numbers

0.1 num

```r
# default is double
a <- 2 + 3
str(a)
```

```
 num 5
```

```r
typeof(a)
```

```
[1] "double"
```

```r
# convert with as.integer
a1 <- as.integer(a)
str(a1)
```

```
 int 5
```

```r
typeof(a1)
```

```
[1] "integer"
```

```r
# add L if you want integer
b <- 2L + 3L
typeof(b)
```

```
[1] "integer"
```

```
# float-decimals
c <- pi/3
str(c)
```

```
 num 1.05
```

```
c(c, typeof(c))
```

```
[1] "1.0471975511966" "double"
```