**2** Just like the common data types, you can also **store** jQuery objects in a variable and the process is the same.
**Add** the code below the **"numClicks"** variable you created.

```
var ball = $("#magic8ball");
var ballText = $("#magic8balltext");
```

**3** **Create** a new variable named **"input"** **inside** the click function that will store the questions written inside the input box.

```
var input = $.trim($("#input_box").val());
```

**Tip: trim()** function can be used to remove (white) spaces from both sides of a string.

**4** **Below** the **"input"** variable, **use** console.log() to show the default value that is inside the input box in the console of the debugger tool.

```
console.log(input);
```

**Fun fact:**

Unlike Java, **JavaScript** is a loosely typed language. It means that variables used in the program do not have a definite type. A variable can be of **any** type and they are all created with the keyword "var".

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