In the dev tools console, figure out how to do the following (use Google to help):

1. Create a boolean variable called `myBoolean` and set it to `true`.

2. Create a string variable called `myString` and set it to `hello world`.

3. Create a number variable called `firstNumber` and set it equal to `20`.

4. Create another number variable called `secondNumber` and set it equal to `40`.

5. Re-assign `secondNumber` and set it equal to `80`.

6. Create an array called `myArray` and put `myBoolean` at index 0, and `myString` at index 1.

7. Create an object called `myObject` and assign `myArray` to a property called `firstProperty`, and the sum of `firstNumber` and `secondNumber` to a property called `sumProperty` (hint: we didn't cover how to do this here).

8. Print `myObject` to the console.

9. Print the `sumProperty` of `myObject` to the console.

10. Print the value at index 1 of `firstProperty`.

```
/*
  There are three things wrong with this code.
  Find them and explain why they are wrong.
*/

const some Number = 20;

someNumber = 50
```

```javascript
/*
 What does `resultVariable` equal?  What data type is it?

 We haven't covered everything here in detail yet, but
  research this for a bit and see what you can find.
*/

const variable1 = 20;
const variable2 = '40';

const resultVariable = variable1 + variable2;

console.log(resultVariable);
```

```
/*
 Why is this code invalid?  Edit this until it is valid.
*/

const objectVariable = {
  property1: 'i am property 1';
  property2: 'i am property 2';
  property3: [20, 30, 40];
};

console.log(objectVariable.property3[2]);
```

```
/*
 Why does this code not work?  Edit until it works.
*/

const myArray = [20, 30, 40];

console.log(myArray[3]);
```