So integers don't have arbitrary precision in Scam correct? Also, are floating point numbers and integers both 64-bit precision?

All Scam primitive data-types use C data-types. Currently integers are int and reals use double.

Ah so you guys took the easy way out? Did you ever consider implementing it like in Haskell, where there is an Int which is 32 or 64 bits and then Integer, which is arbitrary precision?

Not really. But you could implement your own. I think that was an assignment in a previous semester.