



# **Contents**

- 1. Introduction
- 2. How to start
- 3. Basics
  - a. Package & Import
  - b. Comments
  - c. Variables
  - d. Null Safety
  - e. Strings
  - f. Control Flow
    - i. If Else
    - ii. For
    - iii. When
    - iv. While
  - g. Function

#### 4. OOP

- a. Classes
- b. Constructor
- c. Properties
- d. Methods
- e. Inheritance
- f. Interfaces
- g. Data Classes





- Open Source (Apache 2)
- Started 2011; Version 1.0 2016; Currently 1.1.3-2
- Static; Inferred; Script; Functional; OOP
- Platform: JVM; JS; LLVM
- Concise; Safe; Interoperable; Tool-friendly
- Official Android Language





# • Android Studio 2 Go to:

- Preferences
- Plugins
- Click on Install JetBrains plugin
- Install Kotlin Language
- Restart
- Android Studio 3 ready out of the box.





#### build.gradle

```
buildscript {
 repositories { jcenter() }
 dependencies {
    classpath "com.android.tools.build:gradle:2.3.3"
    classpath "org.jetbrains.kotlin:kotlin-gradle-plugin:x.y.z"
```





## app/build.gradle

apply plugin: "com.android.application"

apply plugin: "kotlin-android"

// If you're using annotation processor apply plugin: "kotlin-kapt"

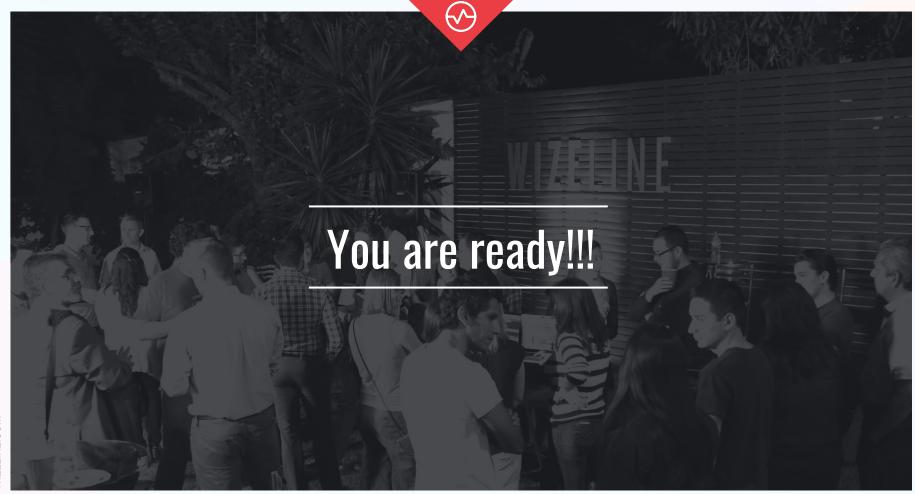
// A pro tip apply plugin: "kotlin-android-extensions"





## app/build.gradle

```
dependencies {
 // Change any annotationProcessor or apt to kapt
 compile "org.jetbrains.kotlin:kotlin-stdlib:x.y.z"
```











package com.wizeline.academy

import java.io.File

import java.util.\*

import android.view.View.GONE

import android.support.v4.content.ContextCompat.getColor

import android.support.v7.app.AppCompatActivity as Activity



## Package & Import



## Sample.kt

// This is an end-of-line comment

/\* This is a block comment on multiple lines. \*/

/\* This is /\* a nested comment on multiple \*/ lines. \*/

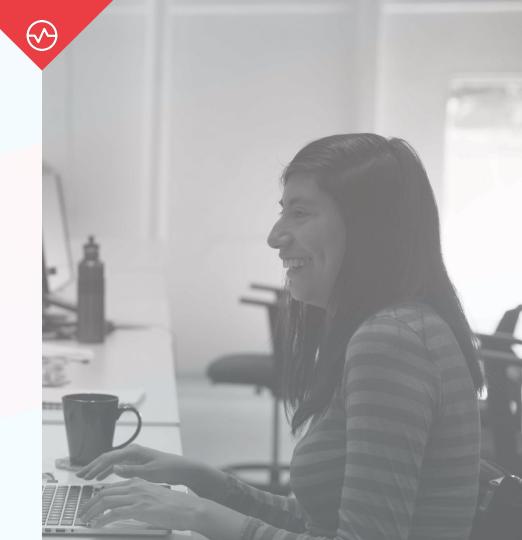


Val value:

immutable reference

Var *variable* :

mutable reference







val message: String = "Hello World!"





val message: String = "Hello World!"
message = "Bye World!"





val message: String = "Hello World!"
message = "Bye World!" // Compile time error, value cannot be assigned





var message: String = "Hello World!"





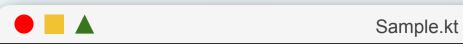
var message: String = "Hello World!"
message = "Bye World!"





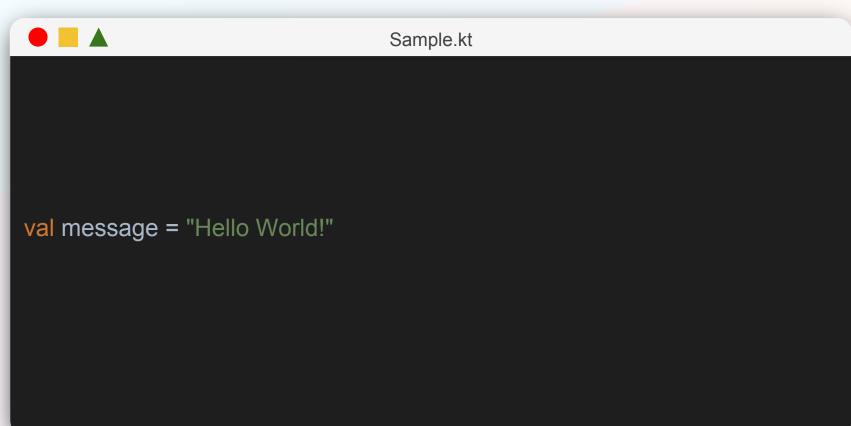
var message: String = "Hello World!"
message = "Bye World!" // It is ok





val message: String = "Hello World!"

#### Variables









var message: String = "Hello World!"





var message: String = "Hello World!"

message = null





var message: String = "Hello World!"

message = null // Error: null can not be a value of a non-null type





var message: String? = "Hello World!"





var message: String? = "Hello World!"
message = null





var message: String? = "Hello World!"
message = null // It is ok





var message: String? = null





var message: String? = null

message.length









var message: String? = null
message?.length





var message: String? = null
message?.length // It is ok





var message: String? = null
message!!.length





var message: String? = null

message!!.length // Possible but don't do it unless you know what you're doing





```
var message: String? = null
if (message != null) {
   message.length // It is ok. Spoiler: if syntax
}
```



# Strings

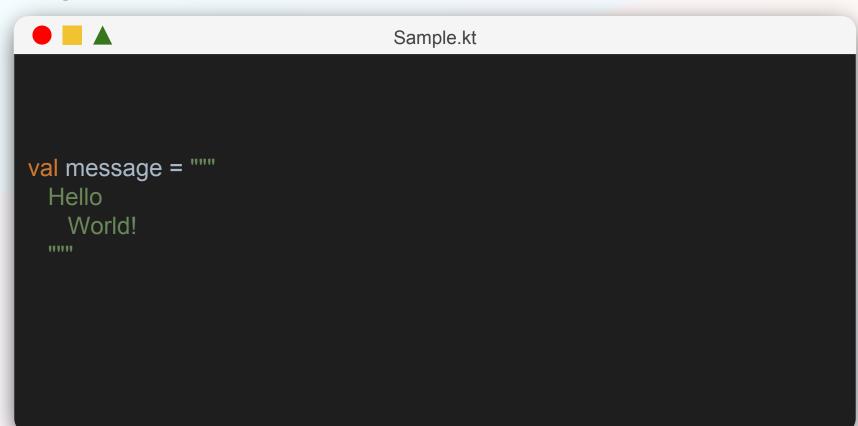


Sample.kt

val message = "Hello World!"



# Strings







```
val message = """
|Hello
| World!
""".trimMargin()
```





```
val message = "Hello World!"
println("$message length is: ${message.length}")
```









```
val a = random()
val b = random()
if (a > b) {
  println("A is greater than b.")
} else if (a == b) {
  println("A is equal to b.")
} else {
  println("A is less than b.")
```







```
val message = "Hello World!"
for (character in message) {
    println(character)
}
// Prints each letter
```





```
for (number in 0..10) {
    println(number)
}
// Prints 0, 1, ..., 10
```





```
for (number in 0 until 10) {
    println(number)
}
// Prints 0, 1, ..., 9
```





```
for (number in 0..10 step 3) {
    println(number)
}
// Prints 0, 3, 6, 9
```





```
for (number in 10 downTo 0) {
    println(number)
}
// Prints 10, 9, ..., 0
```





val array: Array<String> = arrayOf<String>("Hello", "World!")
// Spoiler: How to create an array





val array = arrayOf("Hello", "World!")
// Spoiler: How to create an array





```
val array = arrayOf("Hello", "World!")
for (item in array) {
    println(item)
}
// Prints Hello and World!
```





```
val array = arrayOf("Hello", "World!")
for ((index, item) in array.withIndex()) {
    println("$index $item")
}
// Prints 0 Hello and 1 World!
```





```
val clumpsOfSugar = 0
when (clumpsOfSugar) {
 0 -> println("The right way to drink coffee")
 1 -> println("It is a sin, but I can ignore")
 else -> {
    println("Wait, $clumpsOfSugar clumps of sugar!?")
    println("It is an unforgivable sin!!!")
```



```
val clumpsOfSugar = 0
when (clumpsOfSugar) {
 0 -> println("The right way to drink coffee")
 1, 2 -> println("It is a sin, but I can ignore")
 else -> {
    println("Wait, $clumpsOfSugar clumps of sugar!?")
    println("It is an unforgivable sin!!!")
```





```
val clumpsOfSugar = 0
when (clumpsOfSugar) {
 0 -> println("The right way to drink coffee")
 1, 2 -> println("It is a sin, but I can ignore")
 in 3..5 -> println("Is it a kind of candy???")
 else -> {
    println("Wait, $clumpsOfSugar clumps of sugar!?")
    println("It is an unforgivable sin!!!")
```





```
val clumpsOfSugar = 0
when (clumpsOfSugar) {
 0 -> println("The right way to drink coffee")
 1, 2 -> println("It is a sin, but I can ignore")
 !in 3..5 -> println("It is not 3, 4 or 5 :)")
 else -> {
    println("Wait, $clumpsOfSugar clumps of sugar!?")
    println("It is an unforgivable sin!!!")
```



```
val clumpsOfSugar = 0
val candyNumbers = arrayOf(3, 4, 5)
when (clumpsOfSugar) {
 0 -> println("The right way to drink coffee")
 1, 2 -> println("It is a sin, but I can ignore")
 in candyNumbers -> println("Is it a kind of candy???")
 else -> {
    println("Wait, $clumpsOfSugar clumps of sugar!?")
    println("It is an unforgivable sin!!!")
```





```
val clumpsOfSugar = 0
when (clumpsOfSugar) {
 0 -> println("The right way to drink coffee")
 1, 2 -> println("It is a sin, but I can ignore")
 randomInt() -> println("Are we still talking about coffee?")
 else -> {
    println("Wait, $clumpsOfSugar clumps of sugar!?")
    println("It is an unforgivable sin!!!")
```





```
val clumpsOfSugar = 0
when {
  clumpsOfSugar % 2 == 1 -> println("An odd amount of sugar clumps")
  clumpsOfSugar % 2 == 0 -> println("An even amount of sugar clumps")
  else -> println("We have a really strange amount of sugar clumps")
}
```





```
val clumpsOfSugar = 0
when {
   clumpsOfSugar.isOdd() -> println("An odd amount of sugar clumps")
   clumpsOfSugar.isEven() -> println("An even amount of sugar clumps")
   else -> println("We have a really strange amount of sugar clumps")
}
```







```
var clumpsOfSugar = 10
while (clumpsOfSugar > 0) {
   clumpsOfSugar-- // yes we have -- and ++ syntax
}
println(clumpsOfSugar) // Prints 0
```



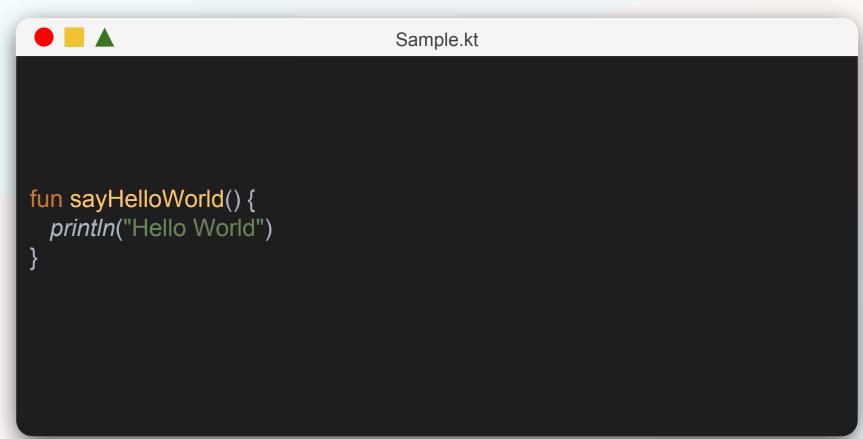


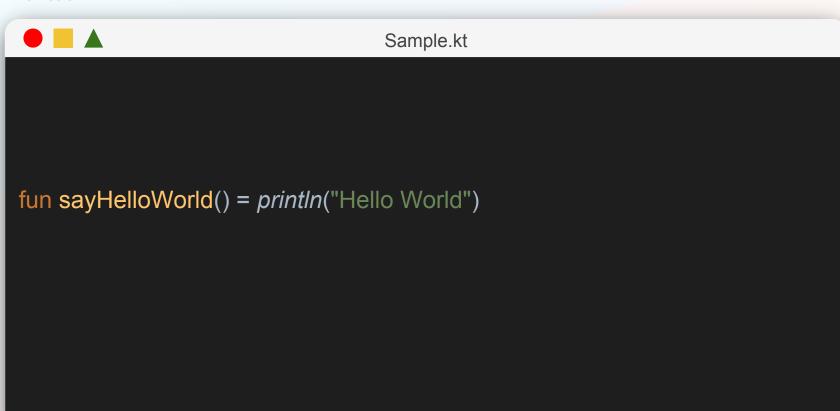
```
var clumpsOfSugar = 10
do {
   clumpsOfSugar--
} while (clumpsOfSugar > 0)
println(clumpsOfSugar) // Prints 0
```

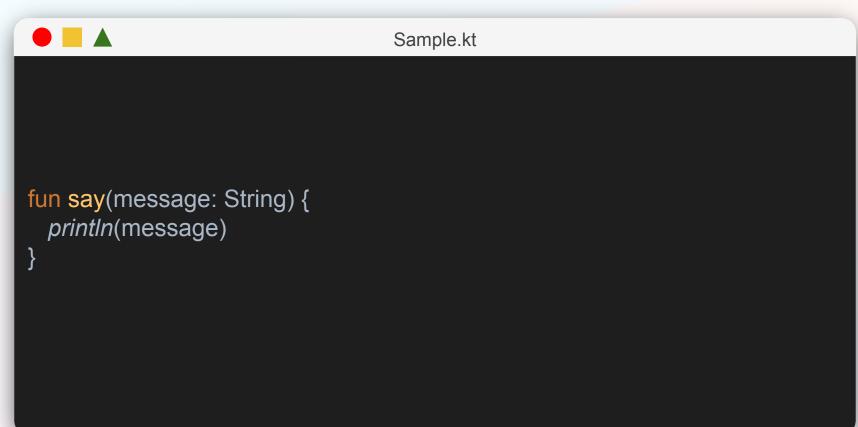


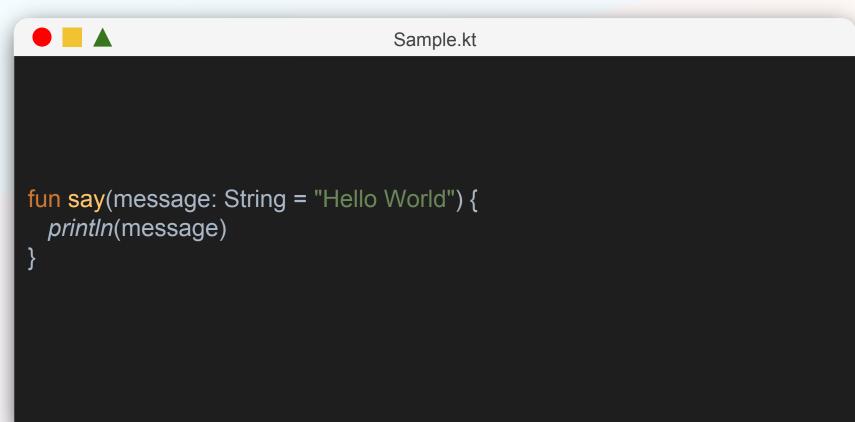


#### **Function**











```
Sample.kt
fun sum(a: Int, b: Int): Int {
  return a + b
```



Sample.kt

fun sum(a: Int, b: Int): Int = a + b







Sample.kt

fun sum(a: Int, b: Int) = a + b





# Sample.kt

fun makeCoffee(ml: Int, concentration: Float, useSugar: Boolean = false)

```
makeCoffee(200, 0.8f)
makeCoffee(200, 0.8f, true)
makeCoffee(200, 0.8f, useSugar = true)
makeCoffee(ml = 200, concentration = 0.8f, useSugar = true)
makeCoffee(useSugar = true, ml = 200, concentration = 0.8f)
```





# Sample.kt

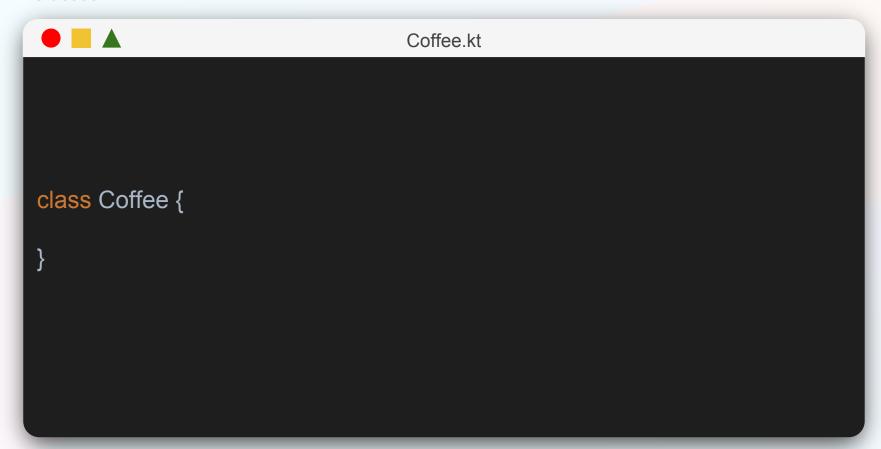
```
fun outside() {
 fun inside() {
    // Do something
 inside() // we can call in this scope
```





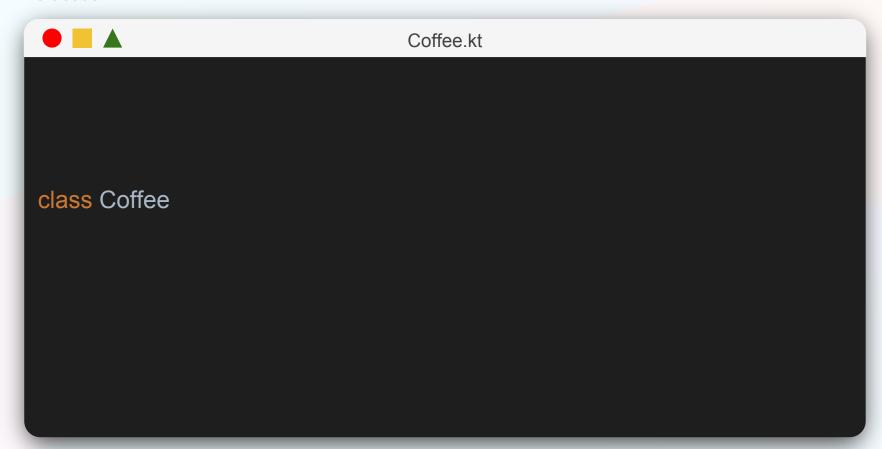


## Classes

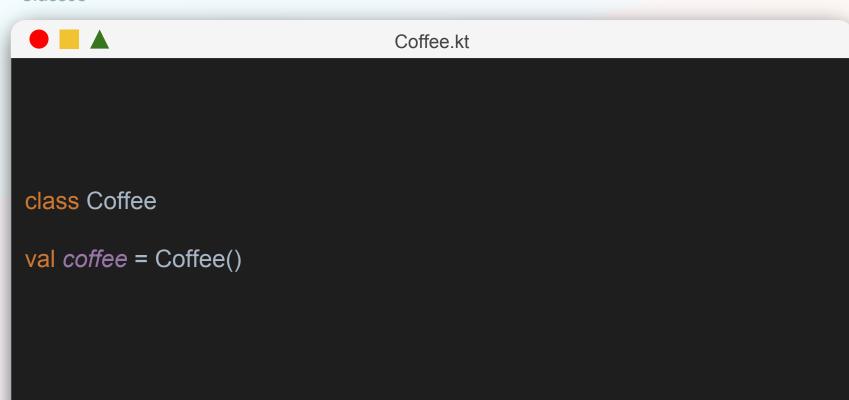




# Classes

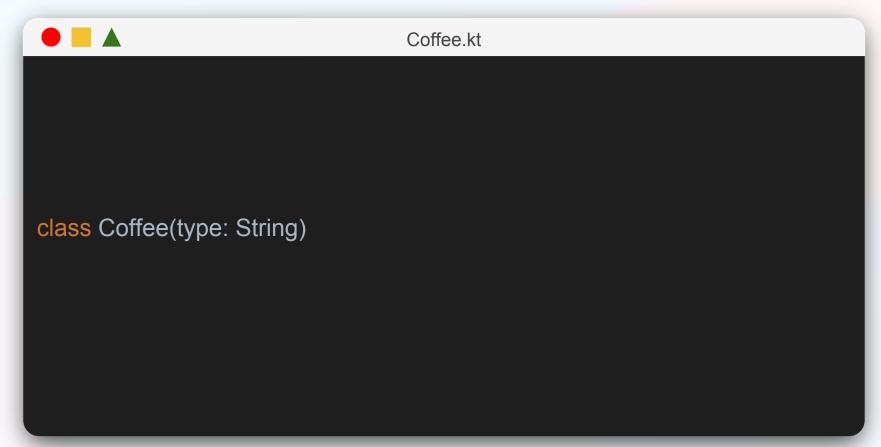




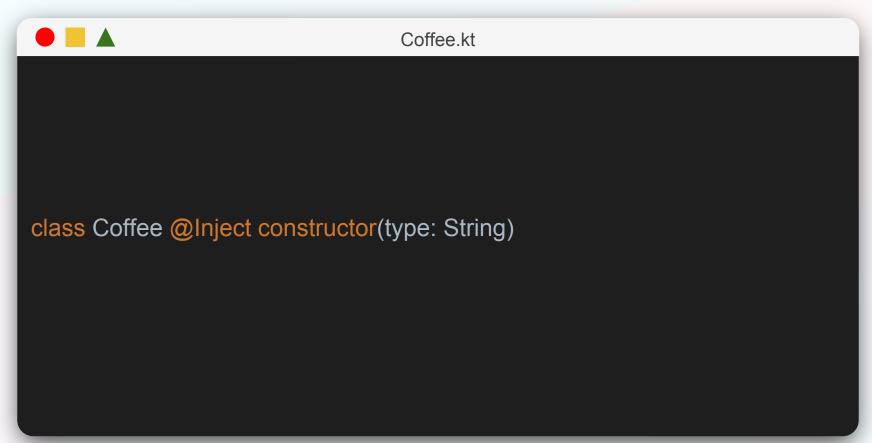




## Constructor



#### Constructor







#### CustomView.kt

```
class CustomView: View { // Spoiler: Inheritance
  constructor(c: Context) : super(c) {}
  constructor(c: Context, a: AttributeSet?) : super(c, a) {}
  constructor(c: Context, a: AttributeSet?, d: Int) : super(c, a, d) {}
 constructor(c: Context, a: AttributeSet?, d: Int, r: Int) : super(c, a, d, r) {}
```









class Coffee(type: String)

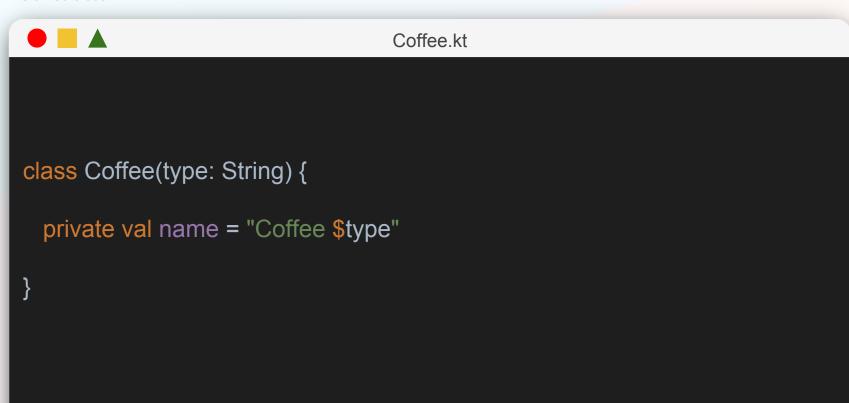
class Coffee(var type: String)

class Coffee(val type: String)

class Coffee(private val type: String)

class Coffee(private val type: String = "Espresso")









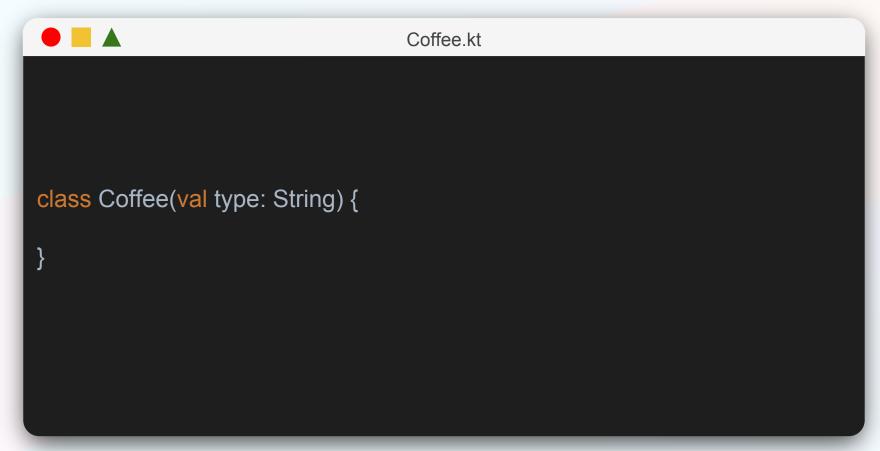
```
class Coffee(type: String) {
  private val name: String
 init {
    name = "Coffee $type"
```





```
class Coffee {
  private val name: String
  constructor(type: String) {
    name = "Coffee $type"
```

## Constructor









```
class Coffee {
 val type = "Espresso"
 var drinked = false
 private val gourmet = true
```





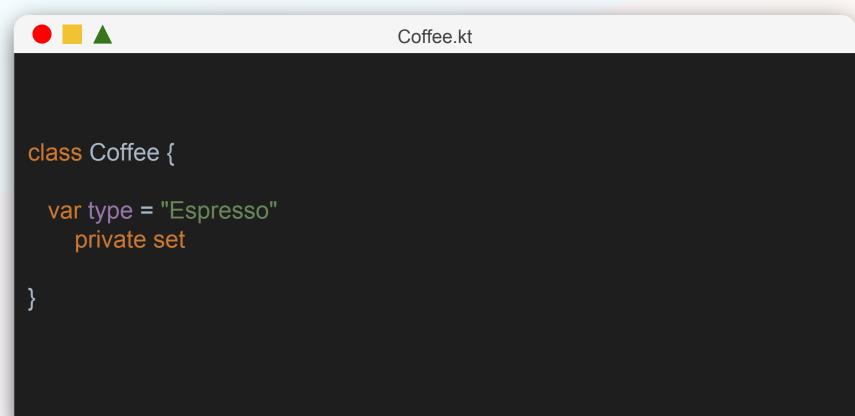
```
class Coffee {
 var type = "Espresso"
    get() {
       return field
    set(value) {
       field = value
```



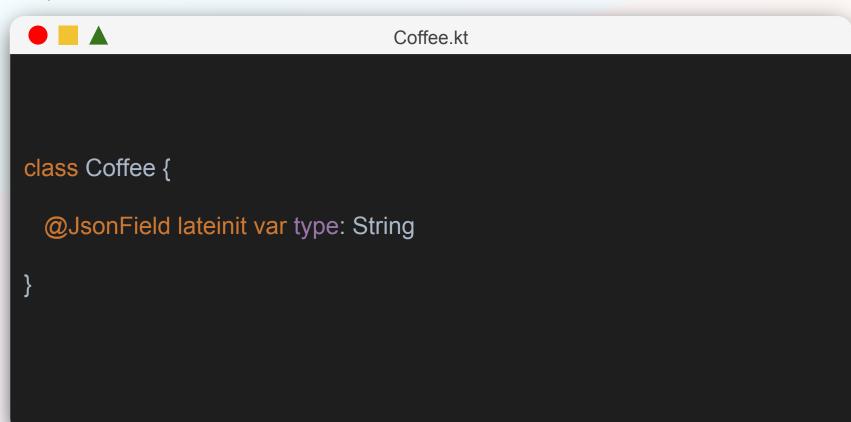


```
class Coffee(context: Context) {
 private val preferences = context.getSharedPreferences("Coffee", MODE PRIVATE)
 var type
    get() = preferences.getString("TypeKey", "Default")
    set(value) {
       preferences.edit().putString("TypeKey", value).apply()
```

# **Properties**



# **Properties**





```
class Coffee {
  val type: String by lazy {
    println("You are running this code!")
    "Hello"
 val x = type // It prints "You are running this code!" 1 time
 val y = type // It don't prints anything
```





Kotlin methods are functions, and you already know it.







open class Coffee

class Cappuccino : Coffee()





open class Coffee(type: String)

class Cappuccino : Coffee("Cappuccino")





open class Coffee(type: String)

class Cappuccino(type: String) : Coffee(type)





```
open class Coffee {
 constructor(type: String)
 constructor(type: String, temperature: Float)
class Cappuccino : Coffee {
 constructor(type: String) : super(type)
 constructor(type: String, temperature: Float) : super(type, temperature)
```





```
open class Coffee {
 open fun drink() {
    println("So tasty")
class Cappuccino : Coffee() {
 override fun drink() {
    super.drink()
```







interface Drinkable

class Coffee : Drinkable





```
interface Drinkable {
 fun drink()
class Coffee : Drinkable {
  override fun drink() {
    println("So tasty")
```





```
interface Drinkable {
  fun drink() {
    println("So tasty")
  }
}
```

class Coffee: Drinkable





```
interface Drinkable {
 val type: String
class Coffee : Drinkable {
 override val type = "Coffee"
```





```
open class Coffee
interface Drinkable {
 fun drink()
class Cappuccino : Coffee(), Drinkable {
 override fun drink() {
    println("So tasty")
```





```
open class Coffee {
 open fun drink() = println("So coffee")
interface Drinkable {
 fun drink() = println("So tasty")
class Cappuccino : Coffee(), Drinkable {
// What happens here ?
```

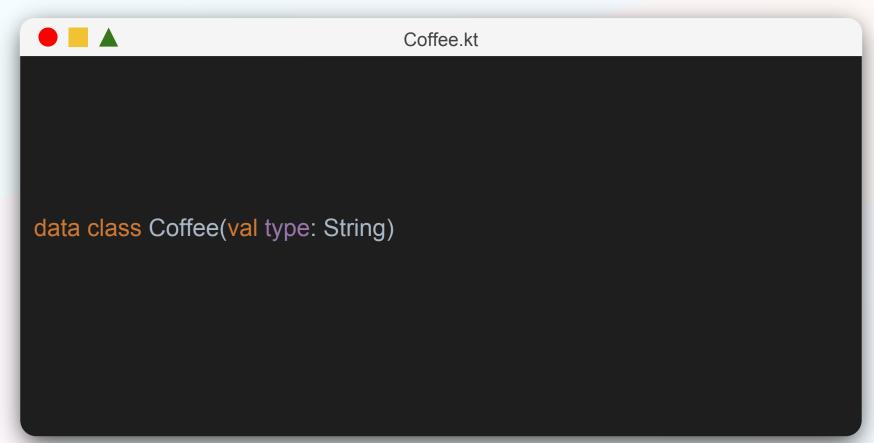




```
open class Coffee {
 open fun drink() = println("So coffee")
interface Drinkable {
 fun drink() = println("So tasty")
class Cappuccino : Coffee(), Drinkable {
 override fun drink() {
    super<Coffee>.drink()
    super<Drinkable>.drink()
```



## Data Classes



## Data Classes - Equals & HashCode



### Coffee.kt

data class Coffee(val type: String)

val a = Coffee("Cappuccino")

val b = Coffee("Cappuccino")

println(a == b) // Prints true

## Data Classes - Equals & HashCode



### Coffee.kt

data class Coffee(val type: String)

val a = Coffee("Cappuccino")

val b = Coffee("Ristretto")

println(a == b) // Prints false

# Data Classes - toString()



### Coffee.kt

data class Coffee(val type: String)

val a = Coffee("Cappuccino")

println(a.toString()) // Prints: Coffee(type=Cappuccino)





data class Coffee(val type: String)

val a = Coffee("Cappuccino")

val b = a.copy()







data class Coffee(val type: String)

val a = Coffee("Cappuccino")

val b = a.copy()

val c = a.copy(type = "Ristretto")

Now this is not the end. It is not even the beginning of the end. But it is, perhaps, the end of the beginning.



