**Syntax Differences C# and Lua**

(Visual Studio vs. Corona SDK)

|  |  |
| --- | --- |
| Lua | C# |
| Variables: | |
| -- Variables  num1 = 0  deci1 = 3.2  word1 = “Hi”  trueOrFalse = “true” | // Variables  int num1 = 0;  double deci1 = 3.2;  string word1 = “Hi”;  bool trueOrFalse = true; |
| UI Objects: | |
| --UI  lblEnterYourGrade = display.newText("Enter your grade",display.contentWidth/2, display.contentHeight\*0.1, nil, 30)  txtBox1 = native.newTextBox( display.contentWidth\*0.33, display.contentHeight\*0.2, 50, 50 )  txtBox1.isEditable = true  txtBox2 = native.newTextBox( display.contentWidth\*0.66, display.contentHeight\*0.2, 50, 50 )  txtBox2.isEditable = true  lblAnswer = display.newText("\_\_\_\_\_",display.contentWidth/2, display.contentHeight\*0.3, nil, 30)  btnCheck = display.newCircle(display.contentWidth/2, display.contentHeight\*0.4, 50) | * Done graphically in design view of Visual Studio |
| Functions/Methods: | |
| --Functions  function add (event)  num1 = tonumber(txtBox1.text)  num2 = tonumber(txtBox2.text)  total = num1 + num2  lblAnswer.text = total  end | //Functions  public void add()  {  num1 = int.Parse(txtBox1.Text);  num2= int.Parse(txtBox2.Text);  int total = num1 + num2;  lblAnswer.Text = total.ToString();  } |
| Event Handlers: | |
| --Event Handlers  btnCheck:addEventListener( "tap", add) | // Event Handlers  //Created automatically by clicking UI elements in the designer.  private void btnCheck(object sender, EventArgs e)  {  add();  } |

* Note: Visual Studio does a lot of work for you but that comes at the price of losing a bit of control over what is going on.