**Typescript:**

var global\_num = 12 //global variable

class Numbers {

num\_val = 13; //class variable

static sval = 10; //static field

storeNum():void {

var local\_num = 14; //local variable

}

}

console.log("Global num: "+global\_num)

console.log(Numbers.sval) //static variable

var obj = new Numbers();

console.log("Global num: "+obj.num\_val)

var num:number = 2

if(num > 0) {

console.log(num+" is positive")

} else if(num < 0) {

console.log(num+" is negative")

} else {

console.log(num+" is neither positive nor negative")

}

var grade:string = "A";

switch(grade) {

case "A": {

console.log("Excellent");

break;

}

case "B": {

console.log("Good");

break;

}

case "C": {

console.log("Fair");

break;

}

case "D": {

console.log("Poor");

break;

}

default: {

console.log("Invalid choice");

break;

}

}

var arr\_names:number[] = new Array(4)

for(var i = 0;i<arr\_names.length;i++) {

arr\_names[i] = i \* 2

console.log(arr\_names[i])

}

var names:string[] = new Array("Mary","Tom","Jack","Jill")

for(var i = 0;i<names.length;i++) {

console.log(names[i])

}