**Front-end development:**



**Basics**

JavaScript – more on data types

The following exercise contains the following subjects:

* data types

**Instructions**

You are an adventurer exploring a mysterious dungeon. As you progress deeper into the dungeon, you come across various objects. Your task is to identify the types of these objects using variables. Let's begin:

1. Create a variable named message and assign it a string that says, "You enter a dimly lit room."
2. Create a variable named treasureCount and assign it a number representing the number of treasures you've found so far.
3. Create a variable named key and assign it an object that represents a golden key with intricate carvings.
4. Create a variable named isTrapActivated and assign it a boolean value indicating whether a trap has been activated.
5. Create a variable named secretPassage and assign it a value of null, indicating that you haven't found any secret passages yet.
6. Create a variable named mysteriousArtifact without assigning any value, representing an undefined artifact you stumbled upon.
7. Create a variable named ancientSymbol and assign it a symbol that represents an ancient symbol etched onto a stone tablet.

Now, use console.log to display the types of each variable: