USING LODASH

Ultimate JavaScript Objects

WHAT IS LODASH?

- Library for manipulating collections in JavaScript
- Functionally identical to Underscore but better maintained
- Implements many useful functions for operating on objects
- Usable in any front-end or back-end JavaScript project

WHY LODASH?

- Objects are very complicated
 - Prototype creates countless corner-cases which are difficult to plan for
 - Scope and references add additional complexity
- Implementing a function to copy an object that covers every corner case is nontrivial
- Even if utility is implemented correctly, performance issues are also a challenge
- Don't implement yourself use Lodash!
- Backed by massive battery of tests and performance benchmarks > 6,566 tests

IMPLEMENTING LODASH IN A PROJECT

- Lodash can be included as a script on any front-end page
- Can be installed via NPM for NodeJS server
- Once installed via NPM, can be accessed with require keyword
- Can eventually be packaged and sent to front-end by back-end

ASSIGNING OBJECTS WITH LODASH

- Copies the properties of any number of objects to another object
- Can be used to create a mutated or hybrid copy of an object
- Can be used to directly copy one object easily

```
_.assign({},{a:1})
```

INVERSION

- Used to swap all an object's keys and values
- Useful when dealing with malformed server data

PICKING VALUES

- Takes only the chosen properties from an object and creates a new object from that copy
- Used to create a limited (controlled) copy of an object
- Does not affect the original

MERGING

- Merges two arrays of objects into an array of combinations
- Good for dealing with multiple data sources from server
- Mutates an object

CONCLUSION

- Lodash methods exist for almost any object operation necessary
- Methods especially exist for those operations that are tricky or error-prone
- Using all methods effectively is key to become a very skilled developer
- Successful use of Lodash can save hundreds of hours on a project