

Lua I

By: Ryan Dabek

WRITE UP:

What was the goal for the beginning of the project?

Ryan essentially wanted to learn the basics of Lua. His plan over the next 3 learning modules is to learn Lua and use the skills for game coding or scripting with GameGuardian or Roblox.

Problems encountered

The only problem encountered was the installation for the Lua compiler. Ryan had to switch from SciTE (The terminal is broken) to VScode.

What was learned:

Ryan learned the top of the basics of Lua, and got some knowledge of the I/O library. The I/O library is important because it is the Input/Output library for files. Essentially Shell Prompt commands in code form.

Recommendations for Future Learning Modules:

Learning Lua is relatively different in terms of your basic coding languages (Java, JS,C#) so it's good to follow guides online because skimming for info online will surely confuse people.

Daily Log:

Day #1

Ryan; In school

Aug 29, 2024

Ryan originally wanted to use Codecademy for Lua, but he could not get the website working for some reason, it was always switching me back to the homepage. He switched to tutorialspoint.com to begin learning Lua. For the rest of class Ryan looks for the compiler for C to prepare to install Lua tomorrow. The service is restricted under google so I plan to download it under another account that is 18+ to get the download.

Day #2

Ryan; In school

Aug 30, 2024

Today was a short class period. Ryan tried downloading the compiler SciTE on the laptop but the built-in antivirus keeps on blocking and deleting the dll necessary for running the program.

Day #3

Ryan; In school

Sep 3, 2024

Out of nowhere today the editing app decided to work today. Ryan opened it and try to run his script but he discovered his coding environment wasn't set up. HE took a good amount of class to set it up, which he was able to do. He was able to write his "HelloWorld" command like everytime he began to learn a coding language.

Day #4

Ryan; In school

Sep 4, 2024

Ryan decided to switch over from SciTE to Visual Studio code because the local terminal wasn't working. He was having problems at first learning the syntax of lua commands because Lua programming feasibility is toward Linux users. He eventually got it to work.

Day #5

Ryan; In school

Sep 5, 2024

Ryan learns to read and write files using Lua. By entering "*number" in the parameter field in the function you can convert the read from a string to an int/float.

Io.open = io.input & io.read. He makes a mini-program to multiply the real number values of 2 separate files and print them.

Day #6

Ryan; In school

Sep 6, 2024

To practice some of the Lua Ryan leared: he writes a program in lua that takes 2 number values from 2 separate txt files and finds the average of the two. It is printed on the console.

Day #7

Ryan; In school

Sep 9, 2024

For the last learning module day Ryan decided to create a file to make stats variables for him. He went far enough to be able to discern the numbers from a selected file. Along the way he learned Lua's String methods and for/while loops.
