

TUPLE

```
// Declare a tuple type
let x: [string, number];
// Initialize it
x = ["hello", 10]; // OK
// Initialize it incorrectly
x = [10, "hello"]; // Error

console.log(x[0].substr(1)); // OK
console.log(x[1].substr(1)); // Error, 'number' does not have 'substr'

x[3] = "world"; // OK, 'string' can be assigned to 'string | number'
console.log(x[5].toString()); // OK, 'string' and 'number' both have 'toString'
x[6] = true; // Error, 'boolean' isn't 'string | number'
```

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
```