



More useful library functions

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```
inline fun <T, R> with(receiver: T, block: T.() -> R): R = receiver.block()
```

```
inline fun <T, R> T.run(block: T.() -> R): R = block()
```

```
inline fun <T, R> T.let(block: (T) -> R): R = block(this)
```

```
inline fun <T> T.apply(block: T.() -> Unit): T { block(); return this }
```

```
inline fun <T> T.also(block: (T) -> Unit): T { block(this); return this }
```

with

```
with (window) {  
    width = 300  
    height = 200  
    isVisible = true  
}
```

run: like with, but extension

```
val windowOrNull = windowById["main"]  
windowOrNull?.run {  
    width = 300  
    height = 200  
    isVisible = true  
}
```

run: like with, but extension

```
windowById["main"]?.run {  
    width = 300  
    height = 200  
    isVisible = true  
}
```

`apply`: returns receiver as a result

```
val mainWindow =  
    windowById["main"]?.apply {  
        width = 300  
        height = 200  
        isVisible = true  
    } ?: return
```

also: regular argument instead of this

```
windowById["main"]?.apply {  
    width = 300  
    height = 200  
    isVisible = true  
}?.also {  
    showWindow(it)  
}
```

	{ .. this .. }	{ .. it .. }
return result of lambda	run	let
return receiver	apply	also

```
receiver.apply {
    this.actions()
}
```

```
receiver.also {
    moreActions(it)
}
```




Find the correspondence between the functions and their implementations

```
inline fun <T, R> T.run(block: T.() -> R): R
```

```
inline fun <T, R> T.let(block: (T) -> R): R
```

```
inline fun <T> T.apply(block: T.() -> Unit): T
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```
    { block(this); return this }
```

```
    { this.block(); return this }
```

```
    { return this.block() }
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    { return block(this) }
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