

# Lua Cheetsheet

## Tables

Tables are the object in Lua, they can hold values like array (integer index) or any other index like map that is not `nil`.

## Create table and append element

```
foo = {}  
table.insert(foo, "bar")
```

## Iterate table as array

```
for i, val in ipairs(foo) do  
    print(val)  
end
```

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