n LWC, you can use the **value** property of a **lightning-input** component to get the value that was entered by the user. Here's an example of how to fetch the input value from a **lightning-input** component in JavaScript:

1. Add a **lightning-input** component to your component's template:

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<template> <lightning-input label="Enter a value" onchange={handleChange}></lightning-input> </template>

Here, we're adding a **lightning-input** component with a label "Enter a value" and an **onchange** handler that will call a method **handleChange()** when the value of the input field changes.

1. Define the **handleChange()** method in your JavaScript code:

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handleChange(event) { let inputValue = event.target.value; console.log(`The input value is ${inputValue}`); }

Here, we're getting the value of the input field from the **event** object that is passed to the **handleChange()** method when the value of the input field changes. We then log the input value to the console.

1. Use the **handleChange()** method to fetch the input value:

let inputElement = this.template.querySelector('lightning-input');

inputElement.addEventListener('change', this.handleChange.bind(this));

Here, we're using **querySelector()** to select the **lightning-input** component and adding an event listener to it. We're binding the **handleChange()** method to the component instance using the **bind()** method so that **this** refers to the component instance when the method is called.

It's important to note that you should only get the input value when you need it, and not before. Getting the input value too early can result in an empty or incorrect value. Also, keep in mind that **querySelector()** can be expensive, so you should use it judiciously and avoid selecting elements unnecessarily.