

- 3 **Edit** the code in step 2 to **join** a string and the **"numClicks"** variable using a plus (+) operation. **Save** your code and **refresh** your page.

```
console.log("Number of clicks: " + numClicks);
```

- 4 You can **combine** int and strings using plus (+) operation too. Let's try doing that. **Create** a new variable named **"clickText"** **below** where your other variables are. It will look like the one below.

```
var clickText = "Number of clicks: " + numClicks);
```

- 5 **Edit** the code in step 3 so that it will look like this:

```
console.log(clickText + " so far!");
```

- 6 **Edit** the code **inside** the click function so that it will use the **"ball"** and **"ballText"** variable. **Save** your code and **refresh** your browser. Magic 8 ball will still work when you click the submit button.

Old code:

```
$("#magic8ball").effect("shake", "slow");  
$("#magic8balltext").effect("shake", "slow");
```

New code:

```
ball.effect("shake", "slow");  
ballText.effect("shake", "slow");
```