Primitives

`Byte`, `Int`, `Long`, `Float`, `Double`, `Boolean`, etc are classes, but:

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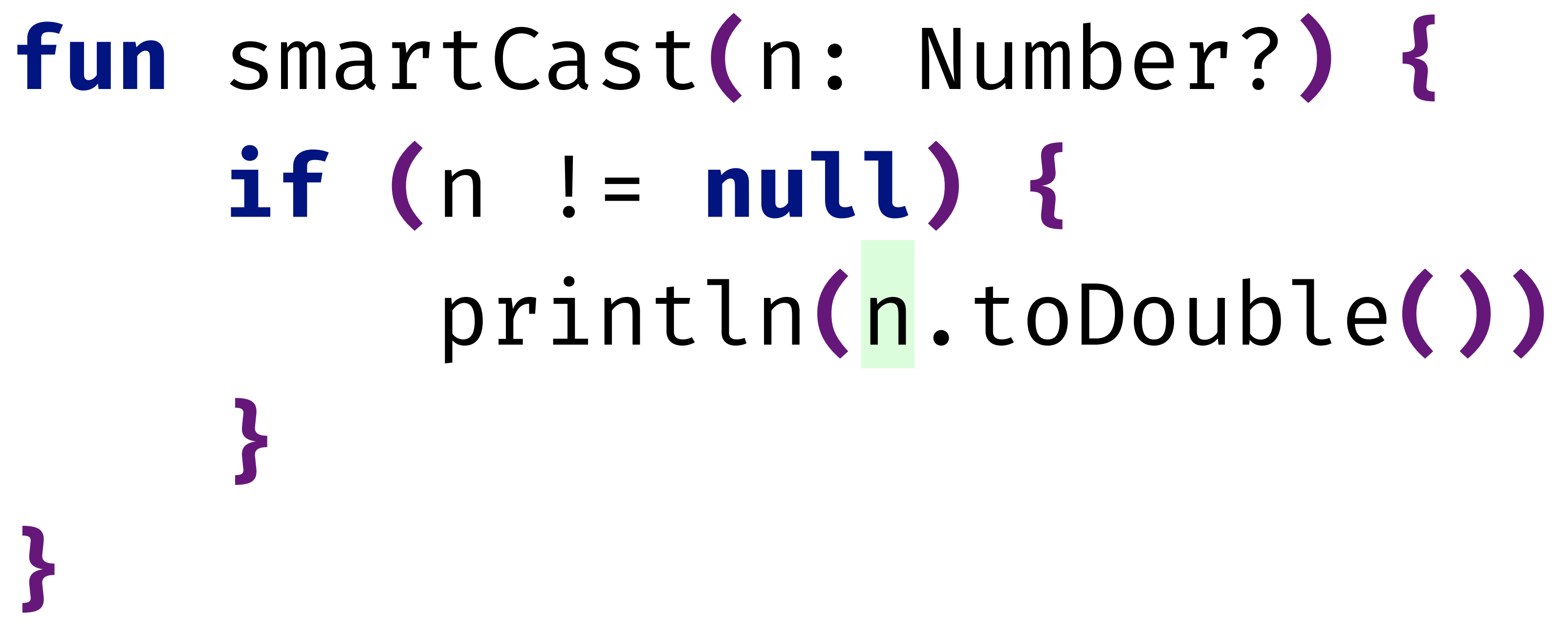
Smart Cast

nullable to non nullable



```
fun smartCast(n: Number?) {
    if (n != null) {
        println(n.toDouble())
    }
}
```