The easiest way to explore TypeScript which does not require installation of additional software on your computer is to use online playgrounds such as:

- https://www.typescriptlang.org/play
- https://replit.com/languages/typescript

1. Declare/define the following constants/variables
    a. A constant initialized to your name (use implicit type)
    b. A constant initialized to your high school name (use explicitly type)
    c. A variable to hold average number of messages (email, Slack, Discord, ...) you received daily
    d. Use console.log() to print these three identifiers above
2. String concatenation
    a. Use the variable in (1c) and string concentration (the + operator) in a console.log() to print “I receive ___ messages daily”
    b. Repeat (2a) but use string interpolation within pair of backquotes `I receive ${_____} messages daily`
    c. Repeat (2b), but exaggerate the message count by using an arithmetic expression inside ${____}
3. Arrays:
    a. Declare an array, initialized to three or more city names of your choice
    b. Use a for-loop to print the city names to produce the following output
        My city choice #1 is _____
        My city choice #2 is _____
        My city choice #3 is _____
    c. Declare an array of strings named `books`, initialized it to an empty array
    d. Use the array .push() method to add three or more book titles of your choice to the array in (3c)
    e. Use a for-of loop to print the book titles in the array together with the length of each title:
        Title _____ is _____ character long
        Title _____ is _____ character long
        Title _____is _____ character long
4. Define a function sayHello() that takes a string parameter and use console.log() to print “Hello _____. Nice to meet you!”
5. Call the function sayHello() in (4) using a person name of your choice
6. Define a function sayRepeatedHello() that takes a string and a number, such that calling sayRepeatedHello(“Bob”, 3) will print “Hello Hello Hello Bob” (**on a single line**)
7. Multiple/Union Types
    a. Declare a variable of multiple types (also known as union types) string or number
    b. Assign a string value into the variable
    c. Print the type using typeof
    d. Assign a numeric value into the variable
    e. Print the type using typeof

8. Define function showDetails() that takes a parameter of multiple type string or number.
   When invoked with a string, the function prints
   The string _____ has _____ characters
   When involved with a number the function prints
   The number _____ is odd (or even)
9. Define a type alias named PlanetType to describe planet objects with the following properties:
    a. name (string)
    b. daysOfOrbit (number)
    c. isInnerPlanet (boolean)
10. Type alias
    a. Declare a variable to hold a planet object, use the type in (9)
    b. Initialize that variable with a planet of your choice
    c. Declare an array to hold planet objects, use the type in (9)
    d. Use .push() to insert three or more planets to the array in (10c)
    e. Use a loop of your choice to iterate over the array in (10c) and compute the average orbit days of your planets