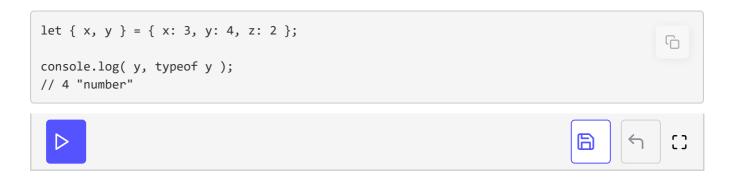# Shorthand for Creating and Destructuring Objects

objects using pre-defined variables during initialization

In the scope where an object is created, it is possible to use other variables for initialization.

```
let shapeName = 'Rectangle', a = 5, b = 3;

let shape = { shapeName, a, b, id: 0 };

console.log( shape );
// { shapeName: "Rectangle", a: 5, b: 3, id: 0 }
```

It is possible to use this shorthand in destructuring assignments for the purpose of creating new fields:

```
let { x, y } = { x: 3, y: 4, z: 2 };

console.log( y, typeof y );
// 4 "number"
```

Now, let's move on to object keys in the next lesson.