**🔹 Variable Declarations and Assignments**

1. Declare a variable x and assign it the value 10.
2. Declare a let variable message and assign it a string.
3. Declare a const variable PI and assign it the value 3.14.
4. Reassign a let variable score from 100 to 200.
5. Try reassigning a const variable and observe the result.
6. Declare two variables a and b and assign them values 5 and 7. Add them and store the result in a third variable c.
7. Declare a variable name and assign your name to it. Declare another variable greeting that stores "Hello, " + name.
8. Declare a variable age and store your age. Add 5 to it and store in futureAge.
9. Declare a variable and assign it the sum of 5 numbers.
10. Declare a variable and assign it the average of 3 numbers.

**🔹 Types & Type Conversion**

1. Declare a variable num with value "123" as a string. Convert it to a number using Number() and store in another variable.
2. Declare a number and convert it to a string using String().
3. Declare a boolean variable with value true, convert it to a number and assign to another variable.
4. What is the result of typeof null stored in a variable?
5. Store the result of typeof undefined in a variable.
6. Assign NaN to a variable and log its type.
7. Declare a variable and assign it the result of "5" + 2. What is its type?
8. Declare a variable and assign it the result of "5" - 2. What is its type?

**🔹 Math & Operations**

1. Declare a variable and assign it the product of 6 and 7.
2. Declare a variable and assign it the result of 10 divided by 3.
3. Use the modulus operator to find the remainder when 17 is divided by 5.
4. Increment a variable count by 1 using ++.
5. Decrement a variable steps by 1 using --.
6. Add 20 to a variable using the += operator.
7. Multiply a variable by 2 using the \*= operator.
8. Create a variable power and assign it 2 \*\* 4.

**🔹 Multiple Assignments & Swapping**

1. Assign the same value to three variables in a single line.
2. Swap two variables using a third temporary variable.
3. Swap two variables without using a third variable (using destructuring).
4. Assign different values to multiple variables in one line using destructuring.

**🔹 Undefined & Null**

1. Declare a variable but do not assign any value. What is its value?
2. Assign null to a variable and check its type.
3. Reassign a variable from null to a number.

**🔹 Template Literals**

1. Declare variables firstName and lastName, then create a fullName using template literals.
2. Use a template literal to create a sentence like: My name is X and I am Y years old.

**🔹 Scope and Shadowing (Basic Level)**

1. Declare a variable inside a block and try logging it outside the block.
2. Declare a variable x = 5 globally, then shadow it inside a block with x = 10. What is the value inside and outside?

**🔹 Hoisting (Basic Awareness)**

1. Declare a var variable after you use it. What happens?
2. Declare a let variable after you use it. What happens?

**🔹 Miscellaneous**

1. Declare a variable and assign it a boolean expression like 5 > 3. What is its value?