Day 1 Challenges

Challenge 1: Data Types and Type Annotations

Objective: Create a program that uses different data types and type annotations to store and manipulate data.

Instructions:

1. Declare a `String` constant named `welcomeMessage` with the value "Welcome to Swift!".

2. Declare an `Int` variable named `userAge` and initialize it with your age.

3. Declare a `Double` constant named `averageScore` and initialize it with any decimal value.

4. Print out all these variables with a message describing them, using type annotations to explicitly set their types.

Challenge:

- Write a Swift program that includes the above declarations and prints each one with a descriptive message.