

LUA - IF STATEMENT

http://www.tutorialspoint.com/lua/if_statement_in_lua.htm

Copyright © tutorialspoint.com

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

Syntax

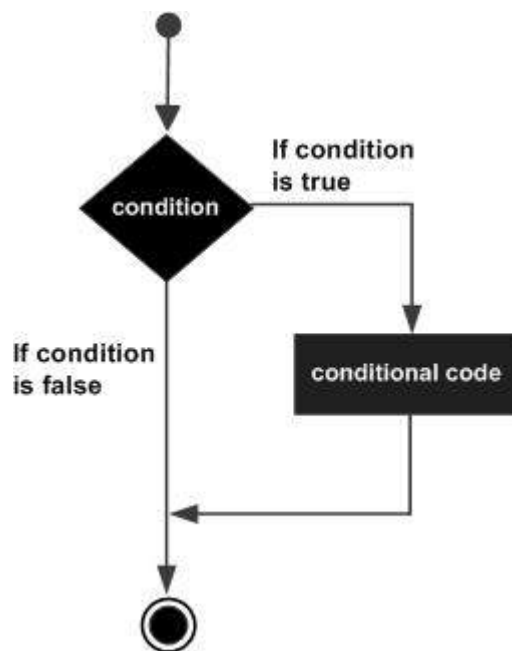
The syntax of an if statement in Lua programming language is –

```
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

Loading [MathJax]/jax/output/HTML-CSS/jax.js