

# ANY

```
let notSure: any = 4;  
notSure = "maybe a string instead";  
notSure = false; // okay, definitely a boolean
```

```
let notSure: any = 4;  
notSure.ifItExists(); // okay, ifItExists might exist at runtime  
notSure.toFixed(); // okay, toFixed exists (but the compiler doesn't check)
```

```
let prettySure: Object = 4;  
prettySure.toFixed(); // Error: Property 'toFixed' doesn't exist on type 'Object'.
```

```
let list: any[] = [1, true, "free"];  
list[1] = 100;
```

# VOID

```
function warnUser(): void {  
    console.log("This is my warning message");  
}  
  
const warnUser = ():void => {  
    console.log("This is my warning message");  
}
```