


# Constructors



# Different constructor syntax

# Concise primary constructor

```
class Person(val name: String, val age: Int)
```

# Full primary constructor syntax (1)

**class** Person(name: String) {

constructor parameter

constructor body

**init** {

}

}

# Full primary constructor syntax (2)

**class** Person(name: String) {

constructor parameter

**val name:** String

constructor body

**init** {  
    **this.name** = name  
}  
}

# val/var on a parameter creates a property

```
class Person(name: String) {  
    val name: String  
    init {  
        this.name = name  
    }  
}
```

=

```
class Person(val name: String)
```

# Changing visibility of a constructor

```
class InternalComponent  
internal constructor(name: String) {  
    ...  
}
```

# Secondary constructor

primary constructor

```
class Rectangle(val height: Int, val width: Int) {
```

secondary constructor

```
    constructor(side: Int) : this(side, side) { ... }  
}
```



# Secondary constructor

```
class Rectangle(val height: Int, val width: Int) {  
    constructor(side: Int) : this(side, side) { ... }  
}
```

`this(...)` calls another constructor of the same class



# Different syntax for inheritance

# The same syntax for extends & implements

```
interface Base
```

```
class BaseImpl : Base
```

```
open class Parent
```

```
class Child : Parent()
```

# The same syntax for extends & implements

**interface** Base

**class** BaseImpl : Base

**open class** Parent

constructor call

**class** Child : Parent()

# Calling a constructor of the parent class

```
open class Parent(val name: String)
class Child(name: String) : Parent(name)
```

```
open class Parent(val name: String)
class Child : Parent {
    constructor(name: String, param: Int) : super(name)
}
```



Initialization order. What will be printed?

```
open class Parent {  
    init { print("parent ") }  
}
```

```
class Child : Parent() {  
    init { print("child ") }  
}
```

```
fun main(args: Array<String>) {  
    Child()  
}
```

1. child
2. child parent
3. parent child





Initialization order. What will be printed?

```
open class Parent {  
    init { print("parent ") }  
}
```

```
class Child : Parent() {  
    init { print("child ") }  
}
```

```
fun main(args: Array<String>) {  
    Child()  
}
```

1. child

2. child parent

3. parent child