

THE COMPLETE FRONT-END DEVELOPMENT

SECTION

JAVASCRIPT REVIEW

LECTURE

DESTRUCTURING OBJECTS AND
ARRAYS

DESTRUCTURING OBJECTS AND ARRAYS

BEFORE WE START

- 👉 Reading data from the movie object like this can become a little bit cumbersome.
- 👉 When we have lots of properties that we need to take out, it can cause us to write one line of code for each prop.
- 👉 That's really not ideal, so that's why we have object destructuring.

```
1 //before destructuring
2 const movie = getMovie(1);
3
4 const title = movie.title
5 const director = movie.director
6
7 title
8 director
```

DESTRUCTURING OBJECTS AND ARRAYS

DESTRUCTURING OBJECT

- 👉 At object destructuring, we can simply create these new variables all at once.
- 👉 What's crucial is that we give these variables names the exact same name as the properties in the object.



```
1 //using destructuring
2 const movie = getMovie(1);
3 const {title,director} = movie
4
5 title
6 director
```

DESTRUCTURING OBJECTS AND ARRAYS

👉 if we had titles instead of title , that would not work.

👉 really helpful whenever we got some data from an API.



```
1 //using destructuring
2 const movie = getMovie(1);
3 const {titles,director} = movie
4
5 titles //undefined
6 director
```

DESTRUCTURING OBJECTS AND ARRAYS

DESTRUCTURING ARRAY

let's now move on to destructuring with array :

👉 this method it's very **cumbersome**.

👉 write **one line of code** for each prop of the array.

```
1 //before destructuring array
2 const movie = getMovie(1);
3 const {titles,director,genres} = movie
4
5
6 const primaryGenre = genres[0]
7 const secondaryGenre = genres[1]
8
9 primaryGenre //fantasy
10 secondaryGenre //high-fantasy
```

DESTRUCTURING OBJECTS AND ARRAYS

👉 it's simply relies on the order of element in the array.

👉 instead of the curly brackets {} for the objects , we use the square brackets [] for the arrays.

👉 very helpful all the time.



```
1 //using destructuring array
2 const movie = getMovie(1);
3 const {titles,director,genres} = movie
4
5 const [primaryGenere , secondaryGenere] = genres
6
7 primaryGenere //fantasy
8 secondaryGenere //high-fantasy
```

SEE YOU SOON...