3 **Create** a new variable named **"emptyMessage"** below the variables that you have and **store** **"I can has a question?"** as a value. It will look like this:

```
var emptyMessage = "I can has a question?";
```

4 **Edit** the code **inside** the if statement so that it's like the one below. **Save** the code and **refresh** your page. The code will work the same way as before, but now you have a better code that you can reuse.

```
if(input.length == 0) {
    changeText(emptyMessage);
}
```

5 **Edit** the **else** statement so that it will look like the one below.

```
else {
    var number = Math.floor(
        (Math.random() * ballResponse.length) + 1
    );
    ballText.css({"color" : colour[number] });
    changeText(ballResponse[number]);
}
```

Fun exercise!

Can you change the else if statements so that it uses the **changeText()** function and a new variable with a different name for the response.