

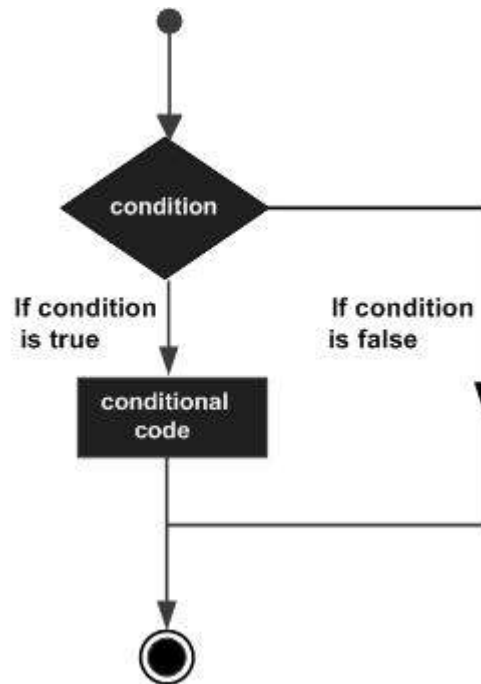
LUA - DECISION MAKING

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

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Decision making structures require that the programmer specifies one or more conditions to be evaluated or tested by the program, along with a statement or statements to be executed, if the condition is determined to be true, and optionally, other statements to be executed if the condition is determined to be false.

Following is the general form of a typical decision making structure found in most of the programming languages –



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**.

Lua programming language provides the following types of decision making statements.

Statement	Description
if statement	An if statement consists of a boolean expression followed by one or more statements.
if...else statement	An if statement can be followed by an optional else statement , which executes when the boolean expression is false.
nested if statements	You can use one if or else if statement inside another if or else if statements.

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