## Getters/setters

Certain jQuery functions can behave differently depending on whether or not you run them with parameters. To demonstrate this, let's use the following code:

```
<script>
    $(document).ready(function(){
        $('#myParagraph').text();
    });
</script>
<body>
    <pri>de'myParagraph'>This is my paragraph! 
</body>
```

Notice that myParagraph's text will stay the same, even though we know .text() can be used to change the text value of HTML elements. This is because when we call the function .text() without a parameter, the function will behave as what is called a getterfunction. This function will actually return the value of the text of the paragraph called myParagraph. To illustrate this, let's run the following code:

```
<script>
$(document).ready(function(){
    var myText = $('#myParagraph').text();
    alert(myText);
})
</script>
<body>
     This is my paragraph! 
</body>
```

When you load this page now, you will see the content of *myParagraph* in a pop-up box on the screen. The use of the term 'getter function' means that the function *gets* the value of a particular item and returns it, which is why we were able to get the value of the text and assign it to the variable *myText* that we just made.

The other way to use the .text() function is as a setter function. You will probably find yourself using .text() in this capacity more so than as a getter. To demonstrate the use of .text() as a setter, look at the following code:

```
<script>
  $(document).ready(function(){
        $('button').click(function(){
            $('#myParagraph').text('see how I .text() works as a setter!');
      })
})
</script>
<body>
   This is my paragraph! 
  <button> Click me to change the paragraph! </button>
</body>
</body>
```

See the difference? By running .text() with a value inside of the parentheses, we set the value of the selected attribute. This is the difference between using .text() as a getter and a setter. Use the jQuery documentation to figure out if a particular function behaves differently depending on the parameters you execute it with!