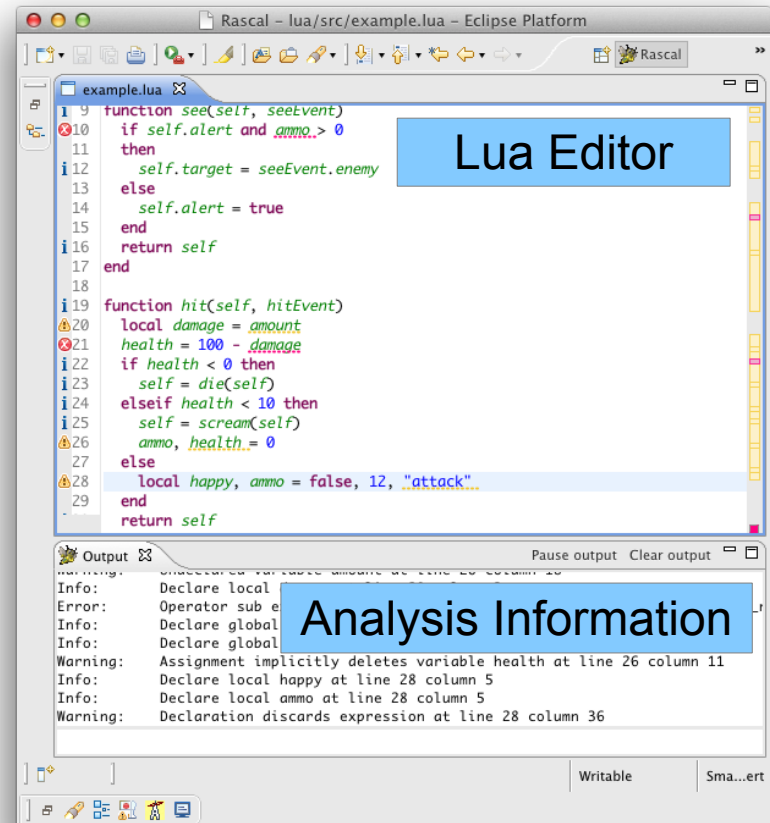


Static Analysis of Lua

- **Goal:** Improve quality of game software
- **Problems:**
 - Run-time errors in Lua scripts
 - Hard to find the causes
 - Dynamic analysis only gives partial information
- **Solution:** Augment existing approaches with static analysis



The screenshot shows the Rascal Lua Editor with a Lua script and an analysis window. The script contains two functions: `see` and `hit`. The analysis window shows several messages:

```

Info: Declare local
Error: Operator sub e
Info: Declare global
Info: Declare global
Warning: Assignment implicitly deletes variable health at line 26 column 11
Info: Declare local happy at line 28 column 5
Info: Declare local ammo at line 28 column 5
Warning: Declaration discards expression at line 28 column 36
  
```

