Overview

- Very sweet syntactic sugar.
- Object and array literals are used on the RHS of = in declarations or assignments for construction of JavaScript objects and arrays. Destructuring allows the use of similar notation on the LHS of = for accessing the elements of an object or array.
- Many modern programming languages have similar syntax.
- MDN reference.

Basic Examples

```
> let [a, b] = [42, 22, 33, 44]
undefined
> [a, b]
[42, 22]
> \{a, b\} = \{b: 42, c: 22, a: 33, d: 44\}
{ b: 42, c: 22, a: 33, d: 44 }
> [a, b]
[ 33, 42 ]
> function f([a, b], \{c, d\}) \{
    console. log(a, b, c, d);
undefined
> f([33, 2, 44, 55], \{a: 2, b: 3, c: 42\})
33 2 42 undefined
undefined
>
```

Array Destructuring Examples

```
> let [a, b] = [22, 42]
undefined
> [a, b]
[ 22, 42 ]
> [a, b] = [b, a] //exchange without temporary
[42, 22]
> [a, b]
[42, 22]
> [a, , , b] = [1, 2, 3, 4] //ignored values
[1, 2, 3, 4]
> [a, b]
\lceil 1, 4 \rceil
```

Array Destructuring Examples Continued

```
> let [ x, y = 99] = [42] //default value of 99 for y
undefined
> [x, y]
[ 42, 99 ]
> let [ x1, y1 = 99] = [42, 22] //default not used
undefined
> [x1, y1]
[ 42, 22 ]
>
```

Array Destructuring Examples Continued

```
[a, ...b] = [1, 2, 3, 4] //rest parameters
[1, 2, 3, 4]
> [a, b]
[1, [2, 3, 4]]
> [a, b] = [a, ...b] //spreading b
[1, 2, 3, 4]
> [a, b]
[1, 2]
```

Object Destructuring Examples

```
let \{ p, q \} = \{ p: 22, q: 42 \}
undefined
> [p, q]
[22, 42]
\{ p, ...rest \} = \{ a: 22, p: 42, b: 33 \} //rest params
{ a: 22, p: 42, b: 33 }
> [p, rest]
[ 42, { a: 22, b: 33 } ]
> {p = 33, q = 42 } = { q: 99, a: 44 } //default value
{ q: 99, a: 44 }
> [p, q]
[ 33, 99 ]
```

Object Destructuring Examples Continued

```
//var names different from property names
> { a: p, b: q } = { p: 1, a: 2, q: 3, b: 4 }
{ p: 1, a: 2, q: 3, b: 4 }
> [p, q]
\begin{bmatrix} 2, 4 \end{bmatrix}
//var names different from property names with defaults
\{a: p = 22, b: q = 99\} = \{a:11\}
{ a: 11 }
> [p, q]
[ 11, 99 ]
```

Combining Object and Array Destructuring

```
> { a: [p, ...q], b: c } = {a: [1, 2, 3], b: 42}
{ a: [ 1, 2, 3 ], b: 42 }
> [p, q, c]
[ 1, [ 2, 3 ], 42 ]
> [ { a, ...b}, c] = [ {a: 2, b: 9, x: 22}, { a: 1}]
[ { a: 2, b: 9, x: 22 }, { a: 1 } ]
> [a, b, c]
[ 2, { b: 9, x: 22 }, { a: 1 } ]
>
```

Function Parameters Destructuring

```
> function f({a, b}) { console.log(a, b); }
undefined
> f({x: 22, b: 2, a: 99, y:2})
99 2
undefined
> function f([a, ...b], \{c: x, ...y\}) \{
    console. log(a, b, x, y);
undefined
> f([1, 2, 3, 4], \{ c: 42, d: 22, e: 44 \})
1 [ 2, 3, 4 ] 42 { d: 22, e: 44 }
undefined
>
```

Function Options Parameter Without Destructuring

Common to have some kind of options parameter to a function, where each option has a default value which can be overridden by the caller.

```
//without destructured formal param
function doOutput(text, opts={}) {
  const inFormat = opts.inFormat || 'text';
  const outFormat = opts.outFormat || 'html';
  const lineLength = opts.lineLength | 60;
doOutput('123 the'); //all default options
doOutput('123 the', { outFormat: 'latex' });
```

Function Options Parameter With Destructuring

```
//with destructured formal param
function nextToken(text, {
  inFormat = 'text',
  outFormat = 'html',
  lineLength = 60} = {}) {
  ...
}
...
//calls as before
```

Removing Defaults From Function

Using destructuring in function header ok for small number of options; otherwise it clutters up the function header. I often prefer the following idiom:

```
function nextToken(text, options={})
  //Object.assign() copies properties from subsequent args
  //into first arg with later args winning.
  const opts = Object.assign({}, OPTIONS, options);
  //destructure opts as necessary
  . . .
const OPTIONS = {
  inFormat: 'text',
  outFormat: 'html',
  lineLength: 60,
  . . .
```

Passing Large Number of Parameters as Object

CSS box model is characterized by a large number of parameters:

```
const box = \{
  contentWidth, contentHeight,
  paddingTop, paddingRight, paddingBottom,
  paddingLeft, borderTop, borderRight,
  borderBottom, borderLeft, marginTop,
  marginRight, marginBottom, marginLeft,
}:
//function only declares params of interest
function boxWidth({borderLeft, paddingLeft,
                    contentWidth, paddingRight,
                    borderRight}) {
  return borderLeft + paddingLeft +
    contentWidth + paddingRight + borderRight;
boxWidth(box):
```