

1. Interactive Challenge.

Your Turn!

- Change the `message` variable to your own name and print a personalized greeting.
- Try declaring a variable for your age and print it with a message.
- What happens if you try to assign a number to a variable declared as a string?

2. Interactive Challenge

Your Turn!

- Create a variable for your favorite fruit and print it.
- Write a function that takes a number and prints double its value.
- Add a single-line and a multi-line comment to your code.
- Define a class called `Person` with a method `sayHello` that prints a greeting.

3. Interactive Challenge

Your Turn!

- Declare a variable called `city` and assign it your favorite city as a string.
- Declare a variable called `temperature` with type `number` and assign it a value.
- Create a variable called `isRaining` and let TypeScript infer its type from the value you assign.
- Write a function called `weatherReport` that takes `city`, `temperature`, and `isRaining` as parameters and prints a message like:
"In `<city>`, it is `<temperature>`°C. Is it raining? `<true/false>`"
- Try calling the function with your variables.

4. Interactive Challenge

Your Turn!

- Declare a variable `score` with `let` and assign it a number.
- Inside a block (e.g., an `if` statement), declare another `score` variable with a different value and print it.
- Declare a constant `COUNTRY` and assign it your favorite country.
- Try to change the value of `COUNTRY` and observe what happens.
- Try to re-declare `score` in the same block and see the result.

5. Interactive Challenge

Your Turn!

- Create a function `recordAnswer` that takes a question ID and an answer of any type, and stores it in an object.
- Add at least three answers: a string, a number, and an array.
- Print all recorded answers.

6. Interactive Challenge

Your Turn!

- Create a function `processTransaction` that takes an amount (number), a description (string), and a flag `isCredit` (boolean).
- If the amount is negative, the function should throw an error (never).
- If the description is missing, use `undefined` and handle it in the function.
- Print a summary of the transaction.