```
'use strict';
///////// Lecture 70: Project Introduction & DOM Manipulation
// Select the element with the class name of Message
console.log(document.querySelector('.message')); //=> <p class = 'message'>...</p>
// Get the text using textContent attribute:
console.log(document.querySelector('.message').textContent); // => Start guessing...
// If it was an ID, instead of a class, we would use a #.
// document.querySelector('.#message');

///////// Lecture 72: Selecting and Manipulating DOM Elements
// Changing the text within the DOM Element with the class of message.
document.querySelector('.message').textContent = `Correct Number!!`;
console.log(document.querySelector('.message').textContent); // => Correct Number!!
// Set the random number to 13
document.querySelector('.number').textContent = 13;

// Set the score to 10
document.querySelector('.score').textContent = 10;

// Check a value the user entered.
// With an input field to get the actual value, we use the value property.
console.log(document.querySelector('.guess').value); // => should be empty

// We can also use it to set a value
document.querySelector('.guess').value = 23; // JS wrote 23 for us!

///////// Lecture 73: Handling Click Events
/*
Events is something that happens on the page - for example a mouseclick / mouse moving / a keypress / many other events. Then, with an event listener, we
```

```
    can wait for a certain event to happen, and then
    react to it.
*/
// Get the check button and call it using the
    addeventlistener method. In this method, we first
    need to pass in the type of event, and in this case,
    it is just a click. So the name of this event, for
    this case, is just 'click'. We also need to tell the
    event listener what to do with that click event. And
    we do that by defining a JS function,  and this
    function should contain the code that should be
    executed whenever the click event happens on the
    check button. This function is called the EVENT
    HANDLER.
document.querySelector('.check').addEventListener('clic
    k', function () {
    // Print the value of the guessing to the screen
    console.log(document.querySelector('.guess').value);
});
// NOTE: The addEventListener method is a special kind
    of function, because its second argument expects an
    event handler function that we just talked about. We
    need to pass in a FUNCTION VALUE as an argument,
    this will make more sense after a while. Remember in
    JS, that functions are JUST a value, and if a
    function is just a value then we can also pass it
    (by value) into another function, just like any
    other value (like a string or a number).
// NOTE that we are not calling this function anywhere
    else outside this particular EventListener. We
    declared and passed the function by value into the
    event handler, but it is the JS Engine that will
    call the event as soon as it happens.

// Saving DOM Values into Variables
let guess;
document.querySelector('.check').addEventListener('clic
    k', function () {
    // Print the value of the guessing to the screen and
        convert it to a number
    guess =
        Number(document.querySelector('.guess').value);
```

```
44      // Check if there is any guess
45      if (!guess) {
46        document.querySelector('.message').textContent =
          `No number`;
47      }
48    });
49
```