

shortcut for creating objects, when the object property you want to create has the same name as the variable used as the value.

Example:

```
function createPony() {  
  const name = 'Rainbow Dash';  
  const color = 'blue';  
  return { name: name, color: color };  
}
```

can be simplified to

```
function createPony() {  
  const name = 'Rainbow Dash';  
  const color = 'blue';  
  return { name, color };  
}
```

3.5. Destructuring assignment

This new feature can also catch your attention when reading ES6 code. There is now a shortcut for assigning variables from objects or arrays.

In ES5:

```
var httpOptions = { timeout: 2000, isCache: true };  
// later  
var httpTimeout = httpOptions.timeout;  
var httpCache = httpOptions.isCache;
```

Now, in ES6, you can do:

```
const httpOptions = { timeout: 2000, isCache: true };  
// later  
const { timeout: httpTimeout, isCache: httpCache } = httpOptions;
```

And you will have the same result. It can be a little disturbing, as the key is the property to look for into the object and the value is the variable to assign. But it works great! Even better: if the variable you want to assign has the same name as the property, you can simply write: