

code

```
\lua{a = 1.5 ; b = 1.8 ; c = a*b ; tex.print(c) ;}
```

```
\startlua
```

```
  a = 1  
  b = 2  
  c = a*b  
  tex.print(c)
```

```
\stoplua
```

result

2.7

2