Lua Small scripting language

START HERE

`lua <file.lua>`
Run a script

`for i = 1, 10 do ... end`
Numeric loop

`lua`
Start the REPL

`for k, v in pairs(<t>) do`
Iterate a table

`lua -e "<code>"`
Run a string

`string.format("%d", n)`
Format text

`local x = 10`
Local variable

`pcall(<f>, ...)`
Catch an error

Table your data → `setmetatable` → **Metatable** __index, __add... → `missing key / operator` → **Metamethod** function or table → `result` → **Value** returned

CONCEPTS

Tables are the only data structure: arrays, maps, objects and modules are all tables. Arrays start at index 1.

Variables are global unless declared local; typos create new globals silently. Only nil and false are falsy: 0 and "" are true.

Lua 5.4 has separate integer and float subtypes: 3 // 2 is 1, 3 / 2 is 1.5, and / and ^ always give floats.

Calling a method with a dot instead of a colon (obj.m() vs obj:m()) leaves self nil: the classic OOP slip.

RUN THE INTERPRETER

`lua <file.lua> [<args>]`
Run a script with arguments

`lua`
Start the interactive REPL

`lua -e "<code>"`
Execute a string

`lua -i <file.lua>`
Run a script, then drop into the REPL

`arg[0]`
Script name; arguments are arg[1..n]

COMPILE WITH LUAC

`luac -o <out.luac> <file.lua>`
Compile to bytecode

`luac -p <file.lua>`
Check syntax only

TYPES AND VARIABLES

`local <name> = <value>`
Declare a local variable

`type(<v>)`
Name of the value's type

`<a> and <b> or <c>`
Ternary idiom (breaks if b is falsy)

`tostring(<v>) / tonumber(<s> [, <base>])`
Convert values

`#<t_or_s>`
Length of table (sequence) or string

`<a> .. <b>`
Concatenate strings

OPERATORS

`<a> // <b>`
Floor division

`<a> % <b>`
Modulo, sign follows divisor

`<a> ^ <b>`
Power, always a float

CONTROL FLOW

`if <c> then ... elseif <c> then ... else ... end`
Conditional

`for i = <a>, <b> [, <step>] do ... end`
Numeric loop, end inclusive

`for i, v in ipairs(<t>) do ... end`
Array loop, stops at first nil

`for k, v in pairs(<t>) do ... end`
All keys, unspecified order

`while <c> do ... end`
While loop

`goto <label> ... ::<label>::`
Jump; the only way to continue

FUNCTIONS

`function <name>(<args>) ... end`
Define a function

`local function <name>(<args>) ... end`
Local, can recurse

`function <name>(...) local a = {...} end`
Variadic function

`select("#", ...)`
Count varargs, nils included

`select(<n>, ...)`
Varargs from position n

TABLES AND METATABLES

`local t = {1, 2, 3}`
Array constructor

`local t = {name = "x", ["k k"] = 1}`
Record constructor

`<t>.<key>  <t>[<expr>]`
Field access

`setmetatable(<t>, <mt>)`
Attach a metatable, returns t

`mt.__index = <table_or_fn>`
Fallback for missing keys, inheritance

`mt.__call = <fn>`
Make a table callable

`mt.__tostring = <fn>`
Custom tostring/print output

TABLES AND METATABLES (cont.)

`rawget(<t>, <k>) / rawset(<t>, <k>, <v>)`
Bypass metamethods

`obj:method(<args>)`
Sugar for obj.method(obj, args)

`function Class:method() ... end`
Define a method with self

STRINGS

`#<s>`
Length in bytes

`<s>:sub(<i> [, <j>])`
Substring, 1-based, negatives from end

`<s>:upper()  <s>:lower()`
Change case

`<s>:rep(<n> [, <sep>])`
Repeat

`<s>:find(<pat> [, <init> [, true]])`
Start and end index; true = plain text

`<s>:match(<pat>)`
First match or captures

`<s>:gmatch(<pat>)`
Iterator over all matches

`<s>:gsub(<pat>, <repl> [, <n>])`
Replace; returns string and count

`string.format(<fmt>, ...)`
printf-style formatting

PATTERNS

`.  %a  %d  %l  %u  %s  %w  %p  %x`
Any, letter, digit, lower, upper, space, alnum, punct, hex

`[abc]  [a-z]  [^0-9]`
Set, range, negated set

FORMAT SPECIFIERS

`%d  %i`
Integer

TABLE LIBRARY

`table.insert(<t>, <v>)`
Append

`table.insert(<t>, <pos>, <v>)`
Insert, shifting up

`table.remove(<t> [, <pos>])`
Remove last or at pos, returns it

`table.concat(<t> [, <sep>])`
Join strings

MATH

`math.floor(<x>)`
`math.ceil(<x>)`
Round down / up

ERRORS

`error(<msg> [, <level>])`
Raise an error; level 2 blames the caller

`assert(<v> [, <msg>])`
Raise if v is falsy, else return args

`pcall(<f>, ...)`
Protected call: true, results or false, err

MODULES

`local m = require("<name>")`
Load a module once, cached

`return M`
End a module file with its table

COROUTINES

`coroutine.create(<f>)`
New suspended coroutine

OS AND I/O

`print(<values>)`
Print tab-separated with newline

`io.open(<path>, "r")`
Open a file; nil, err on failure

LUAROCKS

`luarocks install <rock>`
Install a package

RECIPES

Class with inheritance

```
local Animal = {}
Animal.__index = Animal
function Animal.new(name)
return setmetatable({name =
name}, Animal) end
function Animal:speak() return
self.name .. " ..." end
local Dog = setmetatable({},
{__index = Animal})
Dog.__index = Dog
function Dog.new(name) return
setmetatable(Animal.new(name),
Dog) end
```

Split a string

```
local parts = {}
for w in (s ..
","):gmatch("(.-),") do
parts[#parts + 1] = w end
```

Read a file safely

```
local f, err = io.open(path,
"r")
if not f then error(err) end
local text = f:read("a")
f:close()
```