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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