



make something reportcard thype question so i write this again and again these methods :

```
console.log(document.querySelector('.message').textContent);  
document.querySelector('.message').textContent = "✅ correct Number";
```

```
document.querySelector('.number').textContent = 13;  
document.querySelector('.score').textContent = 10;
```

```
document.querySelector('.guess').value = 23;  
console.log(document.querySelector('.guess').value);
```

Here's a **report card–style practice set** to repeatedly test your memory and syntax for DOM selection and manipulation methods. Each question forces you to *recall and rewrite* the exact pattern of `document.querySelector`, `.textContent`, and `.value`.

📄 DOM Manipulation Report Card (Practice Drill)

Goal: Rewrite and execute each line correctly — no copy-paste.

Part A: Reading Values

1. Log the text content of an element with class `message` to the console.
2. Log the current text content of the element with class `number`.
3. Log whatever value is inside the input field with class `guess`.

Part B: Changing Text Content

4. Change the text of the element with class `message` to "✅ correct Number".
5. Set the text content of the element with class `number` to 13.
6. Update the score element content (`.score`) to show 10.
7. Change the message to "❌ Wrong Guess" and print it back to console.

Part C: Working with Input Values

8. Set the input field with class `guess` to 23.
9. Log the new value of `.guess` to make sure it changed.
10. Then set it again to 0 and print it.

✂ Bonus Challenge

Write a mini 3-step script (without copying) that:

1. Changes `.message` text to "Start guessing..."
2. Logs the value of `.guess`
3. Sets `.score` text to 20

Would you like me to convert this into a **VS Code exercise file** (with blanks like fill-in-the-code questions)? That will let you retype and test directly.