

ENUM

```
enum Color {Red, Green, Blue}
let c: Color = Color.Green;

enum Color {Red = 1, Green, Blue}
let c: Color = Color.Green;

enum Color {Red = 1, Green = 2, Blue = 4}
let c: Color = Color.Green;

enum Color {Red = 1, Green, Blue}
let colorName: string = Color[2];

console.log(colorName); // Displays 'Green' as its value is 2 above
```

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;
```