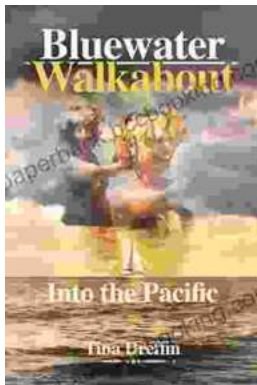
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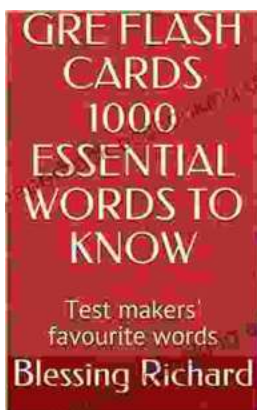


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