

# PROGRAMMING ON THE TOILET

## What is it?

Programming on the Toilet is a document which contains tips, tricks, snippets or explanations about various programming technologies and paradigms, which could help developers in their everyday job. This episode was brought to you by Kenan Klisura, Lead Software Engineer at Atlantbh.

## Symbols and variables in Ruby

Symbols and variables are very different things in Ruby. Symbols are like strings, they're immutable and behave like constants. All equal symbols point to the same memory location. Variables, on the other hand, are references to some objects and can reference symbols.

```
a = "test" // a, b variable that points to "test" string
a = "test"
c = :test // c, d variable that points to :test symbol
d = :test

> a.object_id == b.object_id // Strings with different instance
> false

> c.object_id == d.object_id // All symbols are same instance
> true
```

## Destructuring (assignment) in Javascript

Destructuring assignment is a syntax in Javascripts (ES6) that enables the unpacking of values from arrays and objects into separate variables.

<i>Regular assignment</i>	<i>Destructuring assignment</i>
<pre>const array = [1, 2, 3, 4]; const one = array[0]; const two = array[1]; const three = array[2];</pre>	<pre>const array = [1, 2, 3, 4]; const [one, two, three] = array;</pre>
<pre>const obj = {   one: 1,   two: 2,   three: 3 }; const one = obj.one; const two = obj.two; const three = obj.three;</pre>	<pre>const obj = {   one: 1,   two: 2,   three: 3 }; const { one, two, three } = obj;</pre>