

# thread-first

## Navigation

`thread-first` -> is ideal for navigating large, nested structures.

```
(-> results
  :matches
  (nth 3)
  :scores
  (get "total_points"))
```

This works with Java objects too

```
(-> results
  .getMatches
  (nth 3)
  .getScores
  (.getKey "total_points"))
```

## Transformation

The second use case of -> is performing a series of functional transformations on a single value:

```
(-> username
  string/trim
  string/lower-case
  (string/replace #"^[a-z]" "-"))
```

```
(-> game-state
  (assoc :next-player :player2)
  (update :turn-counter inc)
  (update-in [:scores :player1] + 10)
  (update-in [:scores :player2] - 3))
```

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### Plugin Backlinks:

From:

<http://moro.kr/> - **Various Ways**

Permanent link:

<http://moro.kr/open/thread-first>

Last update: **2022/02/25 13:13**

