

## Memory

Name	Value
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You can think of the computer's memory like a spreadsheet with two columns: name and value.

## Memory

Name	Value
x	undefined

The **let** keyword creates a new empty slot, like a new "row" in the computer's memory.

```
let x;
```

## Memory

Name	Value
x	3

The **=** is called the "assignment operator". It assigns the value on the right into the slot for the variable name on the left.

```
x = 3;
```

## Memory

Name	Value
x	3
greeting	"hi"

You can also create a variable and *assign* a value to it all at once.

```
let greeting = "hi";
```

## Memory

Name	Value
------	-------

### Challenge:

What will the memory look like after running the code below?

```
let someNum = 42;
```

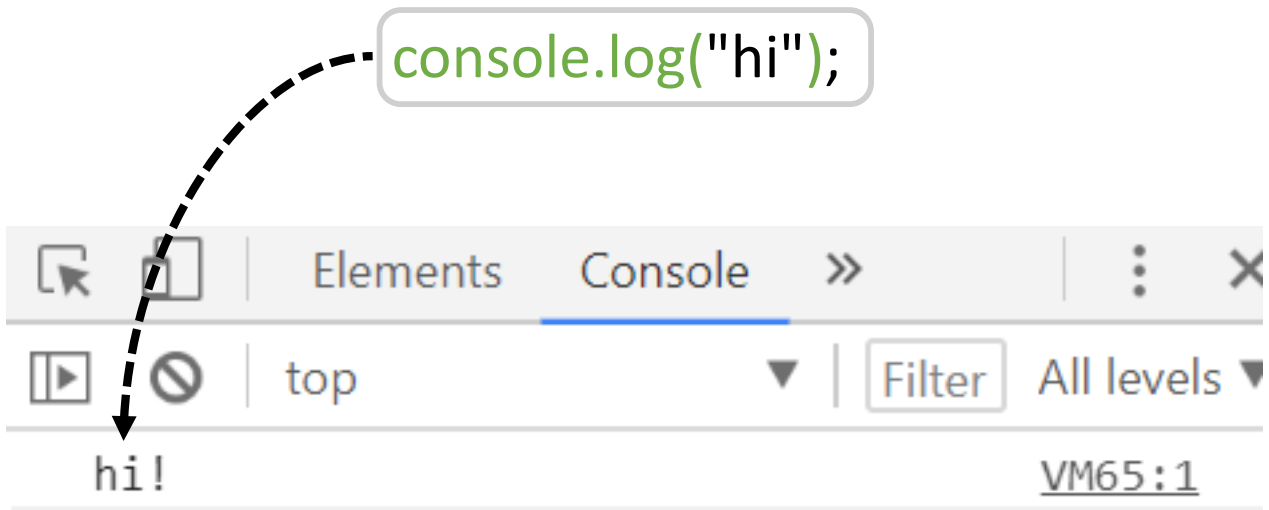
```
let zipCode = "90017";
```

```
someNum = 90000 + 17;
```

```
let anotherVariable;
```

## Displaying Data in the Console

The `console.log()` function can display values inside the web browser's JavaScript console, so you can see what's happening inside your code!



You can `console.log()` lots of things -- raw values (like strings or numbers) or variable names!

```
console.log(42);
```

```
let favNum = 42;  
console.log(favNum);
```

```
let greeting = "hi";  
console.log(greeting);
```

## Accessing Elements by their unique ID

HTML:

```
<p id="main"> Hi, I'm text in a paragraph! </p>
```

JavaScript:

```
document.getElementById("main")
```

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## Displaying Data inside Elements on the Web Page

You can access the **textContent** property of *any* **DOM element**:

```
.textContent = "New text!";
```

**For example:**

```
document.body.textContent = "New text!";
```

**or**


```
document.getElementById("main").textContent = "New!";
```

# Event Listener Example Code


HTML:

```
<button id="main">Click me! </button>
```


JavaScript:

```
.addEventListener("click", funcName);  
  
function funcName () {  
    console.log( "You clicked!" );  
}
```

You can respond to events on *any* **DOM element**: For example:

document.body

**or**

document.getElementById("main")