## Destructuring

Dealing with objects and arrays has never been easier! Learn how to use destructuring to improve your code.

WE'LL COVER THE FOLLOWING
Destructuring Objects
Destructuring Arrays
Swapping variables with destructuring

MDN defines **destructuring** like this:

The **destructuring** assignment syntax is a <code>JavaScript</code> expression that makes it possible to unpack values from arrays, or properties from objects, into distinct variables.

Let's start with **destructuring objects** first.

## **Destructuring Objects**

To create variables from an object, we used to do the following:

```
var person = {
  first: "Alberto",
  last: "Montalesi"
}

var first = person.first;
var last = person.last;
console.log(first,last);
```

In ES6 we can instead do it as following:

```
const person = {
  first: "Alberto",
  last: "Montalesi"
}

const { first, last } = person;
  console.log(first,last);
```

Since our const variable- person - has the same name as the properties we want to grab, we don't have to specify person.first and person.last anymore.

The same applies even when we have nested data, such as what we could get from an API.

```
const person = {
  name: "Alberto",
  last: "Montalesi",
  links:{
    social: {
      facebook: "https://www.facebook.com/alberto.montalesi",
      },
      website: "http://albertomontalesi.github.io/"
    }
}
const { facebook } = person.links.social;
console.log(facebook);
```

We're not limited to name our variables the same as the property of the object. We can also rename as the following:

```
const person = {
  name: "Alberto",
  last: "Montalesi",
  links:{
    social: {
     facebook: "https://www.facebook.com/alberto.montalesi",
    },
    website: "http://albertomontalesi.github.io/"
  }
}
```

```
const { facebook:fb } = person.links.social;
// it will look for the property person.links.social.facebook and name the variable fb
console.log(fb); // https://www.facebook.com/alberto.montalesi
console.log(facebook); //ReferenceError: facebook is not defined
```

We are using the syntax <code>const</code> { <code>facebook:fb</code> } to specify that we want to target the property <code>facebook</code> of the object <code>person.links.social</code>, and that we want the <code>const</code> variable to be called <code>fb</code>. That is why when we try to log <code>facebook</code> we get an error.

We can also pass in **default values** like this:

```
const { facebook:fb = "https://www.facebook.com"} = person.links.social;
// we renamed the variable to *fb* and we also set a default value to it
```

## Destructuring Arrays #

The first difference we notice when **destructuring arrays** is that we are going to use [] and not {}.

```
const person = ["Alberto","Montalesi",25];
const [name,surname,age] = person;
console.log(name);
// Alberto
```

What if the number of variables that we create is less than the elements in the array?

```
const person = ["Alberto", "Montalesi", 25];
// we leave out age, we don't want it
const [name, surname] = person;
//the value of age will not be bound to any variable.
console.log(name, surname);
// Alberto Montalesi
```







Let's say we want to grab all the other values remaining. We can use the **rest operator** for that:

```
const person = ["Alberto", "Montalesi", "pizza", "ice cream", "cheese cake"];
// we use the **rest operator** to grab all the remaining values
const [name, surname, ... food] = person;
console.log(food);
// Array [ "pizza", "ice cream", "cheese cake" ]
```

In the example above, the first two values of the array were bound to name and surname, while the rest (that's why it's called the **rest operator**) get assigned to food

The ... is the syntax for the **rest operator**.

## Swapping variables with destructuring #

The destructuring assignment makes it **extremely easy** to swap variables, just look at this example:

```
let hungry = "yes";
let full = "no";
// after we eat we don't feel hungry anymore, we feel full, let's swap the values

[hungry, full] = [full, hungry];
console.log(hungry,full);
// no yes
```

It can't get easier than this to swap values.

Moving on to the quiz and another challenge now.