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’
```