```javascript
// store a variable called "chosenColor" with
// some initial value
let chosenColor = 'red'

// when the value from the "select" changes, reassign
// the selected color variable
select.addEventListener('change', function (event) {
  chosenColor = event.target.value
})

function colorize (event) {
  const target = event.target
  if (target.className.length) {
    target.className = ''
  } else {
    // your 'colorize' function should use the chosenColor
    // rather than a hardcoded value
    target.className = chosenColor
  }
}
```