Kotlin Types for Java Developers

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Type System in Java

Type System in Java

• Primitive Types

Type System in Java

- Primitive Types
- · Class Types

Primitive Types

· long

- · long
- · int

- · long
- · int
- short

- · long
- · int
- short
- byte

- · long
- · int
- short
- byte
- char

- · long
- int
- short
- byte
- char
- double

- · long
- · int
- short
- byte
- char
- double
- float

- · long
- · int
- short
- byte
- char
- double
- float
- boolean

• Long

- Long
- Int

- Long
- Int
- · Short

- Long
- Int
- Short
- Byte

- Long
- Int
- Short
- Byte
- Char

- Long
- Int
- · Short
- Byte
- Char
- Double

- Long
- Int
- · Short
- Byte
- Char
- Double
- Float

- Long
- Int
- Short
- Byte
- Char
- Double
- Float
- Boolean

<u>Java</u> Kotlin

```
Java Kotlin long = Long
```

<u>Java</u>		<u>Kotlin</u>
long	=	Long
int	=	Int

<u>Java</u>		Kotlin
long	=	Long
int	=	Int
short	=	Short

Java		<u>Kotlin</u>
long	=	Long
int	=	Int
short	=	Short
byte	=	Byte

<u>Java</u>		<u>Kotlin</u>
long	=	Long
int	=	Int
short	=	Short
byte	=	Byte
char	=	Char

<u>Java</u>		Kotlin
long	=	Long
int	=	Int
short	=	Short
byte	=	Byte
char	=	Char
double		Double

<u>Java</u>		<u>Kotlin</u>
long	=	Long
int	=	Int
short	=	Short
byte	=	Byte
char	=	Char
double	=	Double
float		Float

Java		Kotlin
long	=	Long
int	=	Int
short	=	Short
byte	=	Byte
char	=	Char
double	=	Double
float	=	Float
boolean	=	Boolean

Wrapper Types - Java

Wrapper Types - Java

Long

Wrapper Types - Java

- · Long
- Integer

- · Long
- Integer
- Short

- · Long
- Integer
- Short
- Byte

- · Long
- Integer
- Short
- Byte
- Character

- Long
- Integer
- · Short
- Byte
- Character
- Double

- Long
- Integer
- Short
- Byte
- Character
- Double
- Float

- · Long
- Integer
- · Short
- Byte
- Character
- Double
- Float
- Boolean

Java Kotlin Java (Wrappers)

```
Java Kotlin Java(Wrappers)
long = Long ~ Long
```

<u>Java</u>		<u>Kotlin</u>		Java(Wrappers)
long	=	Long	~	Long
int	=	Int	~	Integer

<u>Java</u>		Kotlin		Java(Wrap	pers)
long	=	Long	~	Long	
int	=	Int	~	Integer	
short	=	Short	~	Short	

<u>Java</u>		Kotlin		Java(Wrap	pers)
long	=	Long	~	Long	
int	=	Int	~	Integer	
short	=	Short	~	Short	
byte	=	Byte	~	Byte	

<u>Java</u>		Kotlin		Java(Wrappers)
long	=	Long	~	Long
int	=	Int	~	Integer
short	=	Short	~	Short
byte	=	Byte	~	Byte
char	=	Char	~	Character

<u>Java</u>		Kotlin		Java(Wrappers)
long	=	Long	~	Long
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Java		Kotlin		Java(Wrappers)
long	=	Long	~	Long
int	=	Int	~	Integer
short	=	Short	~	Short
byte	=	Byte	~	Byte
char	=	Char	~	Character
double	=	Double	~	Double
float	=	Float	~	Float
boolean	=	Boolean	~	Boolean

```
int x = 10; 	// Java - Primitive int
```

```
int x = 10;  // Java - Primitive int

// is Same as
val x: Int = 10  // Kotlin - Primitive int
```

```
// Java - Primitive int
int x = 10;
// is Same as
val x: Int = 10 // Kotlin - Primitive int
// Even more simpler way
val x = 10 // Kotlin - Type inferred as Int
```

```
Integer x = new Integer(10); // Java - Wrapper Type
Integer y = 10; // Java - Wrapper Type (Auto Boxing)
```

```
Integer x = new Integer(10);  // Java - Wrapper Type
Integer y = 10;  // Java - Wrapper Type (Auto Boxing)
```

// Lets assume they are same as val x: Int = 10 val y = 10

```
// Java - Wrapper Type
Integer x = new Integer(10);
Integer y = 10;
                                  // Java - Wrapper Type (Auto Boxing)
// Lets assume they are same as
val x: Int = 10
val y = 10
// then, how to represent this in Kotlin?
Integer z = null;
```

Kotlin has separate type to handle null.

- Kotlin has separate type to handle null.
- · By default all types are non nullable.

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- Kotlin has separate type to handle null.
- · By default all types are non nullable.
- If you want to assign null, then you have to declare them as nullable.
- Syntax postfix corresponding type with '?'
- Example Int?, String?, User?

Back to Previous Example

Back to Previous Example

```
// then, how to represent this in Kotlin? Integer z = null;
```

Back to Previous Example

```
// then, how to represent this in Kotlin?
Integer z = null;

// And, the answer is
val z: Int? = null
```

Java Kotlin Java (Wrappers)

```
<u>Java Kotlin Java(Wrappers)</u>
long = Long ~ Long? = Long
```

```
<u>Java Kotlin</u>

long = Long ~ Long? = Long

int = Int ~ Int? = Integer
```

<u>Java</u>		K	<u>otlir</u>	<u> </u>		Java(Wrappers)
long	=	Long	~	Long?	=	Long
int	=	Int	~	Int?	=	Integer
short	=	Short	~	Short?	=	Short

<u>Java</u>		Kotlin				Java(Wrappers)
long	=	Long	~	Long?	=	Long
int	=	Int	~	Int?	=	Integer
short	=	Short	~	Short?	=	Short
byte	=	Byte	~	Byte?	=	Byte

<u>Java</u>	Kotlin					Java(Wrappers)
long	=	Long	~	Long?	=	Long
int	=	Int	~	Int?	=	Integer
short	=	Short	~	Short?	=	Short
byte	=	Byte	~	Byte?	=	Byte
char	=	Char	~	Char?	=	Character

<u>Java</u>	a Kotlin					Java(Wrappers)
long	=	Long	~	Long?	=	Long
int	=	Int	~	Int?	=	Integer
short	=	Short	~	Short?	=	Short
byte	=	Byte	~	Byte?	=	Byte
char	=	Char	~	Char?	=	Character
double	=	Double	~	Double?	=	Double

<u>Java</u>	Kotlin					Java(Wrappers)
long	=	Long	~	Long?	=	Long
int	=	Int	~	Int?	=	Integer
short	=	Short	~	Short?	=	Short
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<u>Java</u>		Ko	tlin			Java(Wrappers)
long	=	Long	~	Long?	=	Long
int	=	Int	~	Int?	=	Integer
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char	=	Char	~	Char?	=	Character
double	=	Double	~	Double?	=	Double
float	=	Float	~	Float?	=	Float
boolean	=	Boolean	~	Boolean?		Boolean

Kotlin doesn't have Primitive types explicitly.

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- Kotlin compiler chooses Primitive type when the type is mentioned as non nullable.

- Kotlin doesn't have Primitive types explicitly.
- Kotlin compiler chooses Primitive type when the type is mentioned as non nullable.
- If the type is mentioned as nullable, Kotlin compiler treats it as a wrapper type.

Class Types

· class String

- · class String
- · interface CharSequence

- · class String
- · interface CharSequence
- enum Color

- · class String
- · interface CharSequence
- enum Color
- · class User

- · class String
- · interface CharSequence
- enum Color
- · class User

- · class String
- · interface CharSequence
- enum Color
- · class User

- · class String
- · interface CharSequence
- enum Color
- · class User

Object is common to all.

Object (in Java)

Object (in Java)

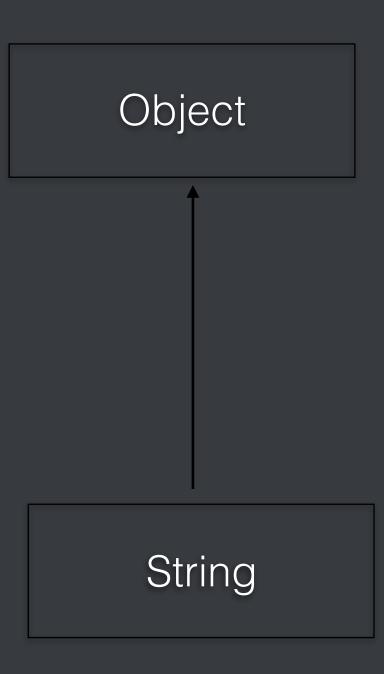
is Same as

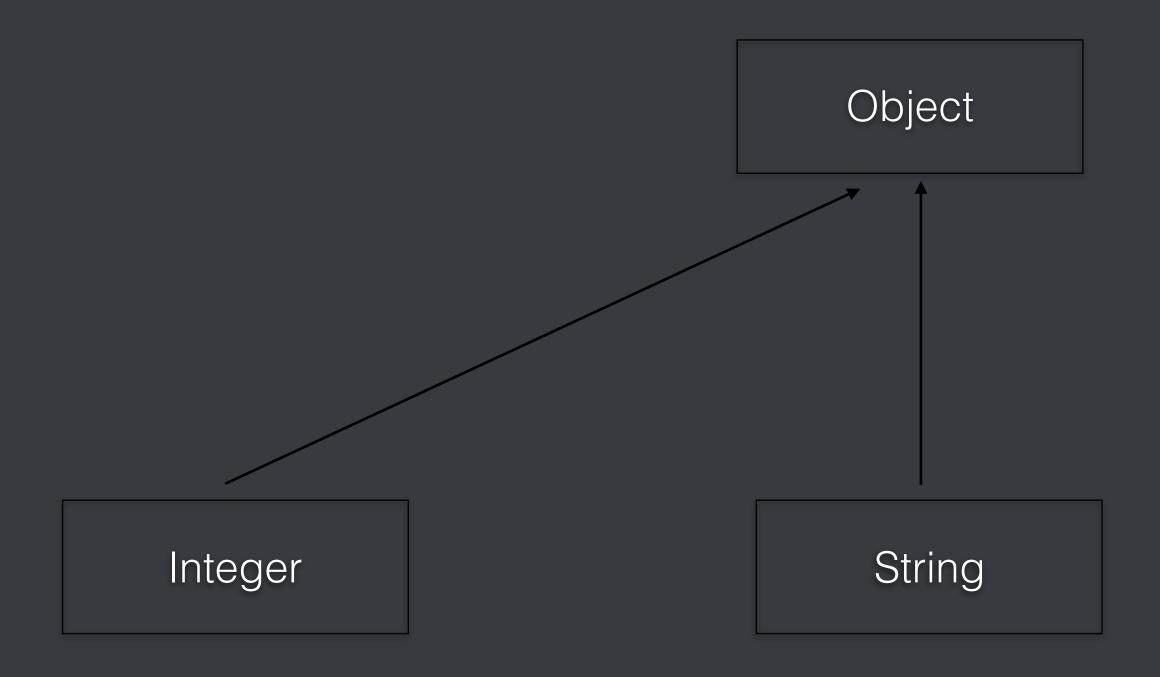
Object (in Java)

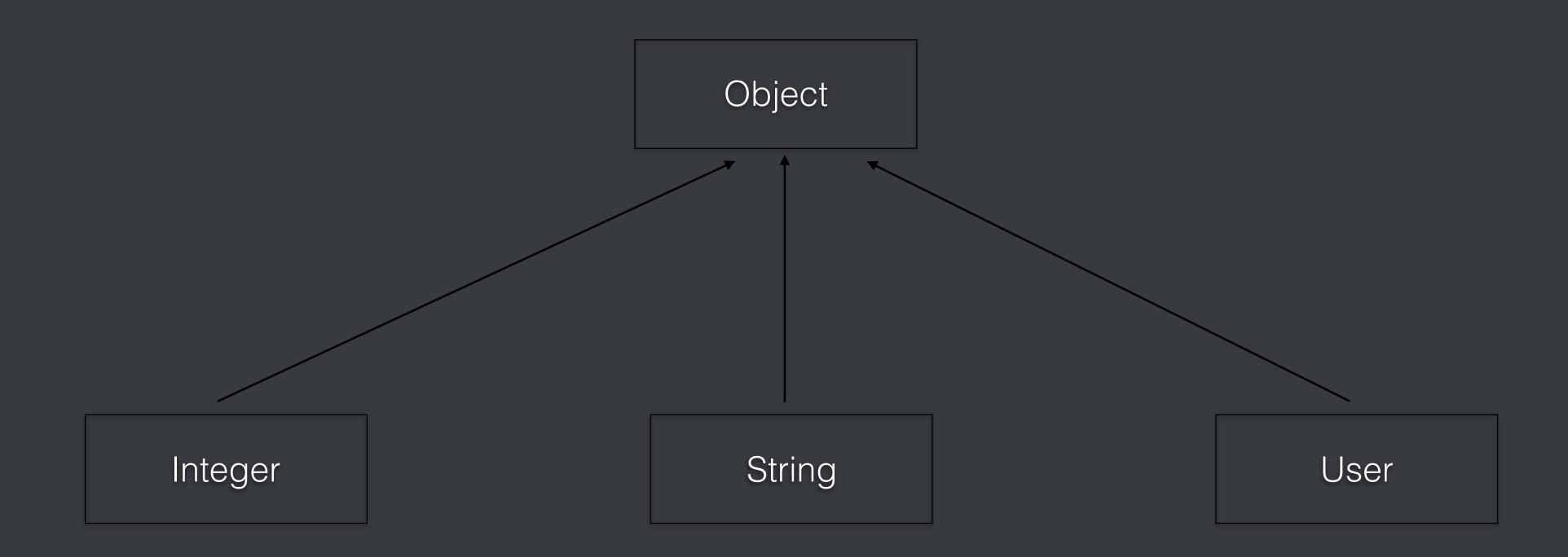
is Same as

Any (in Kotlin)

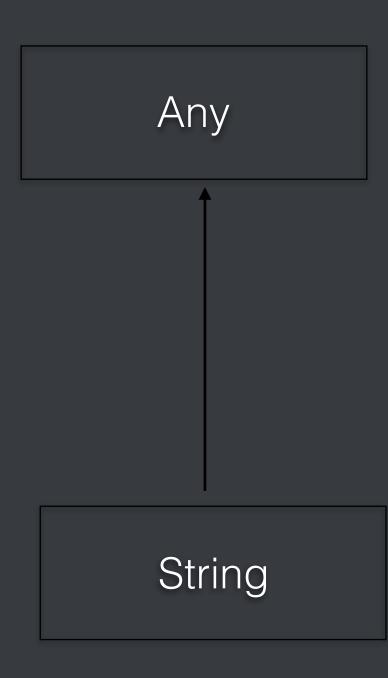
Object

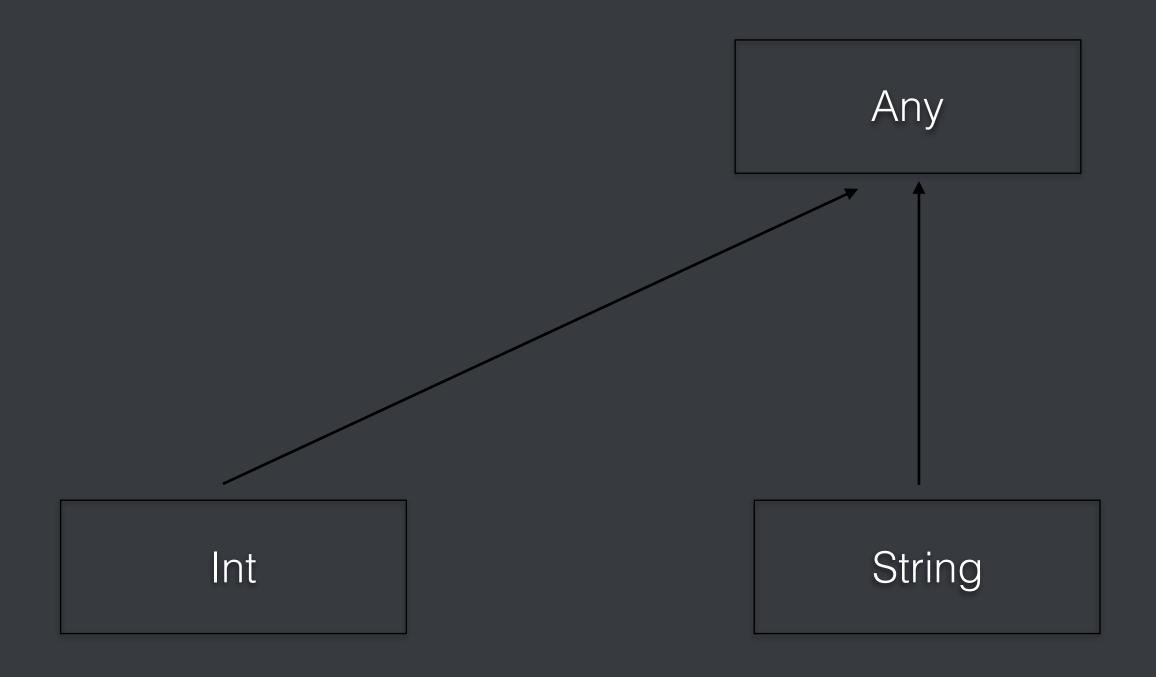


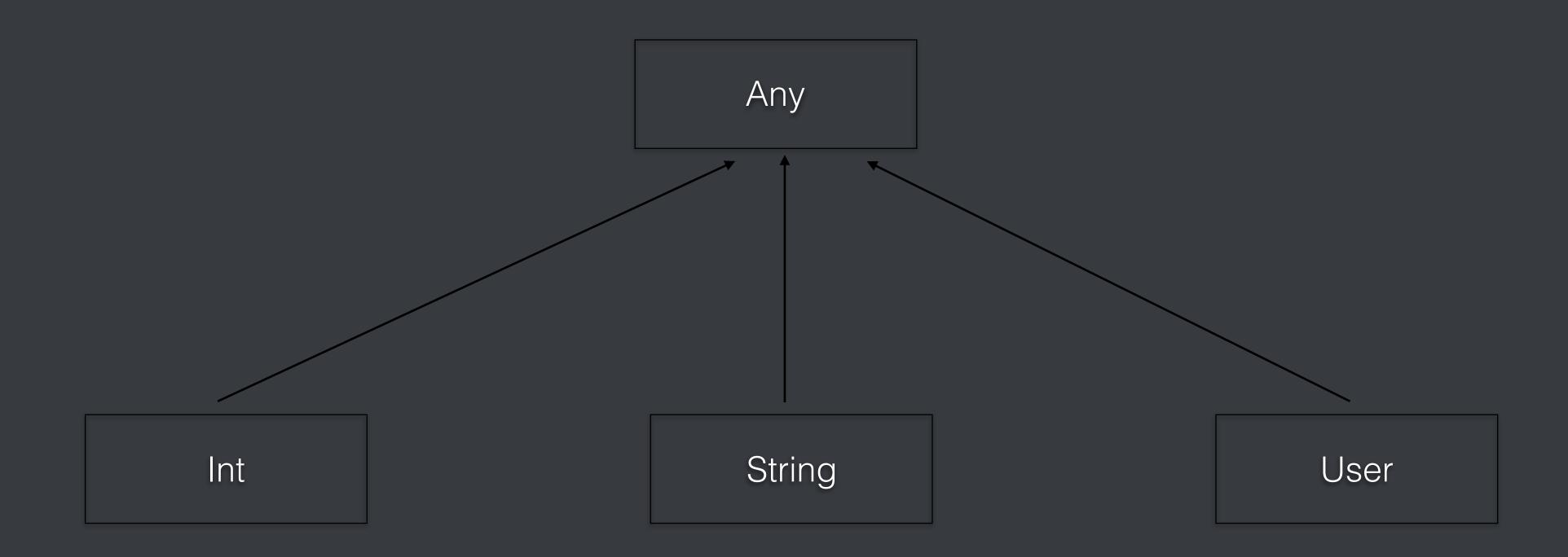




Any







Examples

```
Object obj = new Object();
Object user = new User();
Object str = "Test";
Object integer = 10;
```

```
Object obj = new Object();
Object user = new User();
Object str = "Test";
Object integer = 10;
```

```
val any = Any()
val user: Any = User()
val str: Any = "Test"
val int: Any = 10
```

```
Object obj = new Object();
Object user = new User();
Object str = "Test";
Object integer = 10;
```

```
User user = new User();

String str = "Test";

Integer i = 10;
```

```
val any = Any()
val user: Any = User()
val str: Any = "Test"
val int: Any = 10
```

```
Object obj = new Object();
Object user = new User();
Object str = "Test";
Object integer = 10;
```

```
val any = Any()
val user: Any = User()
val str: Any = "Test"
val int: Any = 10
```

```
User user = new User(); val user: User = User()
String str = "Test"; val str: String = "Test"
Integer i = 10; val i: Int = 10
```

User user = new User();

String str = "Test";

Integer i = 10;

```
Object obj = new Object();
Object user = new User();
Object str = "Test";
Object integer = 10;
```

```
val user: User = User()
val str: String = "Test"
val i: Int = 10
val user = User()
val i = 10
```

val any = Any()

val user: Any = User()

val str: Any = "Test"

val int: Any = 10

```
Object obj = new Object();
Object user = new User();
Object str = "Test";
Object integer = 10;
```

```
Object integer = 10; val int: Any = 10

User user = new User(); val user: User = User()

String str = "Test"; val str: String = "Test" val str = "Test"

Integer i = 10; val i: Int = 10

Type Inferrence
```

val any = Any()

val user: Any = User()

val str: Any = "Test"

```
Object obj = null;
User user = null;
String str = null;
Integer i = null;
```

```
Object obj = null; val any: Any = null
User user = null; val user: User = null
String str = null; val str: String = null
Integer i = null; val i: Int = null
```

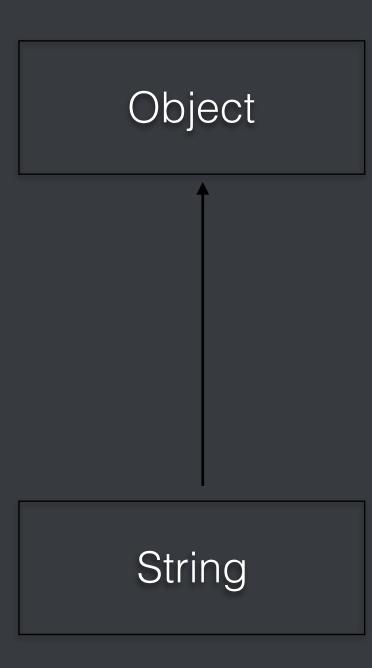
```
Object obj = null;
User user = null;
String str = null;
Integer i = null;
```

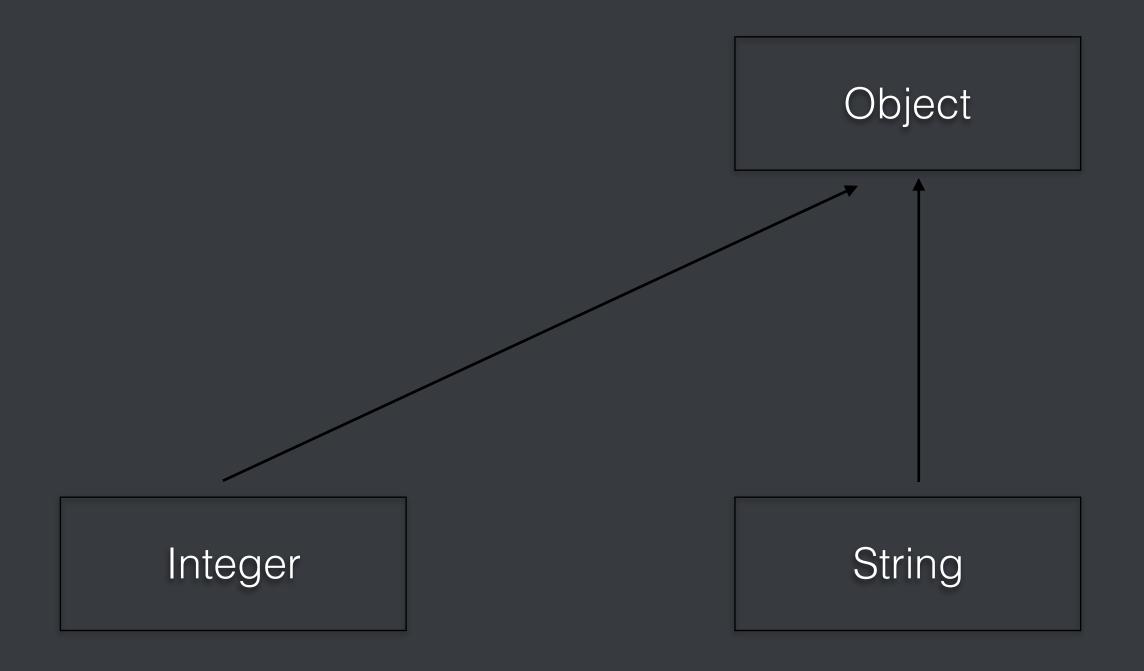
```
Object obj = null;
User user = null;
String str = null;
Integer i = null;
```

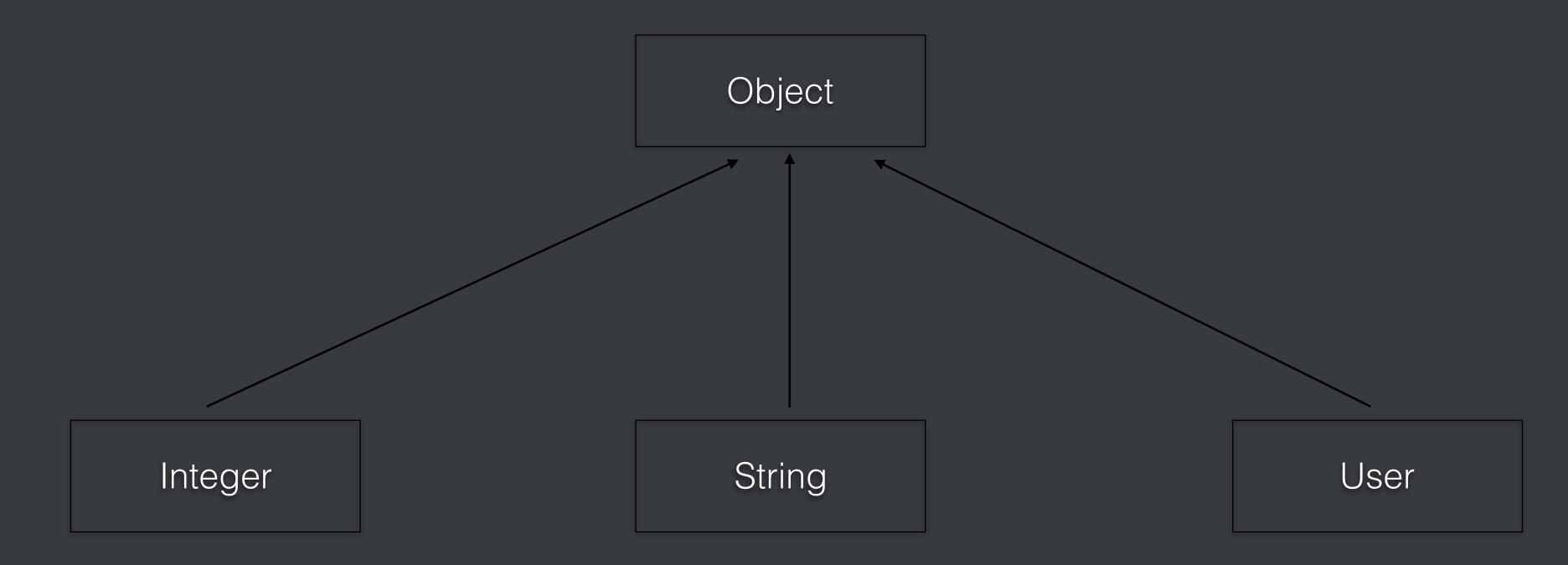
```
val any: Any? = null
val user: User? = null
val str: String? = null
```

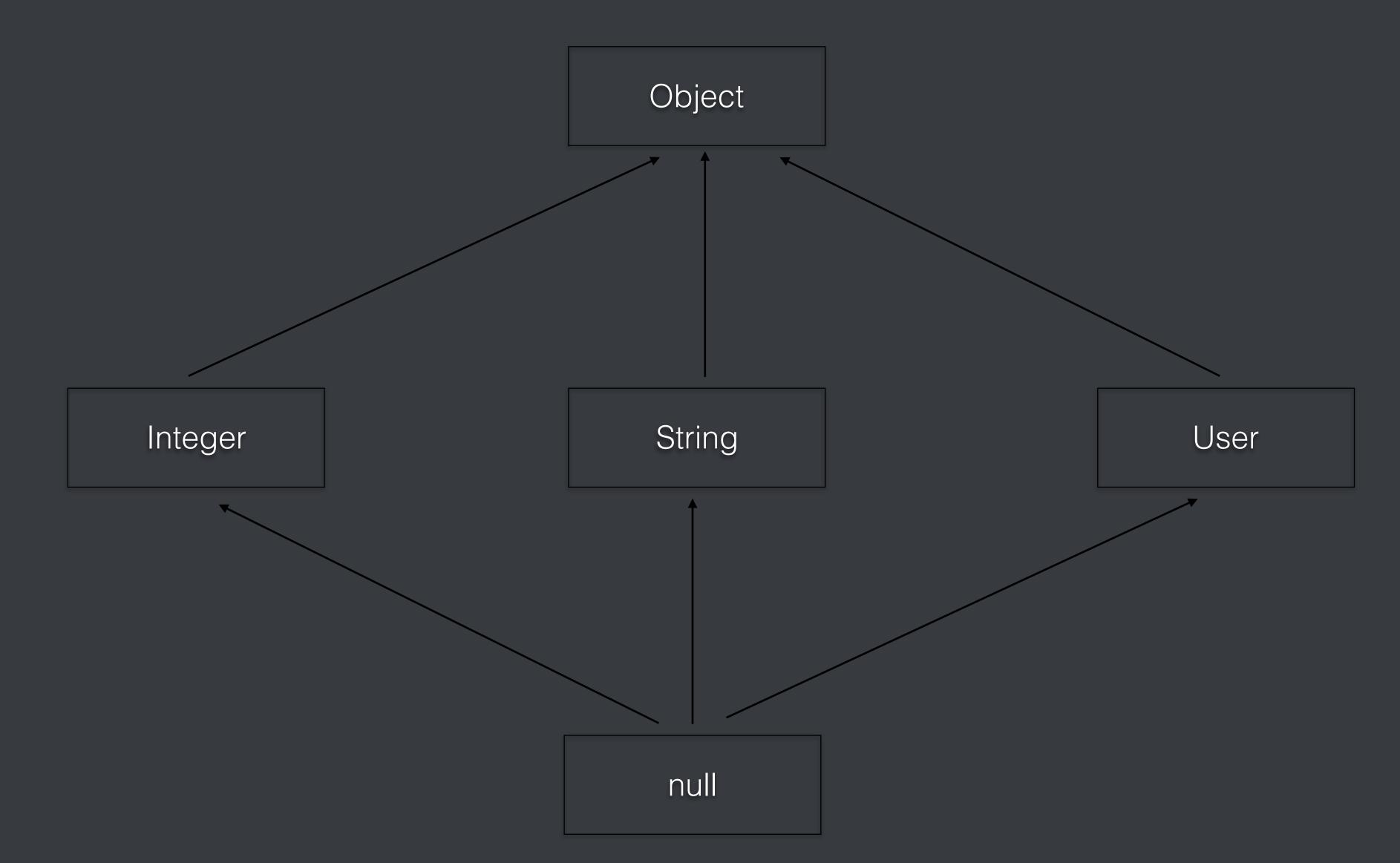
val i: Int? = null

Object

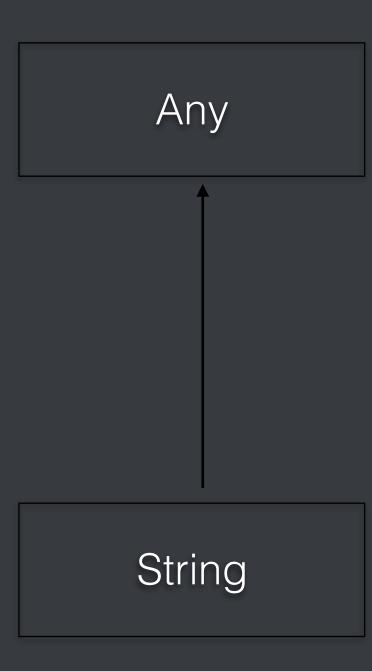


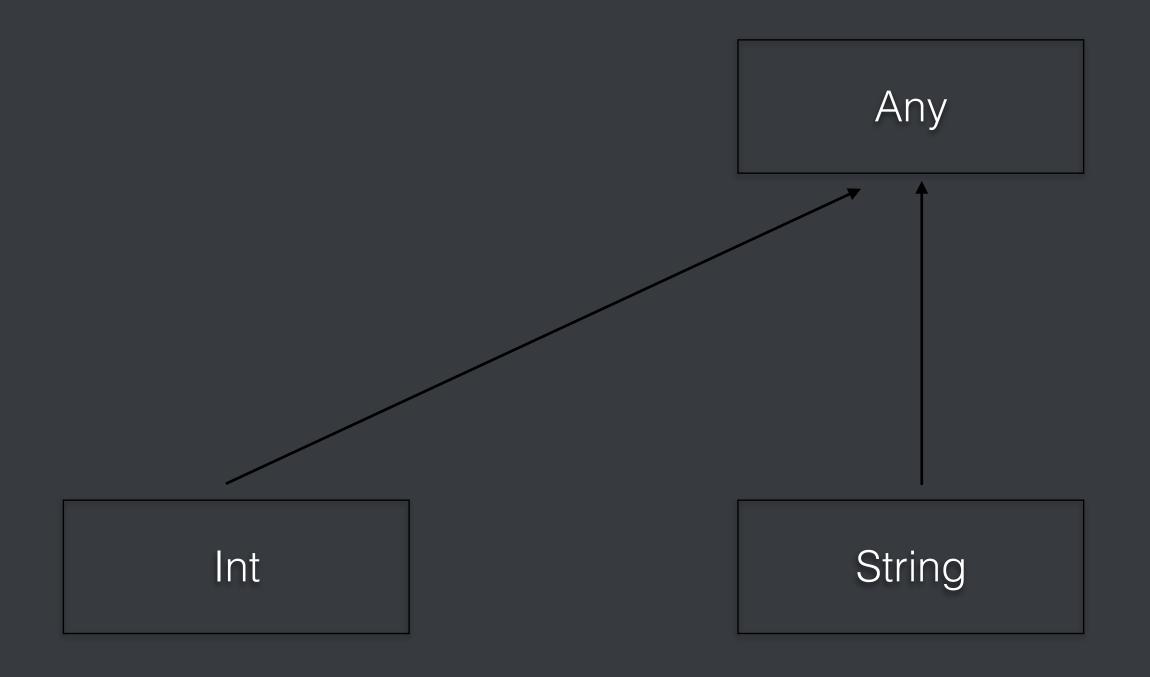


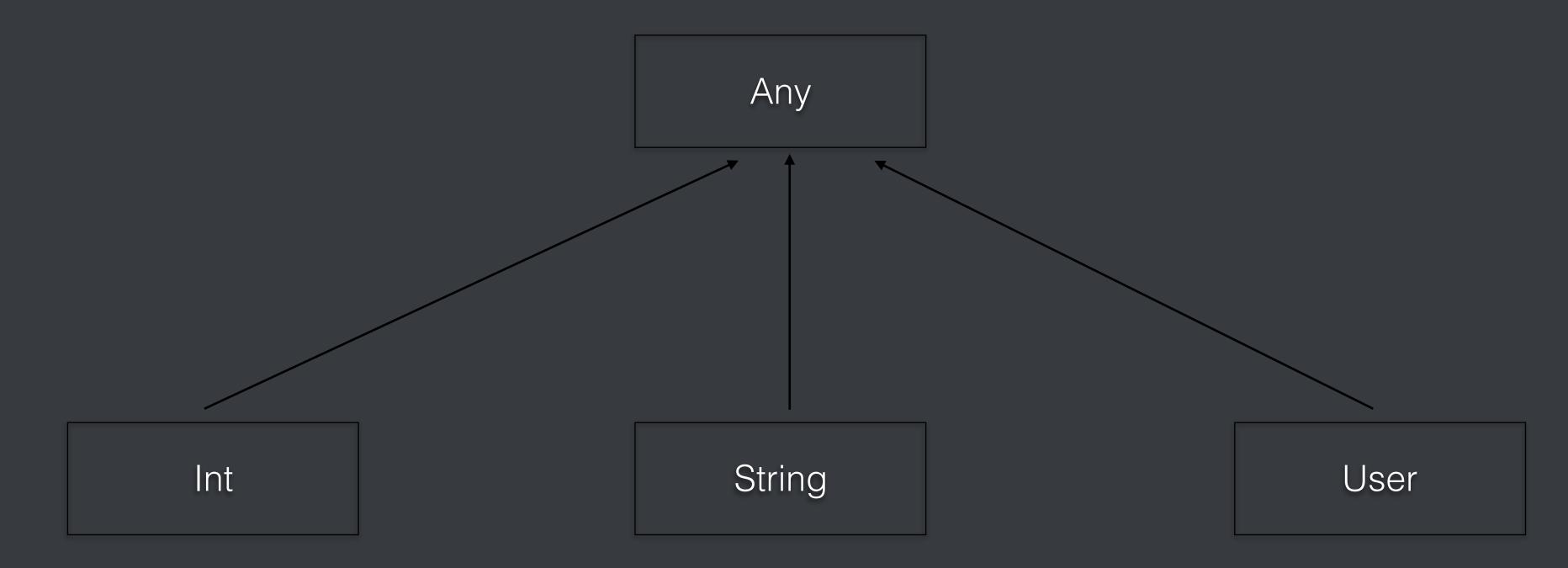


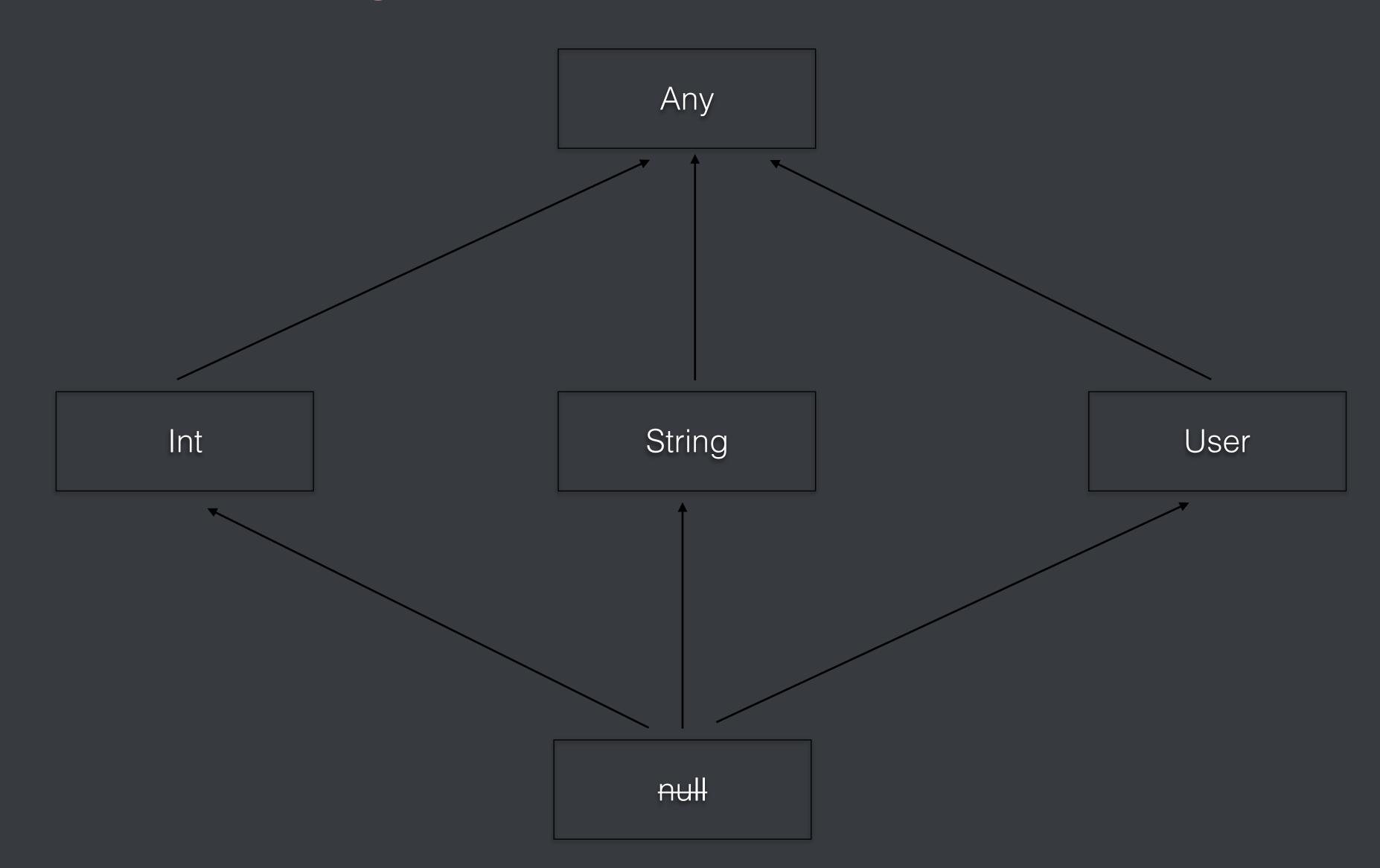


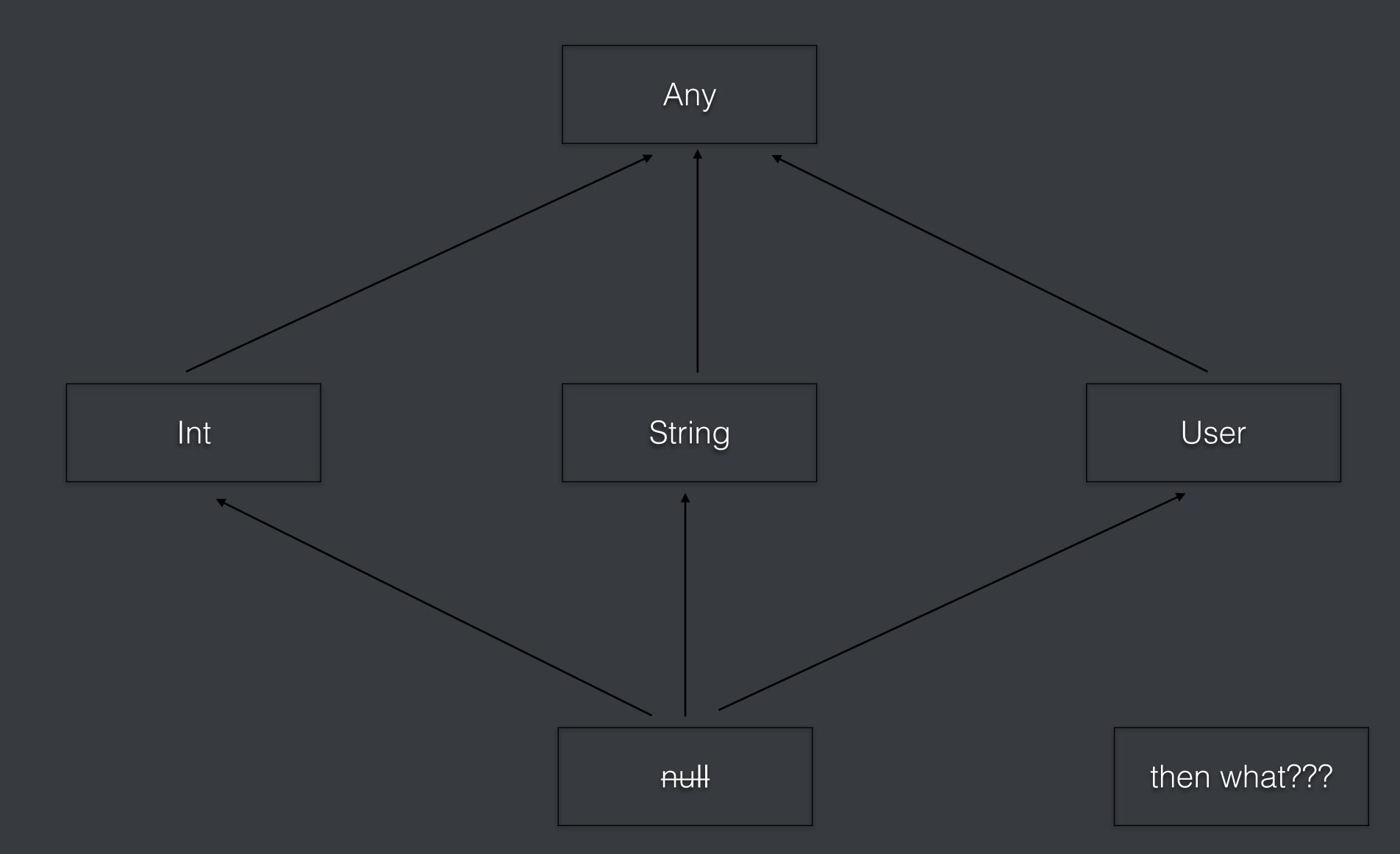
Any











 A special type that exists but doesn't represent any value.

- A special type that exists but doesn't represent any value.
- Should be used to mark any code that can never be reached.

- A special type that exists but doesn't represent any value.
- Should be used to mark any code that can never be reached.
- · We can also use it while type inference.

Examples - Nothing Type

Examples - Nothing Type

```
val s = person.name ?: throw IllegalArgumentException("Name required")
println(s)  // 's' is known to be initialized at this point
```

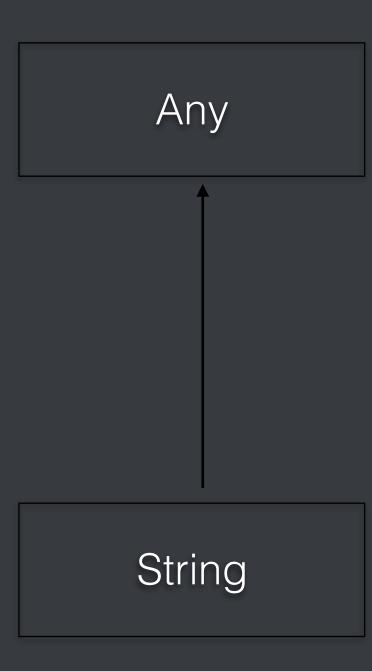
Examples - Nothing Type

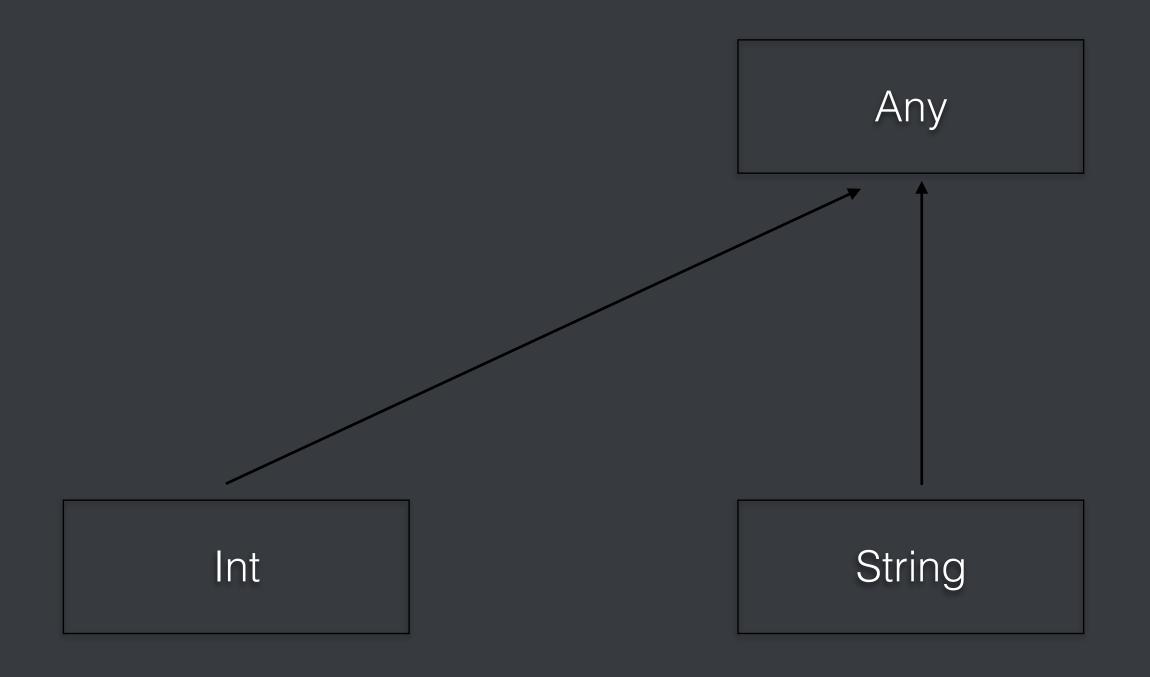
```
val s = person.name ?: throw IllegalArgumentException("Name required")
println(s)  // 's' is known to be initialized at this point
```

```
val x = null  // 'x' has type `Nothing?`
val l = listOf(null) // 'l' has type `List<Nothing?>
```

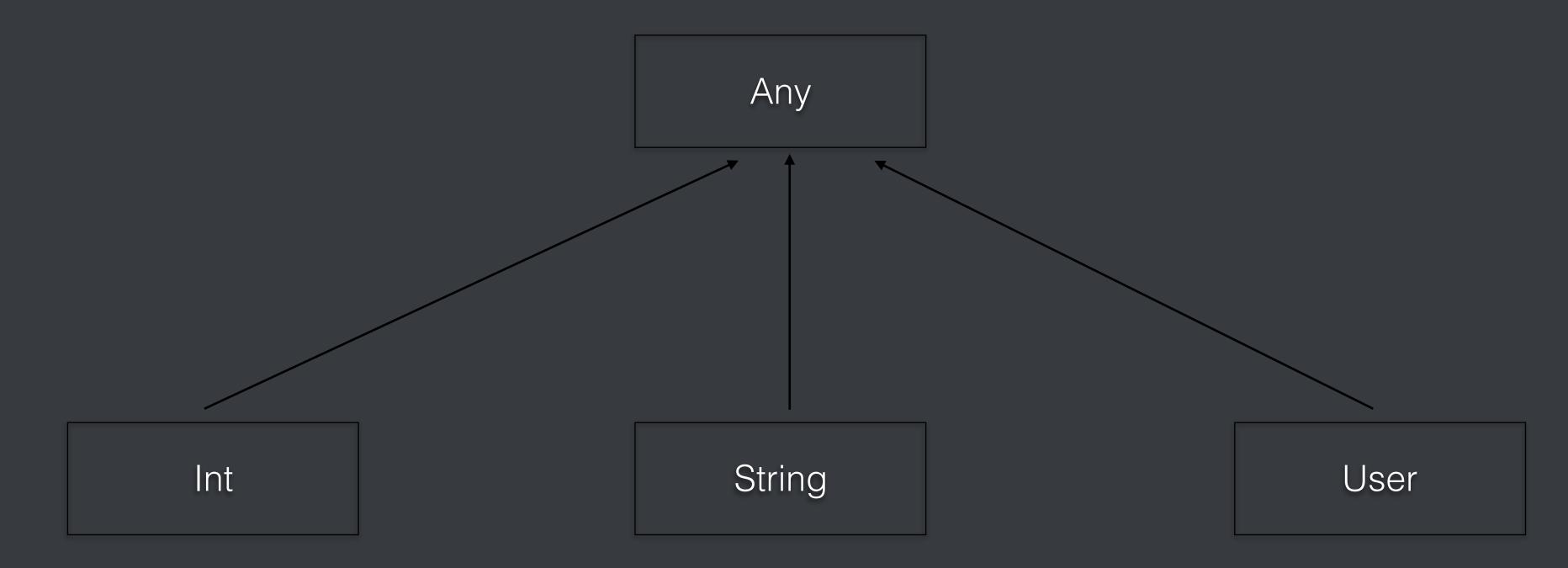
var user: User? = x

Any

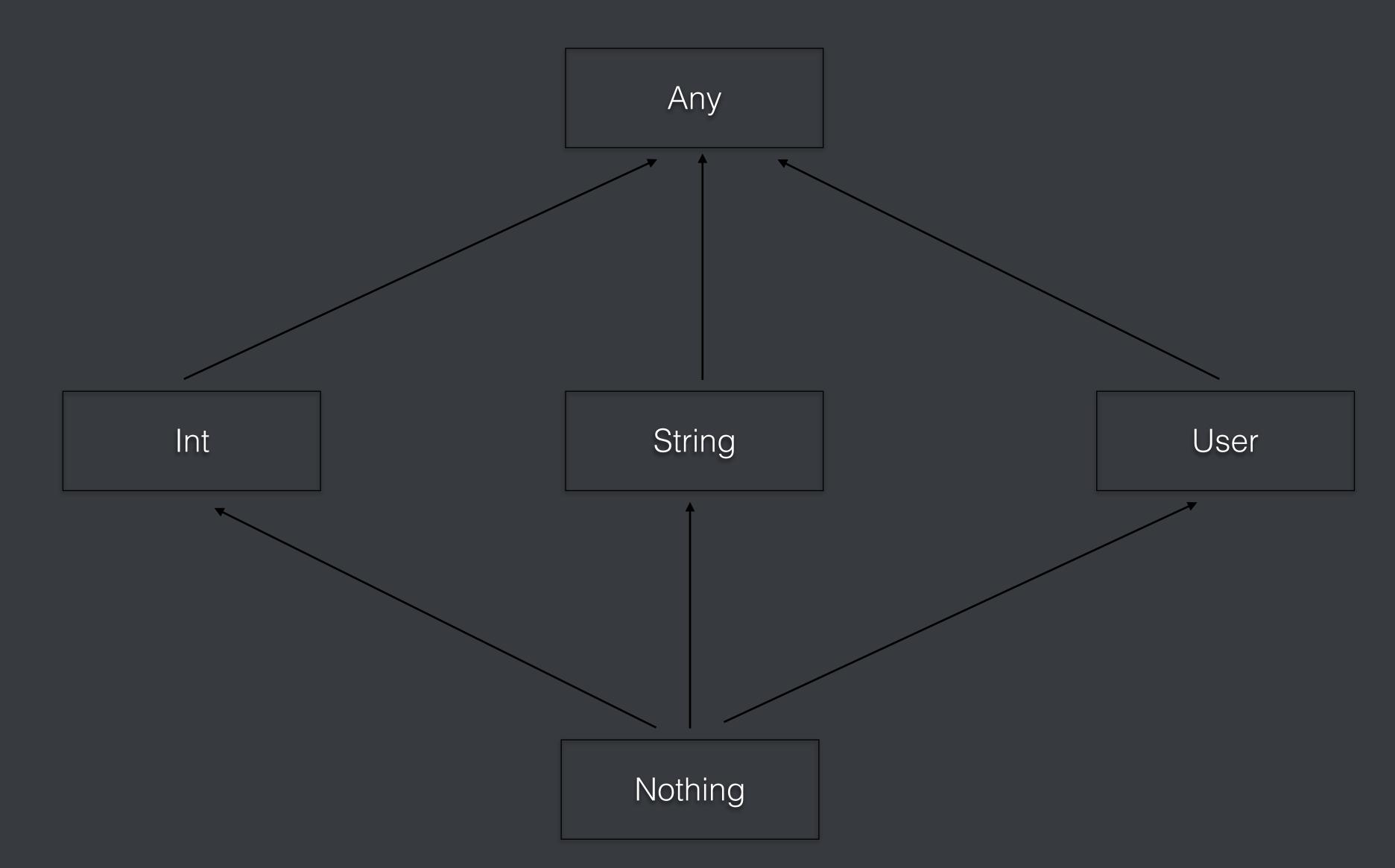


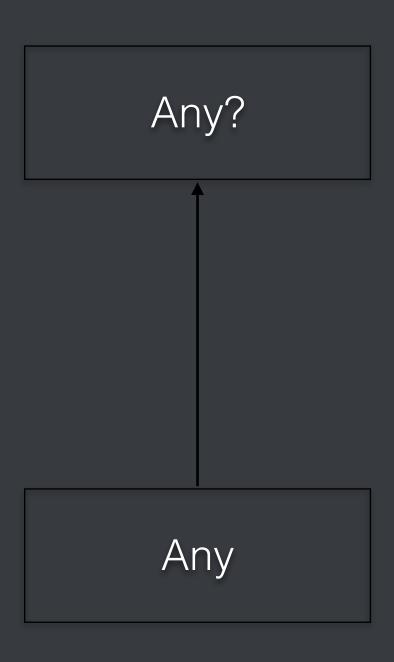


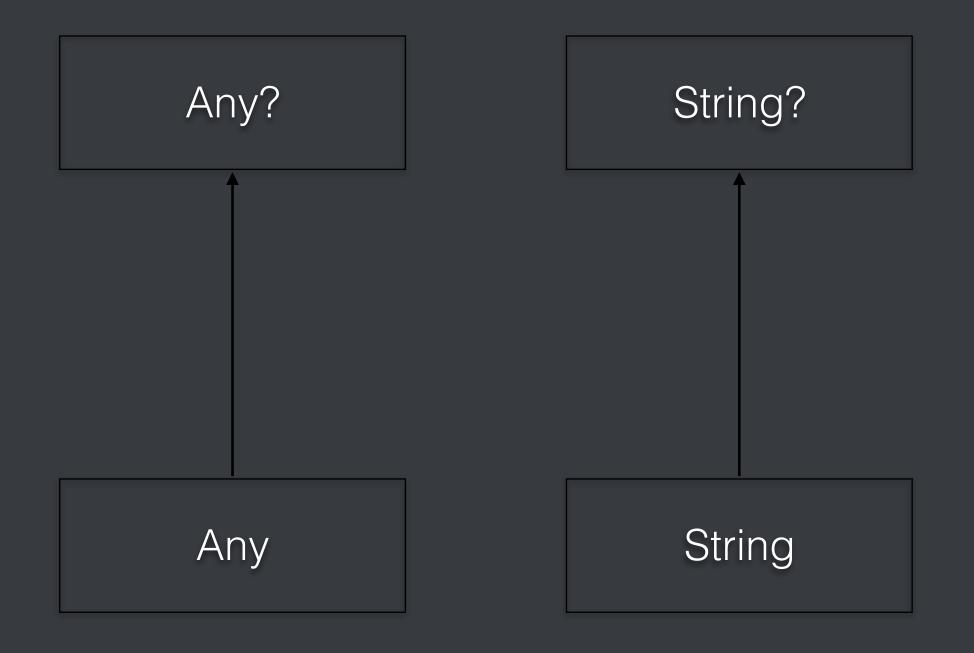
Type Hierarchy - Kotlin

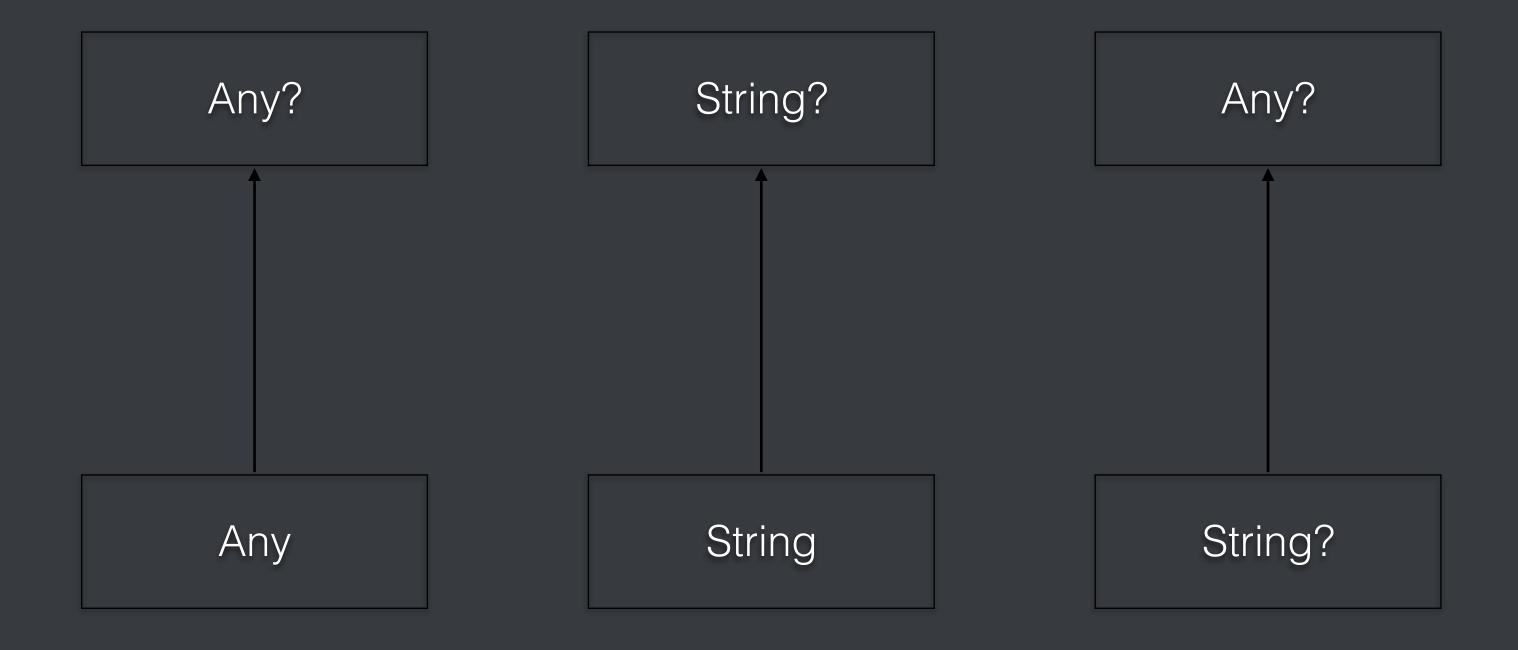


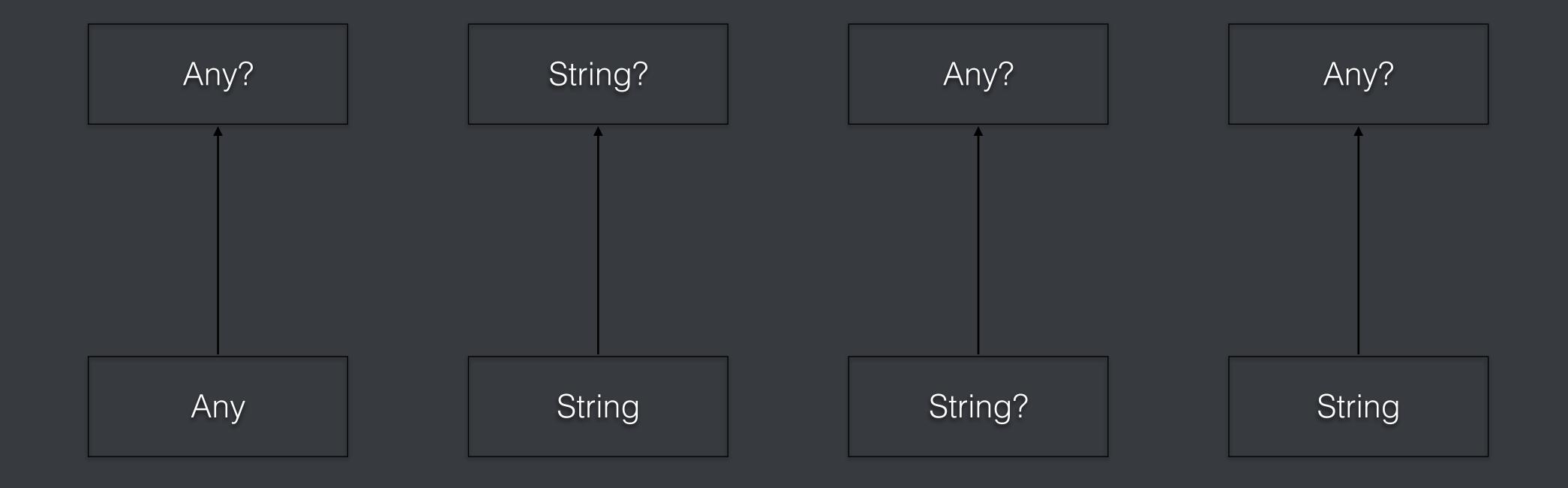
Type Hierarchy - Kotlin



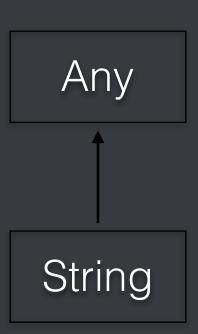


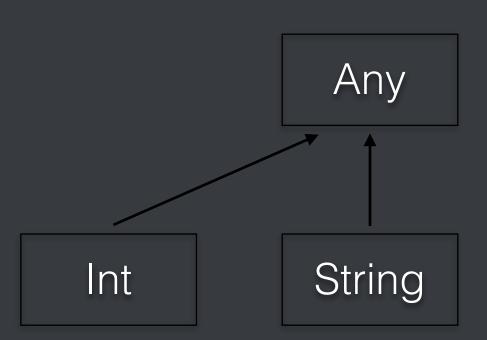


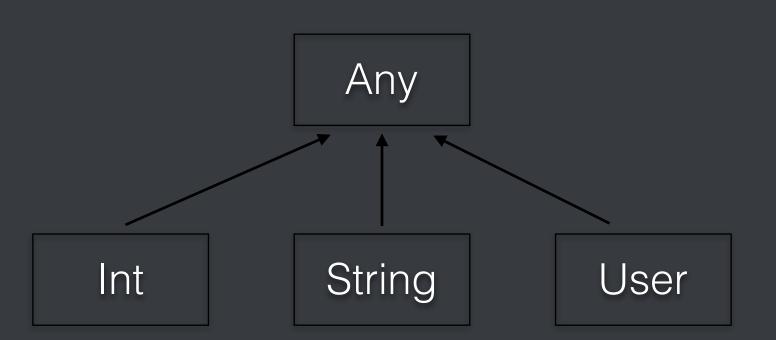


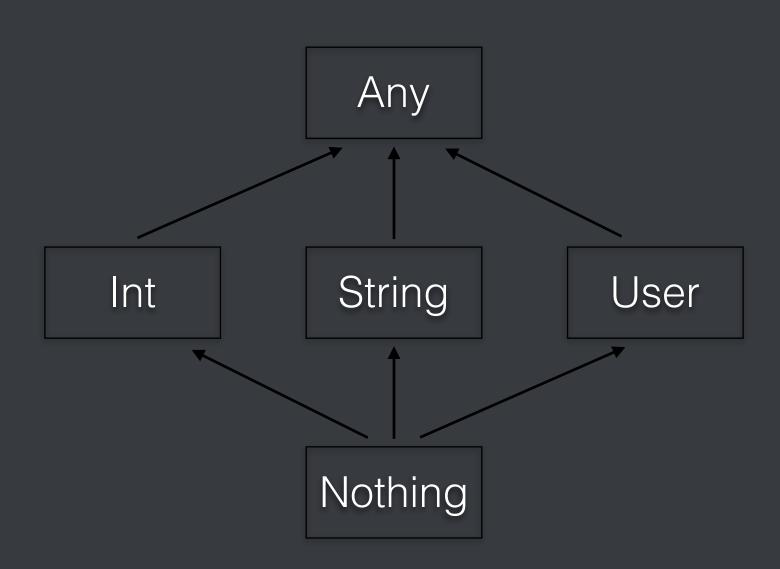


Any

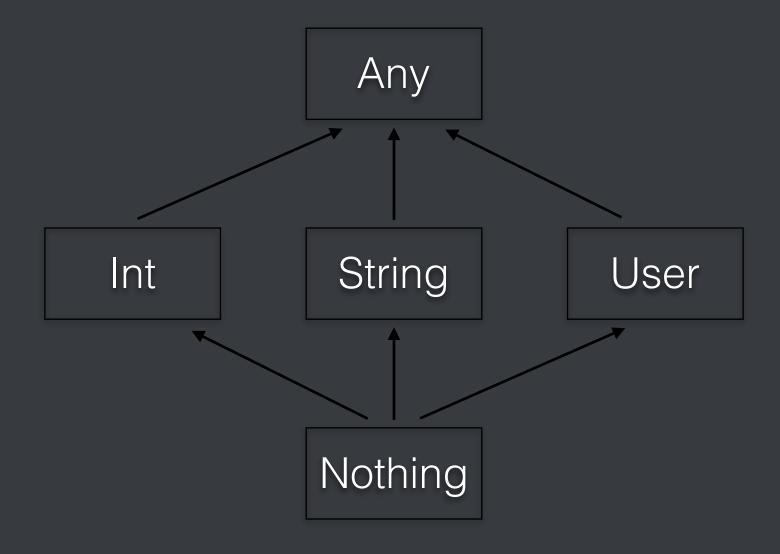


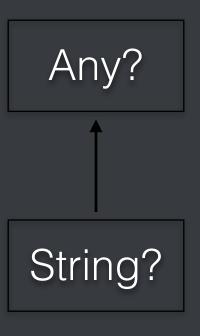


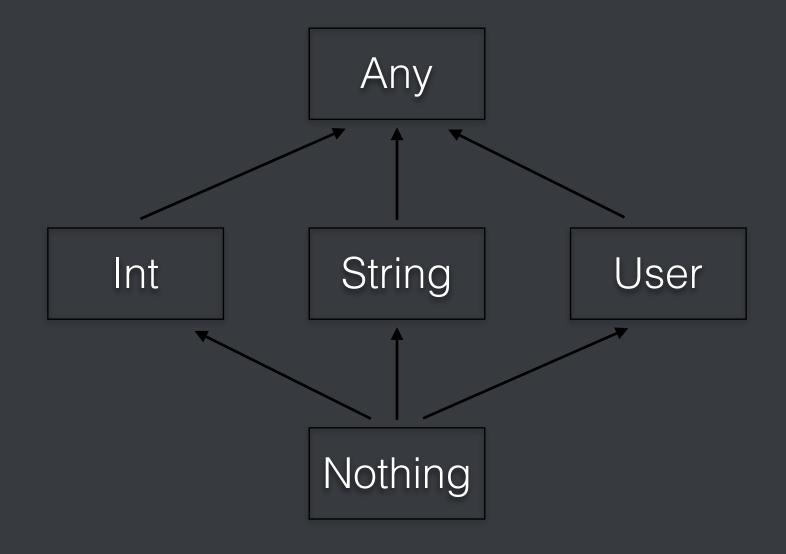


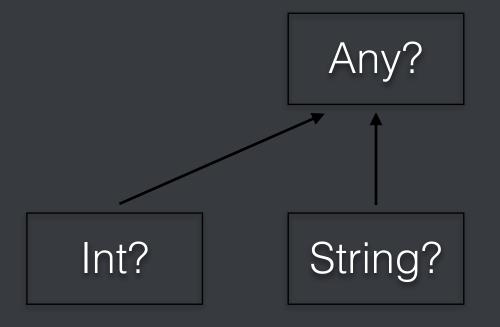


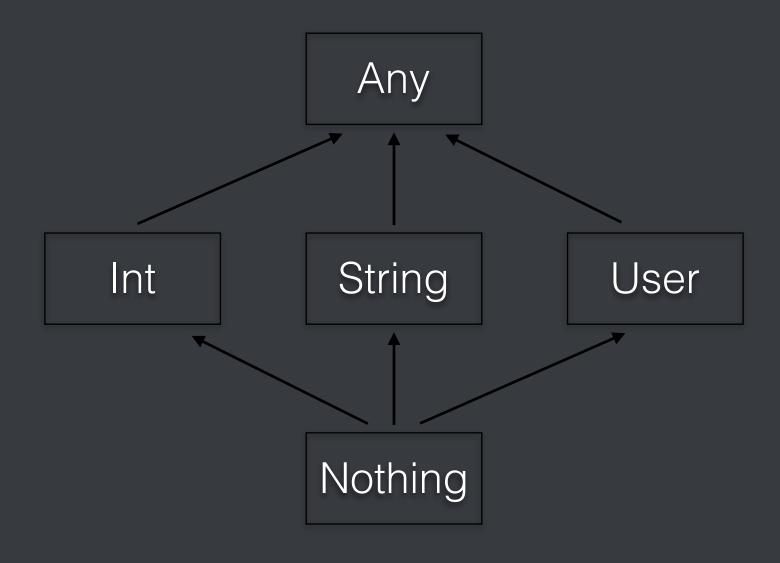
Any?

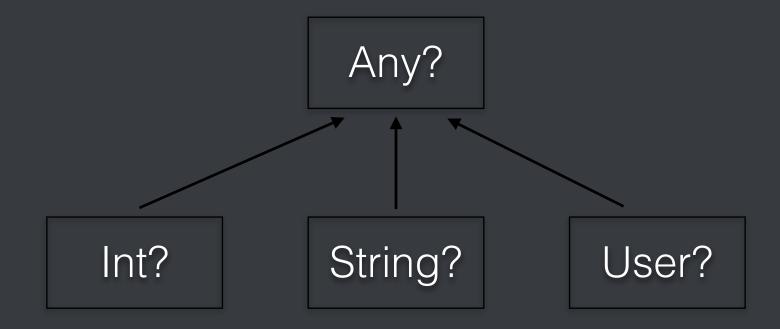


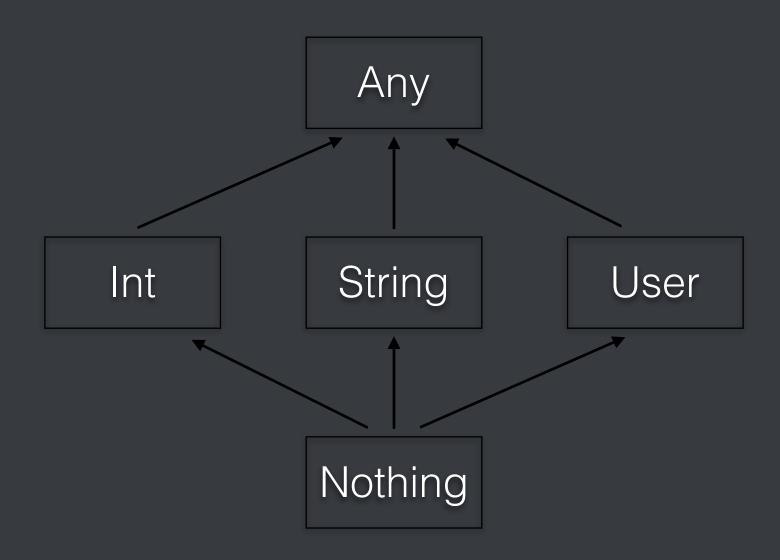


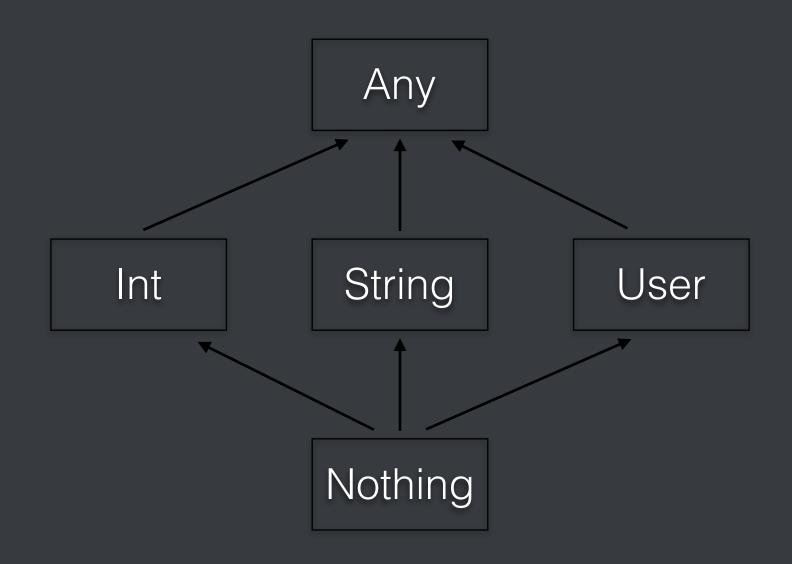


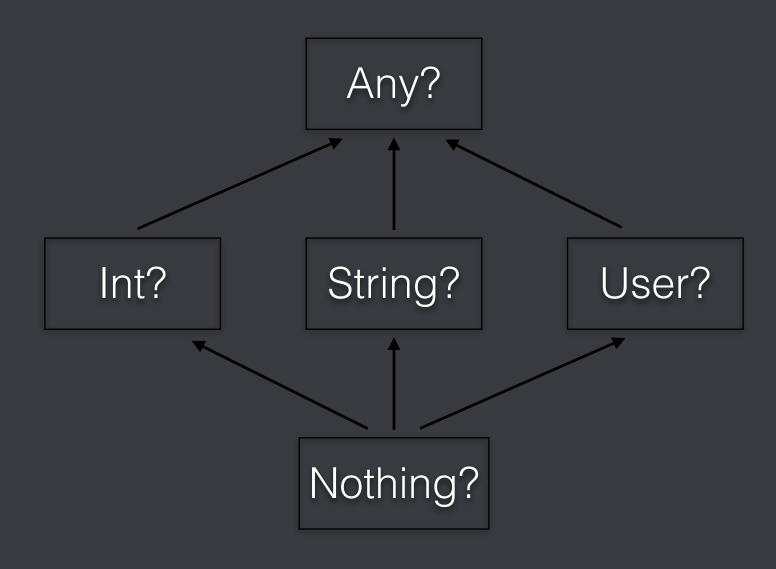


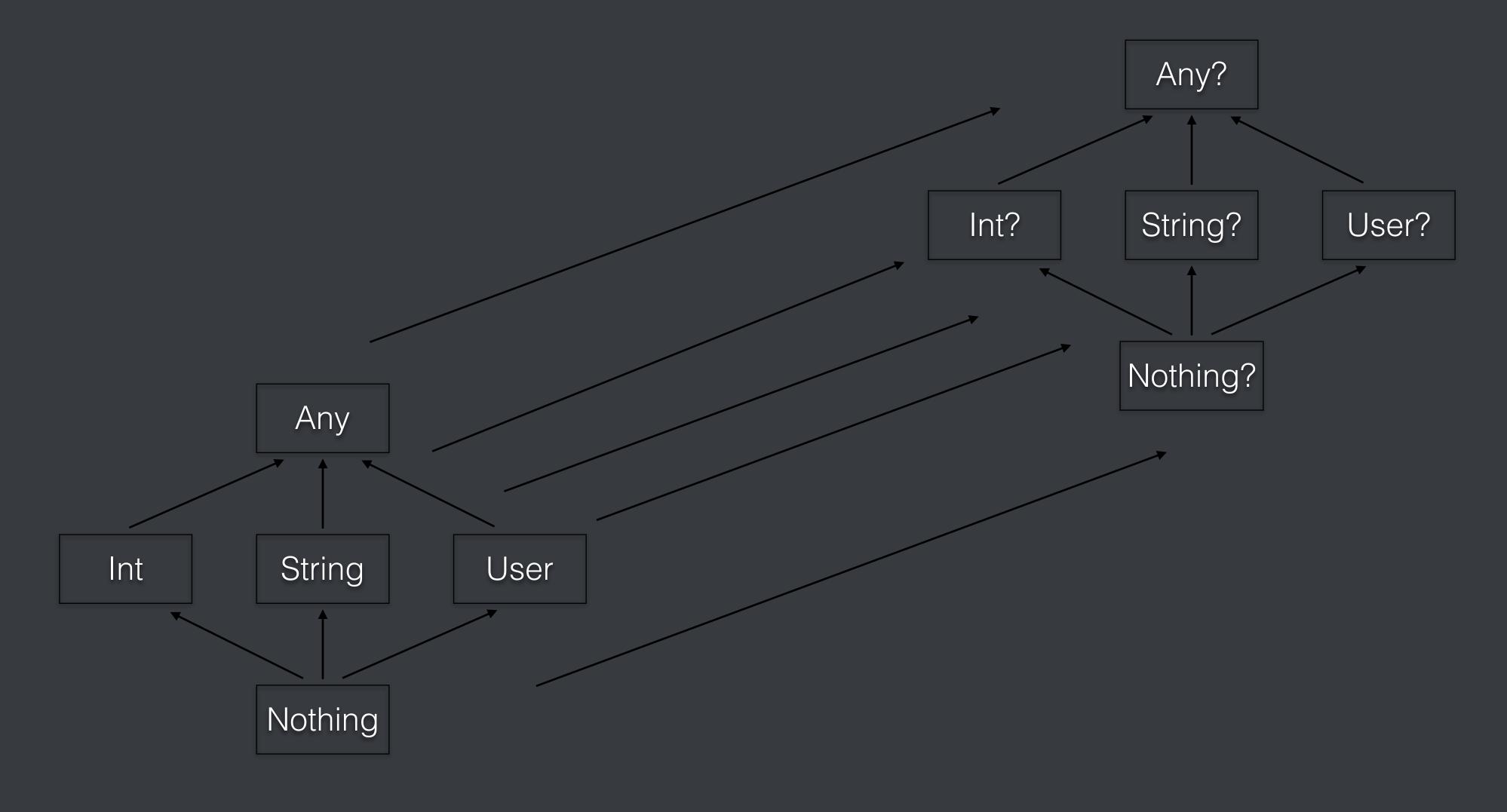












void == Unit

Examples - void and Unit

Examples - void and Unit

```
private void test() {}

private void test() {
   return;
}
```

Examples - void and Unit

```
private void test() {}

private void test() {
   return;
}
```

```
private fun test(): Unit {}
private fun test(): Unit {
  return Unit
private fun test() {}
private fun test(): Unit {}
```

Kotlin has no [] syntax for creating Arrays.

- Kotlin has no [] syntax for creating Arrays.
- Instead it has a special classs called Array<T>

Examples - Array Type

Examples - Array Type

```
String[] names = new String[10];
String[] colors = new String[] {"Red", "Green", "Blue"};
```

Examples - Array Type

```
String[] names = new String[10];
String[] colors = new String[] {"Red", "Green", "Blue"};
```

```
val names: Array<String> = emptyArray()
val colors: Array<String> = arrayOf("Red", "Green", "Blue")
val nulls: Array<String?> = arrayOfNulls(10)
```

```
int[] numbers = new int[10];
int[] nums = new int[] {1, 2, 3, 4, 5};
```

```
int[] numbers = new int[10];
int[] nums = new int[] {1,2,3,4,5};

val numbers: Array<Int> = emptyArray()
val nums: Array<Int> = arrayOf(2,3,4)
val nulls: Array<Int?> = arrayOfNulls(10)
```

```
int[] nums = new int[] {1,2,3,4,5};

val numbers: Array<Int> = emptyArray()
val nums: Array<Int> = arrayOf(2,3,4)
val nulls: Array<Int?> = arrayOfNulls(10)
```

int[] numbers = new int[10];



```
int[] numbers = new int[10];
int[] nums = new int[] \{1, 2, 3, 4, 5\};
val numbers: Array<Int> = emptyArray()
val nums: Array<Int> = arrayOf(2, 3, 4)
val nulls: Array<Int?> = arrayOfNulls(10)
val nums: IntArray = intArrayOf(1, 2, 3)
val longs: LongArray = longArrayOf(1L, 2L, 3L)
```

```
int[] numbers = new int[10];
int[] nums = new int[] \{1, 2, 3, 4, 5\};
val numbers: Array<Int> = emptyArray()
val nums: Array<Int> = arrayOf(2, 3, 4)
val nulls: Array<Int?> = arrayOfNulls(10)
val nums: IntArray = intArrayOf(1, 2, 3)
                                                          int[]
val longs: LongArray = longArrayOf(1L, 2L, 3L)
```

Nullable Types in Java

Since Java doesn't have nullable types, we need to take extra care of our code while taking adventage of interoperability.

```
// Test.java
public class Test {
   public String test() {
     return null;
   }
}
```

```
// Test.java
public class Test {
    public String test() {
       return null;
    }
}
```

```
// TestKotlin.kt
class Test {
    private test() {
      val test = Test()
      test.test().toString()
    }
}
```

```
// Test.java
public class Test {
   public String test() {
     return null;
   }
}
```

```
// TestKotlin.kt
class Test {
  private test() {
     val test = Test()
     test.test().toString()
```

This will lead to NPE

```
// Test.java
public class Test {
    @Nullable
    public String test() {
       return null;
    }
}
```

```
// Test.java
public class Test {
    @Nullable
    public String test() {
       return null;
    }
}
```

```
// TestKotlin.kt
class Test {
    private test() {
      val test = Test()
      test.test().toString()
    }
}
```

```
// Test.java
public class Test {
    @Nullable
    public String test() {
       return null;
    }
}
```

```
// TestKotlin.kt
class Test {
  private test() {
     val test = Test()
     test.test().toString()
```

Now no NPE as it fails at Compile Time

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- Always annotate your Java types to avoid NPE in Kotlin world.

Thank You

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