1/ var number; number= 5;

2/ var myString; string = "Hello Universe";

3/ var arrayOfNumbers: number[1,2,3,4];

4/ var object\_name = {

name: "Bill",

};

5/ var anything: any = "Hey";

6/ var anything: any = "25";

7/ let list: any[] = [true, false, true, true];

8/ let list: any[] = [1, 'abc', true, 2];

9/ const myobj = {

x:5, y:10

}

Myobj

10/ class MyNode {

private \_priv: number;

constructor(public val: number) {}

doSomething(): void {

this.\_priv = 10;

}

}

11/const myNodeInstance: MyNode = new MyNode(1);

console.log(myNodeInstance.val);

function myFunction(): void {

console.log('Hello World');

return;

}

function sendingErrors(): never {

throw new Error('Error message');

}