Arrays

Level 4 – Section 1

Assigning From Array to Local Variables

We typically access array elements by their index, but doing so for more than just a couple of elements can quickly turn into a **repetitive task**.

This will keep getting longer as we need to extract more elements

Reading Values With Array Destructuring

We can use destructuring to assign multiple values from an array to local variables.





Combining Destructuring With Rest Params

We can combine destructuring with rest parameters to group values into other arrays.

Destructuring Arrays From Return Values

When returning arrays from functions, we can assign to multiple variables at once.

```
function activeUsers(){
  let users = ["Sam", "Alex", "Brook"];
  return users;
}
```

Returns an array, as expected...

```
let active = activeUsers();
console.log( active ); > ["Sam", "Alex", "Brook"]
```

...or assigns to **individual variables**. Handy!

```
let [a, b, c] = activeUsers();
console.log( a, b, c );
> Sam Alex Brook
```

Using for...of to Loop Over Arrays

The *for...of* statement iterates over **property values**, and it's a better way to loop over arrays and other **iterable objects**.

```
let names = ["Sam", "Tyler", "Brook"];
for(let index in names){
  console.log( names[index] );
                                                     > Sam Tyler Brook
 Uses index to read actual element
for(let name of names){
  console.log( name );
                                                > Sam Tyler Brook
 Reads element directly and with less code involved
```

Limitations of for...of and Objects

The for...of statement **cannot** be used to iterate over properties in plain JavaScript objects out-of-the-box.

```
let post = {
  title: "New Features in JS",
  replies: 19,
  lastReplyFrom: "Sam"
};
for(let property of post){
  console.log( "Value: ", property ); -----> > TypeError: post[Symbol.iterator]
```

How do we know when it's okay to use for...of?

is not a function

Objects That Work With for...of

In order to work with *for...of*, objects need a special function assigned to the *Symbol.iterator* property. The presence of this property allows us to know whether an object is **iterable.**

```
Symbols are a new data type guaranteed to be unique
let names = ["Sam", "Tyler", "Brook"];
console.log( typeof names[Symbol.iterator] );
for(let name of names){
                                                                Since there's a function assigned, then the names array will work
  console.log( name );
                                                                just fine with for...of
                                                  (C)
                                     > Sam
                                     > Tyler
                                        Brook
```

Objects That Don't Work With for...of

No function assigned to the *Symbol.iterator* property means the object is **not iterable.**

```
let post = {
 title: "New Features in JS",
 replies: 19,
 lastReplyFrom: "Sam"
Nothing assigned to Symbol.iterator, so the post object will not work with for... of
for(let property of post){
 console.log( property );
                               > TypeError: post[Symbol.iterator]
```

is not a function

Finding an Element in an Array

Array.find returns the first element in the array that satisfies a provided testing function.

```
let users = [
  { login: "Sam", admin: false },
                                              How can we find an admin in this
  { login: "Brook", admin: true },
                                              array of users?
  { login: "Tyler", admin: true }
];
                                              Returns first object for which user.admin is true
let admin = users.find( (user) => {
  return user.admin;
});
console.log( admin ); -----> > { "login": "Brook", "admin": true }
           One-liner arrow function
let admin = users.find( user => user.admin );
console.log( admin );
                                   { "login" : "Brook", "admin" : true }
```