

<code>print("Hello, World!")</code>	
	<code>2 + 3</code>
	<code>(33 + 44) * 232 / 12</code>
	<code>a =2</code>
	<code>b<-2 #assignment operators</code>
	<code>a==b #logical operator</code>
	<code>a=b #assignment operator</code>
	<code>(y = a ** 4) #** to the power</code>
	<code>a <- c("delhi", "bom", "haryana")</code>
	<code>a <- c(TRUE, FALSE) #logical vector</code>
	<code>nummy <- c(2,3,4) #numeric vector</code>
	<code>nummy_int <- c(1L,2L,3L) # 'L' tells it is neither a character nor a double</code>
	<code>types <- c("int","double","character")</code>
	<code>length(types) # length of the vector</code>
	<code>is.numeric(types) #inbuilt function, check whether a numeric vector.</code>
	<code>logicals <- c(TRUE,F,TRUE,T, FALSE)</code>
	<code>c <- c("bom", TRUE)</code>
	<code>types <- c("int","double","character")</code>
	<code>types</code>
	<code>types_types <- as.numeric(types) #typecasting i.e. changing char values to numeric values</code>
	<code>types_types</code>
	<code>money_in_chars <- c("20","35","33")</code>
	<code>typeof(money_in_chars)</code>
	<code>money_money <- as.numeric(money_in_chars)</code>
	<code>money_money # NA is missing value</code>
	<code>money_money2 <- as.logical(money_money)</code>
	<code>money_money2 #</code>
	<code>as.logical(c(20,20,0)) #any value other than zero is true for R</code>
	<code>numbers <- 1:5</code>
	<code>numbers <- c(numbers,8) #adding a value to a vector</code>
	<code>length(numbers)</code>

	numbers <- c(numbers, "a") #everything turned into char, implicit typecasting
	as.numeric(numbers) # "a" is converted into missing value i.e. NA.
	is.na (numbers_num)
	logs <- c(TRUE, FALSE, false)
	false <- "I m false"
	logs <- c(TRUE, FALSE, false) #implicit typecasting
	logs
	c(2,4, TRUE) #TRUE comes as 1
	month.abb
	month.abb[6] #gives us month june, R is one index language
	seq(1,5,1) # (first value, last value, step value)
	1:5 #same as sequence
	month.abb[4:7]
	month.abb[c(2,5,7,10)]
	month.abb[c(5:8)]
	month.abb[c(3,4)]
	d <- c(1,2,3)
	d
	e <- c(4,5)
	f <- c(d,e,6,7)
	f #vector manipulation, appending
