**Syntax Differences C# and Lua**

(Visual Studio vs. Corona SDK)

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| Lua | C# |
| Variables: |
| -- Variablesnum1 = 0deci1 = 3.2word1 = “Hi”trueOrFalse = “true” | // Variablesint num1 = 0;double deci1 = 3.2;string word1 = “Hi”;bool trueOrFalse = true; |
| UI Objects: |
| --UIlblEnterYourGrade = 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 = truetxtBox2 = native.newTextBox( display.contentWidth\*0.66, display.contentHeight\*0.2, 50, 50 )txtBox2.isEditable = truelblAnswer = 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: |
| --Functionsfunction add (event)num1 = tonumber(txtBox1.text)num2 = tonumber(txtBox2.text)total = num1 + num2lblAnswer.text = totalend | //Functionspublic void add(){num1 = int.Parse(txtBox1.Text);num2= int.Parse(txtBox2.Text);int total = num1 + num2;lblAnswer.Text = total.ToString();} |
| Event Handlers: |
| --Event HandlersbtnCheck: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.