



Object-oriented programming in Kotlin

Feels the same

...with some improvements

The defaults are different

public, private, internal

final, open, abstract

The defaults are different

visible in a module

internal

public, private, ~~/*package private*/~~

explicit: non-final

final, open, abstract

A module

a set of Kotlin files compiled together

- an IntelliJ IDEA module
- a Maven project
- a Gradle source set



Find the correspondence between
modifiers and their meaning:

`final`
`open`
`abstract`
`override`

- overrides a member in a superclass or interface
- must be overridden (can't have an implementation)
- cannot be overridden
- can be overridden





Find the correspondence between
modifiers and their meaning:

`final` (used by default): cannot be overridden

`open`: can be overridden

`abstract`: must be overridden (can't have an
implementation)

`override` (mandatory): overrides a member in
a superclass or interface



Fill the table with the values:
everywhere, in a module, in a file,
in a class, in a subclass

Modifier	Class member	Top-level declaration
public	visible ?	visible ?
internal	visible ?	visible ?
protected	visible ?	_____
private	visible ?	visible ?





Fill the table with the values:
*everywhere, in a module, in a file,
in a class, in a subclass*


Modifier	Class member	Top-level declaration
public	visible everywhere	
internal	visible in a module	
protected	visible in a subclass	———
private	visible in a class	visible in a file

Visibility modifiers and Java

Kotlin modifier	JVM level
<code>public</code>	<code>public</code>
<code>private</code>	<code>private</code> / <code>package private</code>
<code>protected</code>	<code>protected</code>
<code>internal</code>	<code>public</code> & name mangling


internal members are mangled

```
class MyClass {  
    internal fun foo() {}  
}
```



Under the hood:

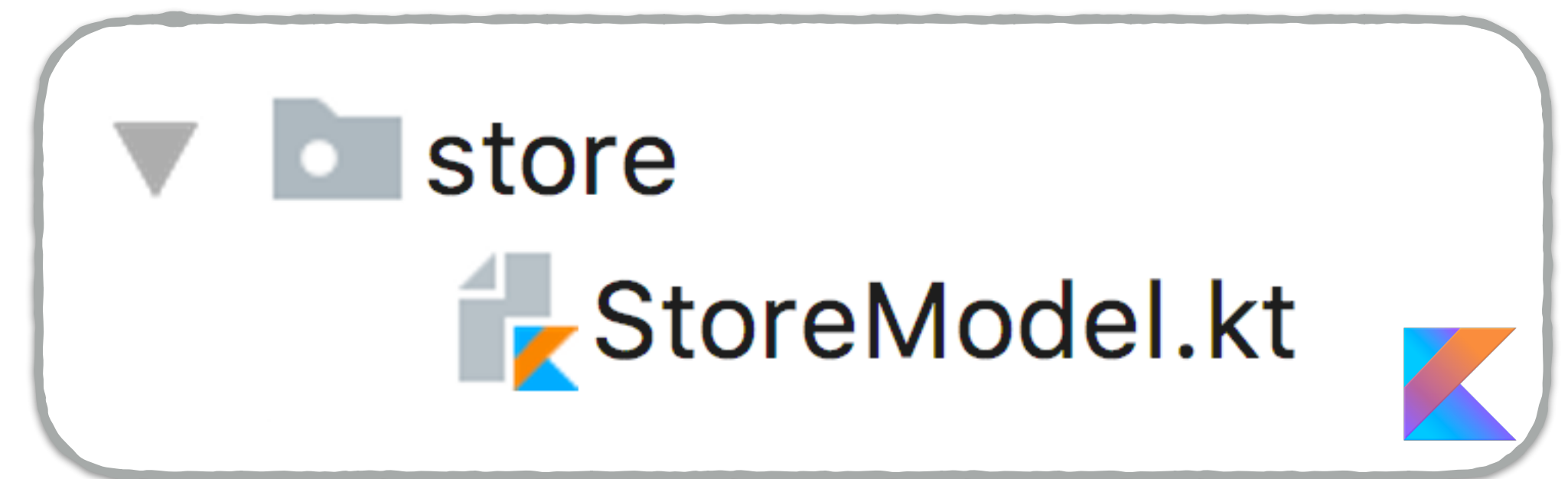
```
public final class MyClass {  
    public final void foo$production_sources_for_module_examples_main()  
}
```



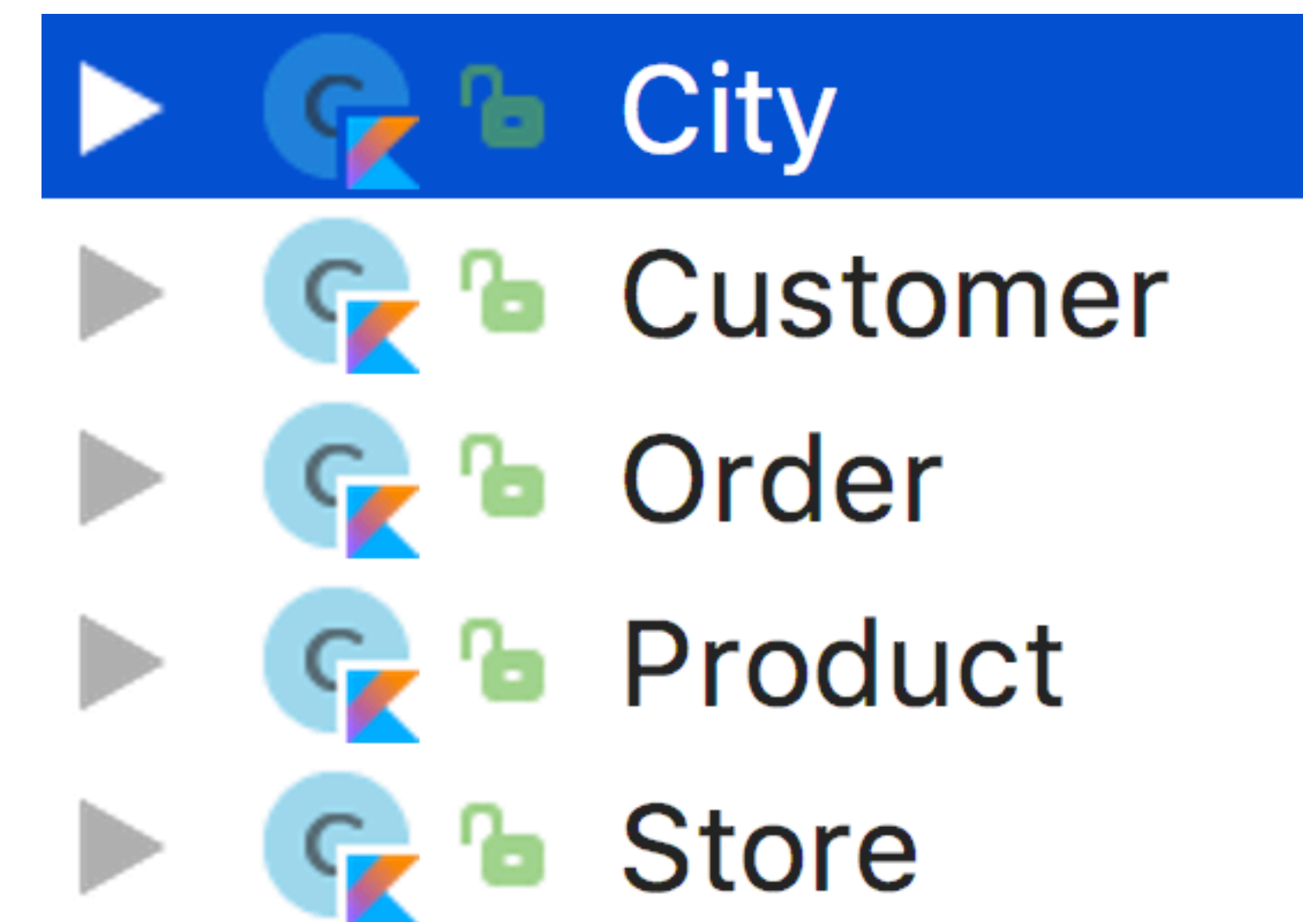


Packages

Package structure

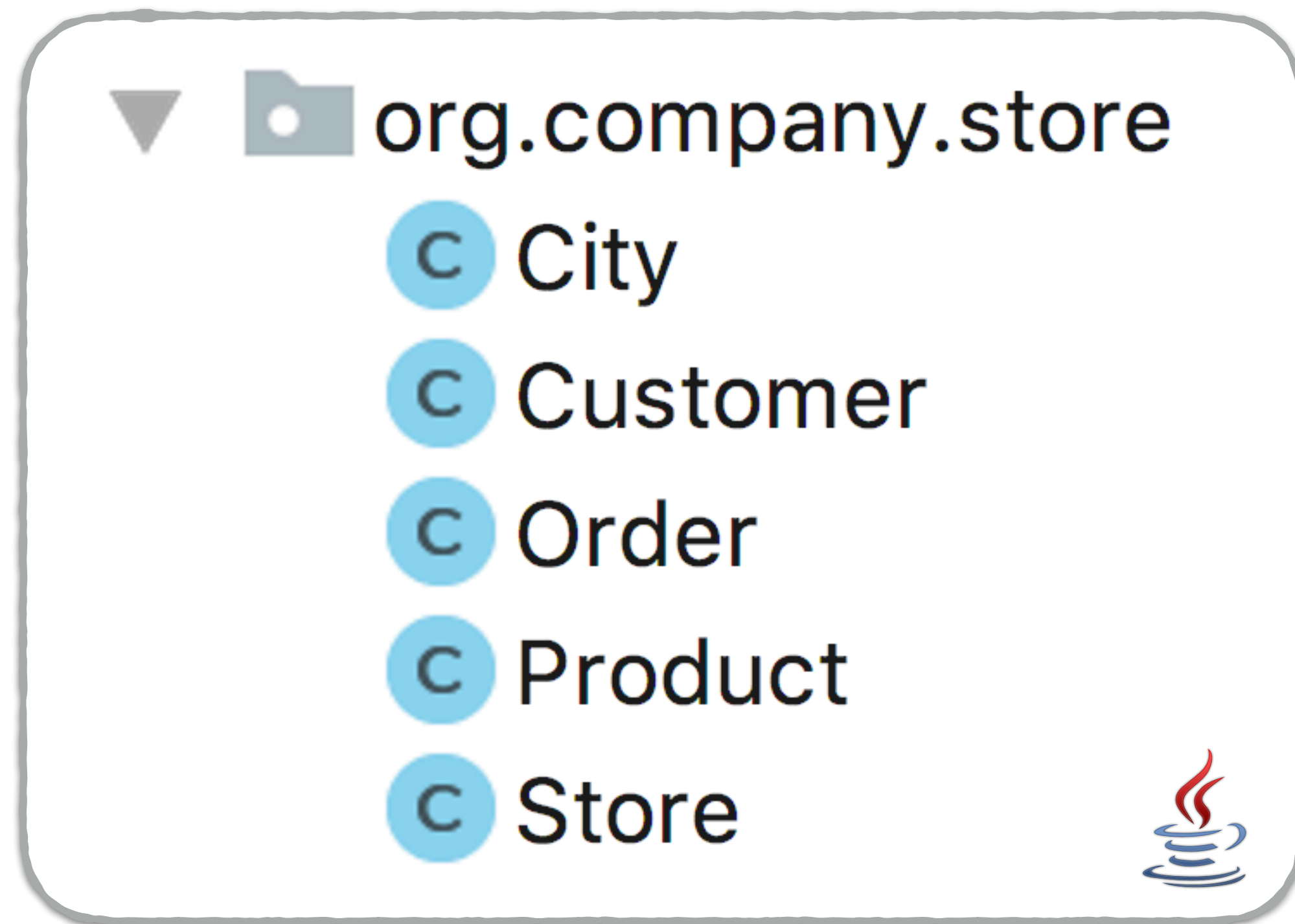


File structure:



One file may contain several classes and top-level functions

Package structure



package `org.company.store`

A blue arrow points from the package name `org.company.store` to the `StoreModel.kt` file in the refactored structure diagram above.