**Guess My Number**

Event Listener

An event listener, listens for a particular event to happen. Here is how to implement one;

A picture containing graphical user interface

Description automatically generated

In this case, we want to ‘listen’ for the point at which the ‘check’ button is clicked by the user.

First we need to select the button. We can do this by using the ‘class’ from our index.html file;

<section class="left">

<input type="number" class="guess" />

<button class="btn check">Check!</button>

</section>

Here we simply need the class ‘.check’. Notice that it is ‘btn check’ but we do not need the first btn.

To select the class we use the following syntax;

document.querySelector(".check")