

# LUA - IF STATEMENT

[http://www.tutorialspoint.com/lua/if\\_statement\\_in\\_lua.htm](http://www.tutorialspoint.com/lua/if_statement_in_lua.htm)

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An **if** statement consists of a Boolean expression followed by one or more statements.

## Syntax

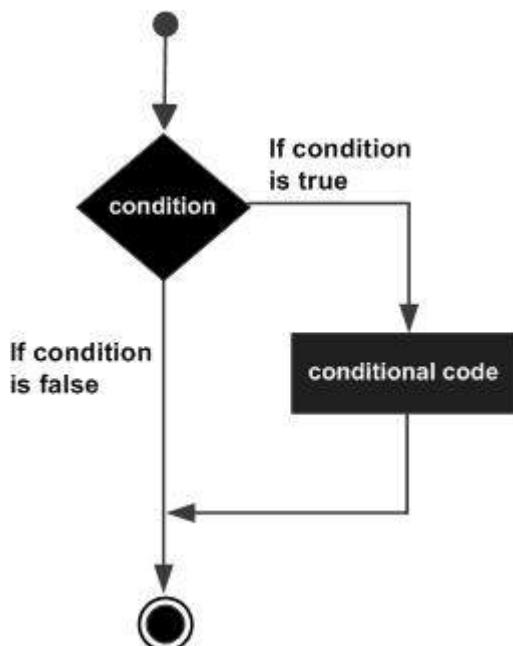
The syntax of an if statement in Lua programming language is –

```
if(boolean_expression)
then
  -- [ statement(s) will execute if the boolean expression is true -- ]
end
```

If the Boolean expression evaluates to **true**, then the block of code inside the if statement will be executed. If Boolean expression evaluates to **false**, then the first set of code after the end of the if statement *after the closing curly brace* will be executed.

Lua programming language assumes any combination of Boolean **true** and **non-nil** values as **true**, and if it is either Boolean **false** or **nil**, then it is assumed as **false** value. It is to be noted that in Lua, zero will be considered as true.

## Flow Diagram



## Example

```
-- [ local variable definition -- ]
a = 10;

-- [ check the boolean condition using if statement -- ]

if( a < 20 )
then
  -- [ if condition is true then print the following -- ]
  print("a is less than 20" );
end

print("value of a is :", a);
```

When you build and run the above code, it produces the following result.

```
a is less than 20
```

value of a is : 10

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