```javascript
1  // -----CHALLENGE 1-----
2
3  // STEP 1
4
5  // This is a comment that won't be executed like regular Javascript code
6  // STEP 2
7
8  /*
9    This is a multiline comment that also won't be
10   executed like
11  regular Javascript code!!!
12   */
13
14 // -----CHALLENGE 2-----
15
16 // STEP 1
17 const eyeColor = "brown";
18 let hairColor = "brown";
19 console.log(eyeColor, hairColor);
20
21 // STEP 2
22 hairColor = "blond";
23 console.log(hairColor);
24
25 // eyeColor = 'green'
26 console.log(eyeColor);
27
28 // -----CHALLENGE 3-----
29
30 // STEP 1
31 let fName = "Mayra";
32 let lName = "Duarte";
33 let favShow = "Seinfeld";
34
35 console.log(fName, lName, favShow);
36
37 // STEP 2
38 let greeting;
39 greeting = "Hello";
40
41 console.log(greeting + ", " + fName + " " + lName + "!");
42
43 // STEP 3 (Bonus Step)
44
45 let fancyGreeting;
46 fancyGreeting = "Good evening to you";
47
48 console.log(`${fancyGreeting}, ${fName} ${lName}!`);
49
50 // -----CHALLENGE 4-----
51
52 // STEP 1
53 let favNumber = 22;
54 let randomNumber = 10;
55
56 // STEP 2
57 let sum = favNumber + randomNumber;
58 let product = favNumber * randomNumber;
59 let difference = favNumber - randomNumber;
```

```javascript
console.log(sum, product, difference);

// STEP 3 (Bonus Step)
let remainder = favNumber % randomNumber;
console.log(remainder);

// -----CHALLENGE 5-----

// STEP 1
const favSnacks = ["salgado", "pão", "bolo"];

console.log(favSnacks);

console.log(favSnacks.length);

console.log(favSnacks[1]);

// STEP 2
const favAnimals = ["dog", "lion", "wolf", "duck"];

console.log(favAnimals);

console.log(favAnimals.length);

console.log(favAnimals[0]);

// STEP 3 (Bonus Step)

/* favAnimals[favAnimals.length + 1] = 'bear';
  console.log(favAnimals);

 favAnimals[favAnimals.length + 1] = 'bird';
  console.log(favAnimals);
 */

console.log(favAnimals[favAnimals.length - 1]);

// -----CHALLENGE 6-----

// STEP 1
const person = {
  fName: "Mayra",
};

console.log(person);

// STEP 2

person.favColor = "blue";

console.log(person.favColor);

// STEP 3
person["likes to code"] = false;

console.log(person["likes to code"]);

person["likes to code"] = true;

console.log(person["likes to code"]);

// STEP 4 (Bonus Step)
person.siblings = {
```

```
124      brothers: 1,
125      sisters: 0,
126    };
127
128    console.log(person.siblings.brothers);
129    console.log(person.siblings.sisters);
130    console.log(person);
131
```