

1

```
let namee: String = "Belén"
console.log(namee)

let age: number=2
console.log(age)

let isStudent: Boolean=true
console.log(isStudent)

let randomData:any=3
console.log(typeof randomData)

let emptyValue
console.log(emptyValue)

let emptyObject:null=null
console.log(emptyObject)
```

2

```
let fruits: string[] = ["apple", "orange", "banana", "berry"];
console.log(fruits)

let scores: number[] = [10, 8, 3, 5];
console.log(scores)

let mixedArray = [1, 'Holi', true];
console.log(mixedArray)
```

3

```
enum Color {
  Red=1,
  Green=2,
  Blue=3
}
let col: Color = Color.Blue;
console.log('The color is: ' + col);
console.log('col type is: ' + typeof col);

let favoriteColor=Color.Green
console.log(favoriteColor)
```

4

```
let person = {
  name: 'Sandy Cheeks',
  age: 32,
  isStudent:false
}
console.log('The name is: ' +person.name);

let objectsArray = [{
  name: 'Belen',
  age: 32,
  isStudent:false

},
{
  name: 'Carol',
  age: 32,
  isStudent:false

}]

console.log('The name is: ' +objectsArray[0].name);
```

```
interface Person {  
  name: string;  
  age: number;  
  isStudent: boolean;  
}  
let person2: Person;  
person = {  
  name: 'Eugene Krabs',  
  age: 20,  
  isStudent: false  
}
```

5

```
let someData:any="Hola"  
console.log((someData as String).toUpperCase())  
// To learn more about the language, click above in "Examples" or "What's New".  
// Otherwise, get started by removing these comments and the world is your playground.
```

6

```
function addNumbers(a: number, b: number): number {  
  return a + b;
```

```
/ Ejemplo de uso  
console.log(addNumbers(5, 3)); // Salida: 8
```