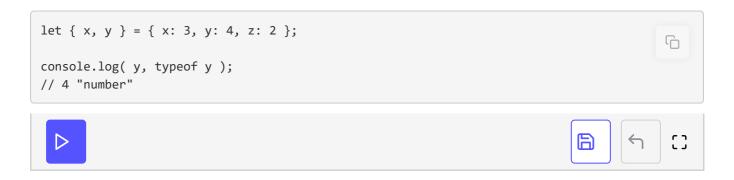
Shorthand for Creating and Destructuring Objects

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:



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