

Developing the Prosody XMPP server in Lua

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Introduction

Why Prosody?

Why Lua???

Performance of a “scripting language”

Ecosystem

Contributions

The 'fun' parts

Lua allowed us to:

- Define function metatables
- Restrict the global environment
- Create a telnet console
- Static analysis (using lua-inspect and luacheck)

Our code

Sections:

- core/
- net/
- plugins/
- util/

LuaJIT

The future

The end. Questions?

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