

Quick Review:

Two steps to assign a variable

```
variableName <- expression
```

Step 1: Evaluate the expression on the right-hand side of the statement to produce a value

Step 2: Assign the value of that expression to the variable name on the left-hand side of the statement

Make sure you remember these step!

Some terminology

- A **literal** number or a **literal** value

Definition of **literal** in this context:

A literal is a notation for representing a fixed value; a value which needs no further evaluation of any expression.

For example:

- 4, 8.3, 35984, -72 are all **literal** numbers
- $5 * 4$ is **not** a literal number, because we still have to evaluate the expression (i.e., find out what the value of $5 * 4$ actually is)

Review: Numeric Literal Types

- Any literal number you type in the console is by default of type 'double'
- Even numbers **we know** to be integers

```
> a <- 7  
> typeof(a)  
> [1] 'double'
```

- But we can **change** the type of a numeric literal to be an integer using `as.integer(x)`

```
> a <- as.integer(7)  
> typeof(a)  
> [1] 'integer'
```