

THE KOTLIN PROGRAMMING LANGUAGE

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WHAT IS KOTLIN?



- JVM-targeted
- Statically typed
- Object-oriented
- General purpose
- Programming language
- Docs available today
- Open source from Feb 14

OUTLINE



- Motivation
- Design goals
- Feature overview
- Basic syntax
- Classes, types, inheritance
- Generics
- High-order functions
- Type-safe Groovy-style builders
- Pattern matching

MOTIVATION



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- IDEA codebase \geq 200MB Java-code, \geq 50k classes

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MOTIVATION



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- Java libraries and community
- There are many languages, why not try?

DESIGN GOALS



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- Full Java interoperability

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- **Compiles** as fast as Java

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- More **concise** than **Java**

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- Full **Java** interoperability
- **Compiles** as fast as **Java**
- **Safer** than **Java**
- More **concise** than **Java**
- Way **simpler** than **Scala**

FEATURE OVERVIEW 1/2



FEATURE OVERVIEW 1/2



- Static null-safety guarantees

FEATURE OVERVIEW 1/2



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- Traits

FEATURE OVERVIEW 1/2



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- Reified generics
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- High-order functions (“closures”)
- Extension properties and functions

FEATURE OVERVIEW 1/2



- Static null-safety guarantees
- Traits
- First-class delegation
- Properties (instead of fields)
- Reified generics
- Declaration-site variance & “Type projections”
- High-order functions (“closures”)
- Extension properties and functions
- Inline-functions (zero-overhead closures)

FEATURE OVERVIEW 2/2



FEATURE OVERVIEW 2/2



- Tuples

FEATURE OVERVIEW 2/2



- Tuples
- Modules and build infrastructure

FEATURE OVERVIEW 2/2



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FEATURE OVERVIEW 2/2



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FEATURE OVERVIEW 2/2



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FEATURE OVERVIEW 2/2



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- Full-featured **IDE** by JetBrains

FEATURE OVERVIEW 2/2



- Tuples
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- Operator overloading
- Full-featured **IDE** by JetBrains
- Java to Kotlin converting

CODE EXAMPLES



HELLO, WORLD!



```
fun main(args : Array<String>) : Unit {  
    println("Hello, World!");  
}  
  
fun println(any : Any?) /* : Unit */ {  
    System.out?.println(any);  
}
```


HELLO, <NAMES>!



```
fun main(args : Array<String>) {  
    var names = ""; // names : String  
  
    for(idx in args.indices) {  
        names += args[idx]  
        if(idx + 1 < args.size) {  
            names += ", "  
        }  
    }  
  
    println("Hello, $names!") // Groovy-style templates  
}  
  
val Array<*>.indices : Iterable<Int>  
    get() = IntRange(0, size - 1)
```


HELLO, <NAMES>! (FASTER)



```
fun main(args : Array<String>) {  
    var names = StringBuilder(); // names : StringBuilder  
  
    for(idx in args.indices) {  
        names += args[idx]  
        if(idx + 1 < args.size) {  
            names += ", "  
        }  
    }  
  
    println("Hello, $names!") // Groovy-style templates  
}  
  
fun StringBuilder.plusAssign(any : Any?) {  
    this.append(any)  
}
```


HELLO, <NAMES>! (REALISTIC)



```
fun main(args : Array<String>) {  
    println("Hello, ${args.join(", ")}!")  
}
```


HELLO, <NAMES>! (REALISTIC)



```
fun main(args : Array<String>) {  
    println("Hello, ${args.join(", ")}!")  
}  
  
fun <T> Iterable<T>.join(separator : String) : String {  
    val names = StringBuilder()  
    forit (this) {  
        names += it.next()  
        if (it.hasNext)  
            names += separator  
    }  
  
    return names.toString() ?: ""  
}  
  
fun <T> forit(col : Iterable<T>, f : (Iterator<T>) -> Unit) {  
    val it = col.iterator()  
    while (it.hasNext)  
        f(it)  
}
```


NULL-SAFETY



```
fun parseInt(str : String) : Int? {  
    try {  
        return Integer.parseInt(str)  
    } catch (e : NumberFormatException) {  
        return null  
    }  
}
```


NULL-SAFETY



```
fun parseInt(str : String) : Int? {  
    try {  
        return Integer.parseInt(str)  
    } catch (e : NumberFormatException) {  
        return null  
    }  
}
```

```
fun main(args : Array<String>) {  
    val x = parseInt("1027")  
    val y = parseInt("Hello, World!") // y == null  
    println(x?.times(2)) // can't write x * 2  
    println(x?.times(y)) // times argument can't be nullable  
    println(x?.times(y.sure())) // throws NPE if y == null  
    if (x != null) {  
        println(x * 2)  
    }  
}
```


AUTOMATIC CASTS



```
fun foo(obj : Any?) {  
    if (obj is String) {  
        println(obj.get(0));  
    }  
}
```


WHEN STATEMENT



```
fun foo(obj : Any?) {  
    val x : Any? = when (obj) {  
        is String -> obj.get(0)           // autocast to String  
        is Int -> obj + 1                 // autocast to Int  
        !is Boolean -> null  
        else -> "unknown"  
    }  
  
    val i : Int = when (obj) {  
        is String -> if(obj.startsWith("a")) 1 else 0  
        is Int -> obj  
        else -> -1  
    }  
}
```

TYPES 1/2



Syntax	
Class types	<code>List<Foo></code>
Nullable types	<code>Foo?</code>
Function types	<code>(Int) -> String</code>
Tuple types	<code>(Int, Int)</code>
Self types	<code>This</code>

TYPES 2/2



Special types

Top

Any?

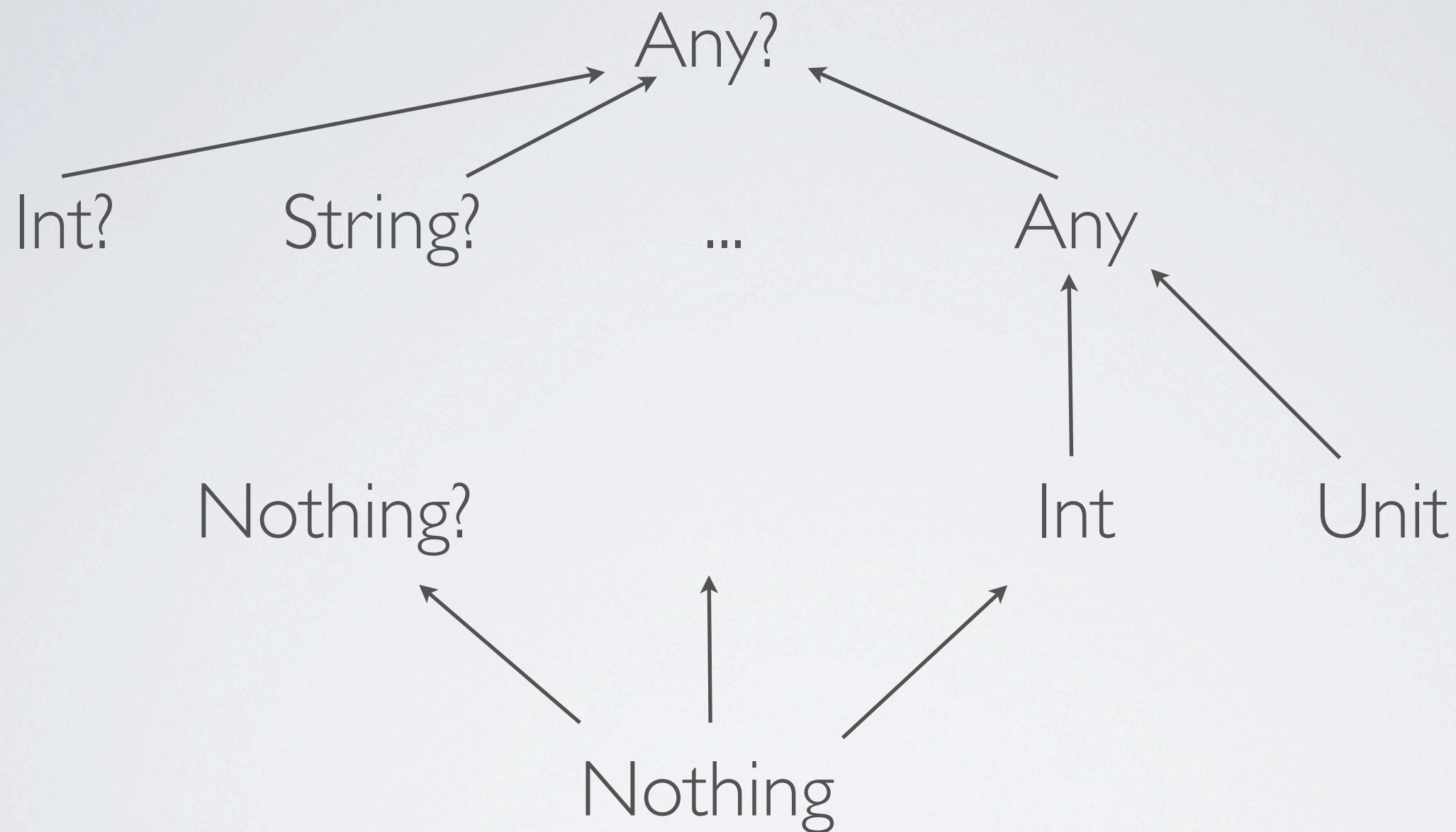
Bottom

Nothing

No meaningful return value

Unit

TYPES HIERARCHY

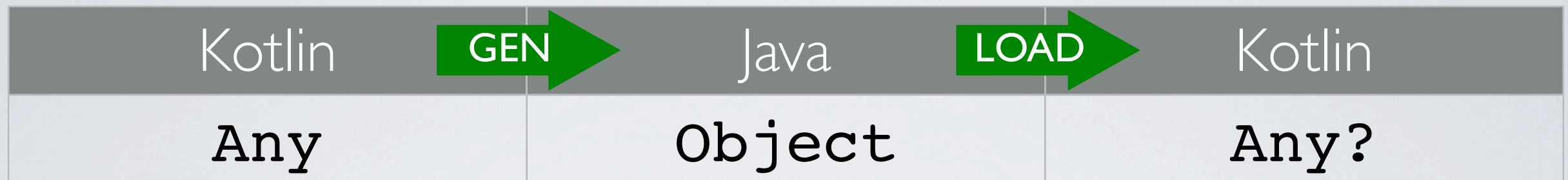


Complete lattice

MAPPING TO JAVA TYPES



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Kotlin	GEN →	Java	LOAD →	Kotlin
Any		Object		Any?
Unit		void		Unit



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Array<Foo>		Foo[]		Array<Foo?>?



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Kotlin	GEN 	Java	LOAD 	Kotlin
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Array<Foo>		Foo[]		Array<Foo?>?
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MAPPING TO JAVA TYPES



Kotlin	GEN 	Java	LOAD 	Kotlin
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Array<Int>		int[]		Array<Int>?
List<Int>		List<Integer>		List<Int?>?

MAPPING TO JAVA TYPES



Kotlin	GEN →	Java	LOAD →	Kotlin
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Array<Foo>		Foo[]		Array<Foo?>?
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Nothing		-		-

MAPPING TO JAVA TYPES



Kotlin	GEN →	Java	LOAD →	Kotlin
Any		Object		Any?
Unit		void		Unit
Int		int		Int
Int?		Integer		Int?
String		String		String?
Array<Foo>		Foo[]		Array<Foo?>?
Array<Int>		int[]		Array<Int>?
List<Int>		List<Integer>		List<Int?>?
Nothing		-		-
Foo		Foo		Foo?

CLASSES



```
open class Parent(p : Bar) {  
    open fun foo() {  
    }  
  
    fun bar() {  
    }  
}
```

```
class Child(p : Bar) : Parent(p) {  
    override fun foo() {  
    }  
}
```

- Any is the default supertype
- Constructors must initialize supertypes
- Final by default, explicit override annotations

TRAITS



```
trait T1 : Class1, OtherTrait {  
    // no state  
}  
  
class Foo(p : Bar) : Class1(p), T1, T2 {  
    // ...  
}  
  
class Decorator(p : T2) : Class2(), T2 by p {  
    // ...  
}
```


DISAMBIGUATION



```
trait A {  
    fun foo() : Int = 1 // open by default  
}  
  
open class B() {  
    open fun foo() : Int = 2 // not open by default  
}  
  
class C() : B(), A {  
    override fun foo() = super<A>.foo() // returns 1  
}
```


FIRST-CLASS FUNCTIONS



```
fun foo(arg : String) : Boolean // function
```

```
(p : Int) -> Int // function type
```

```
(Int) -> Int // function type
```

```
(a : Int) -> a + 1 // function literal
```

```
(b) : Int -> b * 2 } // function literal
```

```
c -> c.times(2) // function literal
```


HIGH-ORDER FUNS



```
fun <T> filter( c : Iterable<T>, f: (T)->Boolean):Iterable<T>  
  
filter(list, { s -> s.length < 3 })
```

HIGH-ORDER FUNS



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```
filter(list) { s -> s.length < 3 }
```


HIGH-ORDER FUNS



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```
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```
filter(list) { s -> s.length < 3 }
```

```
// if only one arg:
```


HIGH-ORDER FUNS



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fun <T> filter( c : Iterable<T>, f: (T)->Boolean):Iterable<T>
```

```
filter(list, { s -> s.length < 3 })
```

```
filter(list) { s -> s.length < 3 }
```

```
// if only one arg:
```

```
filter(list) { it.length < 3 }
```


LOCAL FUNCTIONS



```
fun dfs(graph : Graph) {  
    val visited = HashSet<Vertex>()  
  
    fun dfs(current : Vertex) {  
        if (!visited.add(current)) return  
  
        for (v in current.neighbors)  
            dfs(v)  
    }  
  
    dfs(graph.vertices[0])  
}
```


INFIX FUNCTION CALLS



```
// regular call:  
a.contains("123")
```

```
// infix call:  
a contains "123"
```


INFIX FUNCTION CALLS



```
// regular call:  
a.contains("123")
```

```
// infix call:  
a contains "123"
```

```
// "LINQ"  
users  
    .filter { it hasPrivilege WRITE }  
    .map { it -> it.fullName }  
    .orderBy { it.lastName }
```

LOCK EXAMPLE



```
myLock.lock()  
try {  
    // do something  
} finally {  
    myLock.unlock()  
}
```


LOCK EXAMPLE



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}
```

```
lock(myLock) {  
    // do something  
}
```


LOCK EXAMPLE



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    myLock.unlock()  
}
```

```
lock(myLock) {  
    // do something  
}
```

```
inline fun <T> lock(l : Lock, body : () -> T) : T {  
    l.lock()  
    try {  
        return body()  
    } finally {  
        l.unlock()  
    }  
}
```


GENERIC: INVARIANCE

