

20
19

1° ESCUELA DE ACTUALIZACIÓN EN TECNOLOGÍAS DE INFORMÁTICA



PROGRAMACIÓN EN KOTLIN PARA
PLATAFORMAS JAVA Y ANDROID

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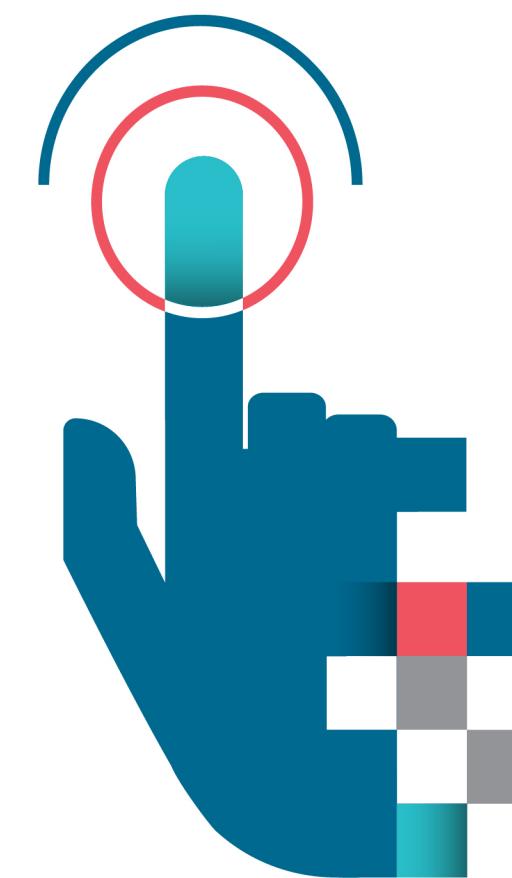


DEPARTAMENTO DE CIENCIAS
E INGENIERÍA DE LA
COMPUTACIÓN

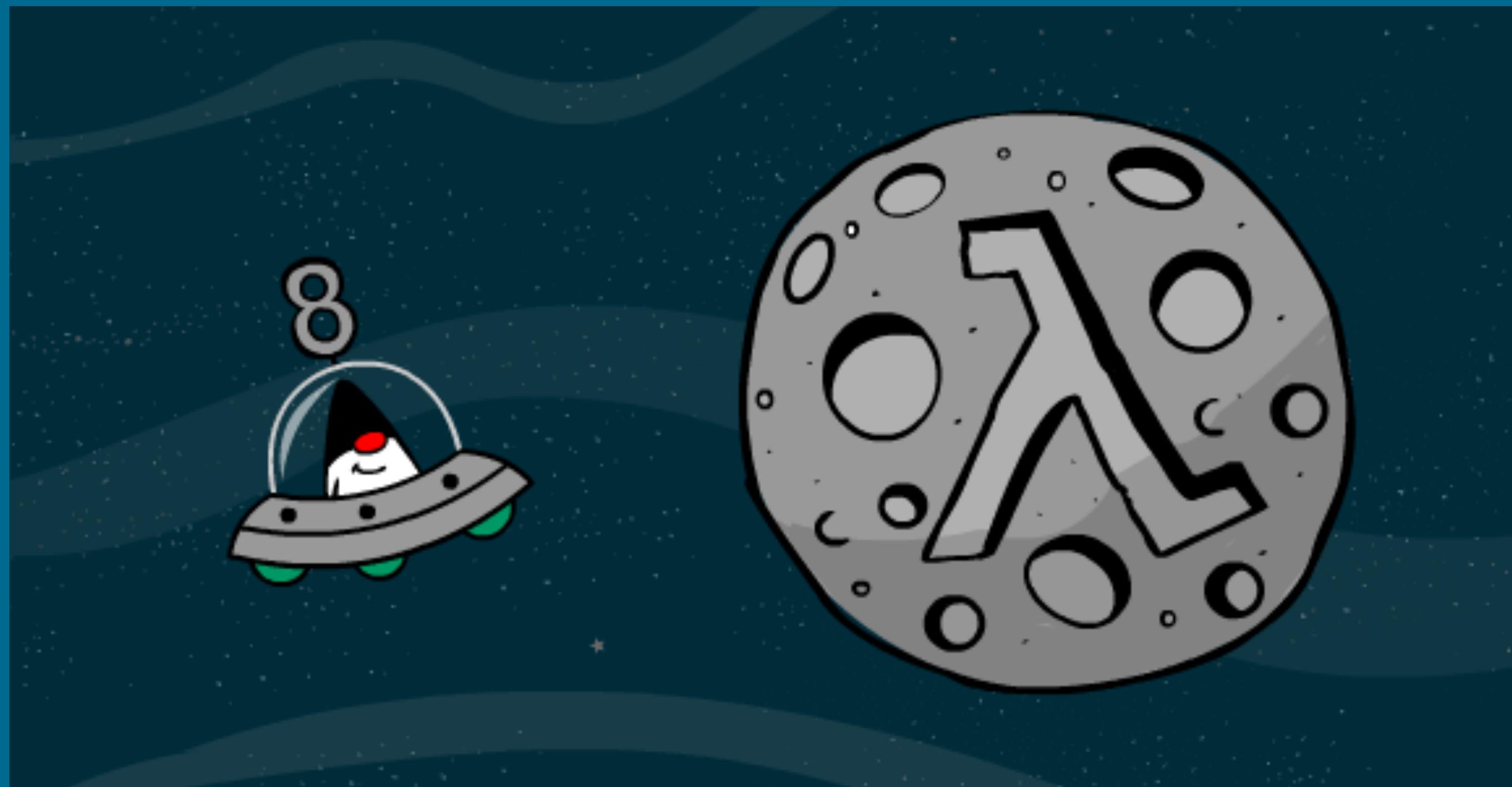


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Programando con lambdas





Expresiones Lambda

```
/* Java */  
button.setOnClickListener(new OnClickListener() {  
    @Override  
    public void onClick(View view) {  
        /* actions on click */  
    }  
}) ;
```

Kotlin

```
button.setOnClickListener { /* actions on click */ }
```



Lambdas y colecciones

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

fun findTheOldest(people: List<Person>) {
    var maxAge = 0
    var theOldest: Person? = null
    for (person in people) {
        if (person.age > maxAge) {
            maxAge = person.age
            theOldest = person
        }
    }
    println(theOldest)
}
>>> val people = listOf(Person("Alice", 29), Person("Bob", 31))
>>> findTheOldest(people)
Person(name=Bob, age=31)
```

Stores the maximum age

Stores a person of the maximum age

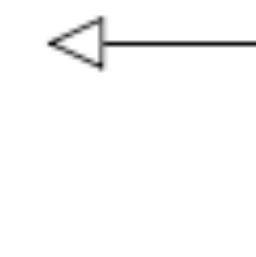
If the next person is older than the current oldest person, changes the maximum





Lambdas y colecciones

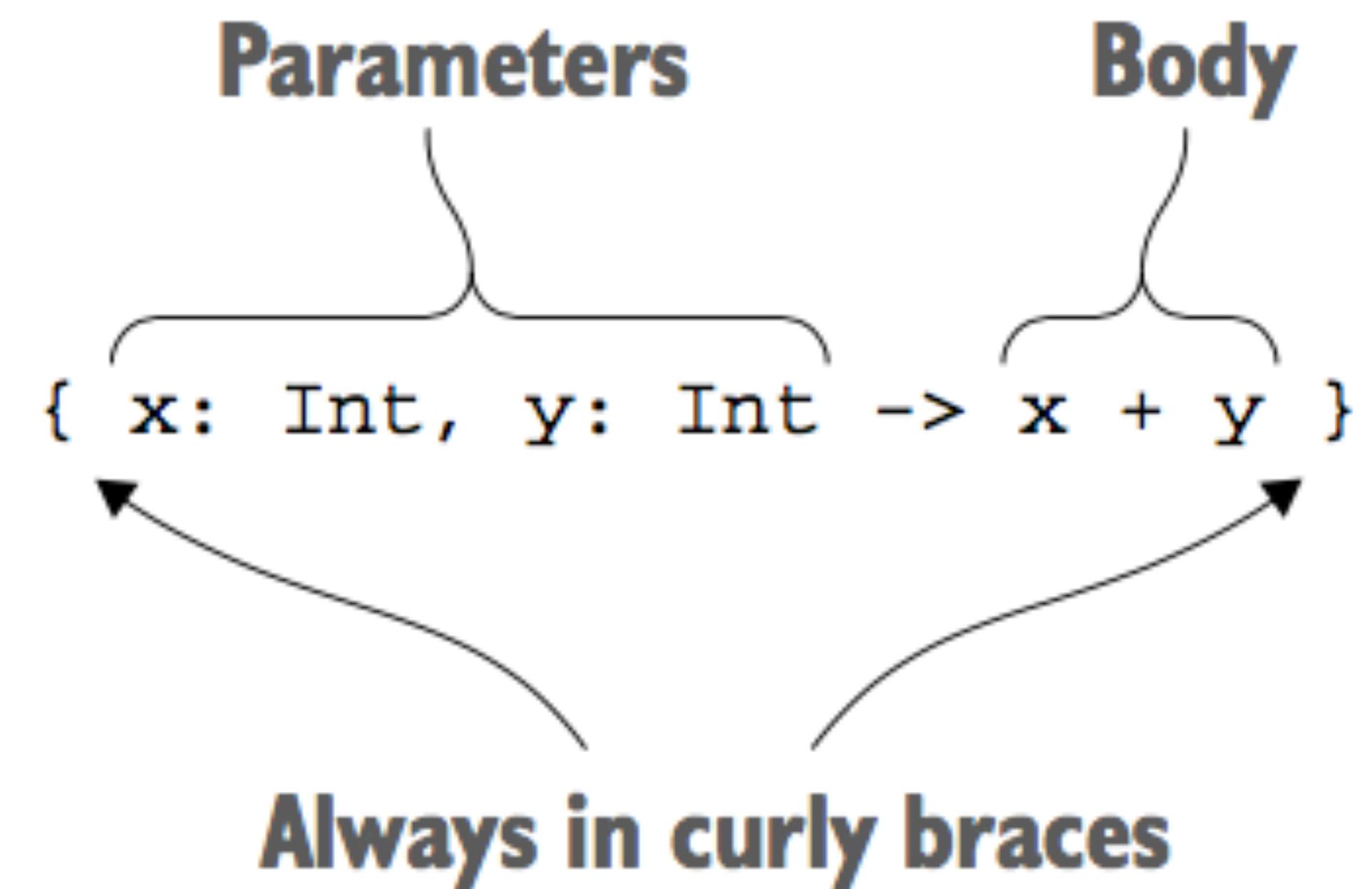
```
>>> val people = listOf(Person("Alice", 29), Person("Bob", 31))  
>>> println(people.maxBy { it.age })  
Person(name=Bob, age=31)
```



Finds the maximum by comparing the ages

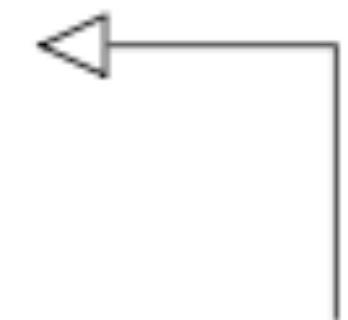
people.maxBy(Person::age)

Sintaxis



Sintaxis

```
>>> val sum = { x: Int, y: Int -> x + y }  
>>> println(sum(1, 2))  
3
```



**Calls the lambda
stored in a variable**



Sintaxis

```
>>> val people = listOf(Person("Alice", 29), Person("Bob", 31))  
>>> println(people.maxBy { it.age })  
Person(name=Bob, age=31)
```

```
people.maxBy({ p: Person -> p.age })
```





Sintaxis

```
people.maxBy({ p: Person -> p.age })
```

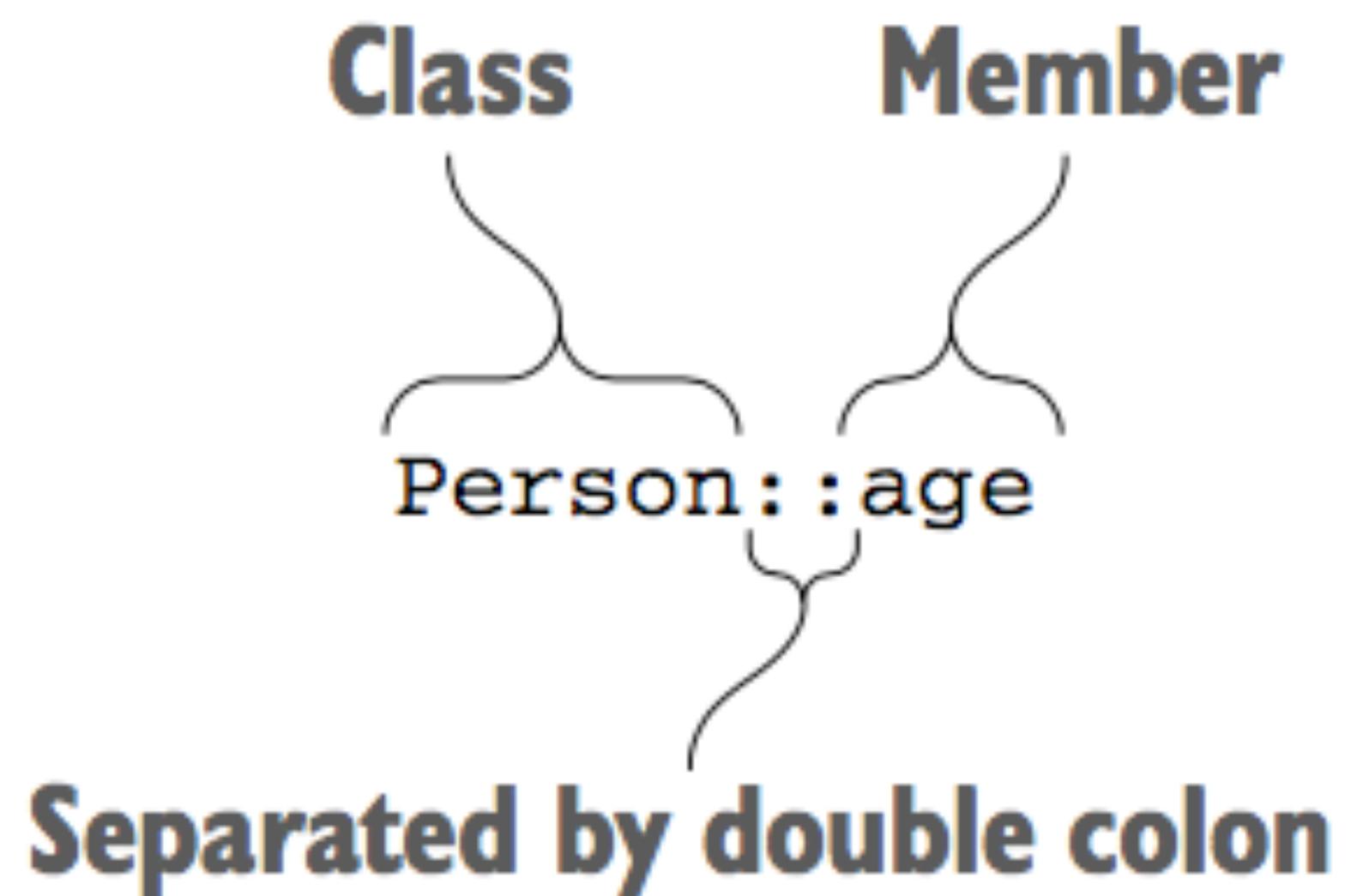
```
people.maxBy() { p: Person -> p.age }
```

```
people.maxBy { p -> p.age }
```

```
people.maxBy { it.age }
```

```
people.maxBy(Person::age)
```

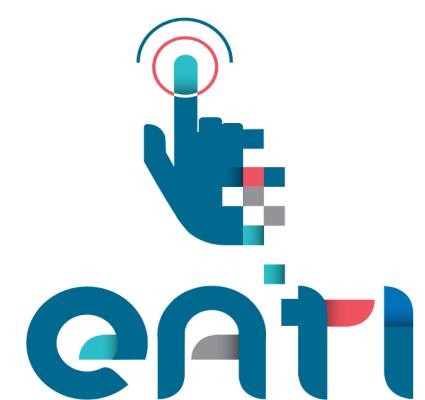
Member references





Functional APIs for collections

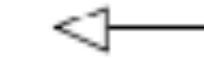
```
data class Person(val name: String, val age: Int)
```



forEach

```
fun printMessagesWithPrefix(messages: Collection<String>, prefix: String) {  
    messages.forEach {  
        println("$prefix $it")  
    }  
}  
  
>>> val errors = listOf("403 Forbidden", "404 Not Found")  
>>> printMessagesWithPrefix(errors, "Error:")  
Error: 403 Forbidden  
Error: 404 Not Found
```

Accesses the
“prefix”
parameter in
the lambda



Takes as an argument a
lambda specifying what to
do with each element

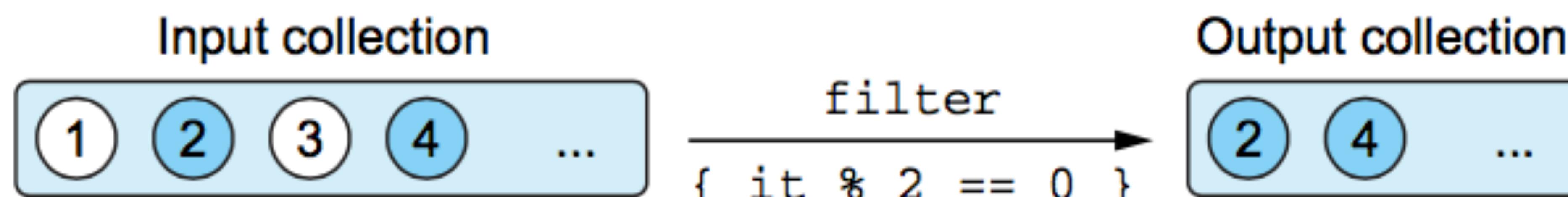


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filter

```
>>> val list = listOf(1, 2, 3, 4)  
>>> println(list.filter { it % 2 == 0 })  
[2, 4]
```

Only even
numbers remain.





filter

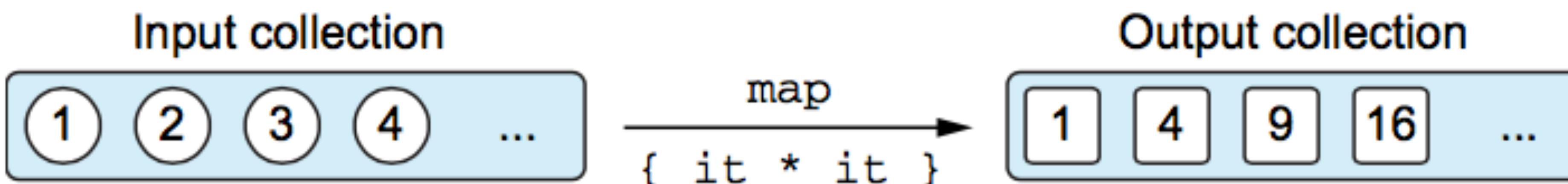
```
>>> val people = listOf(Person("Alice", 29), Person("Bob", 31))  
>>> println(people.filter { it.age > 30 })  
[Person(name=Bob, age=31)]
```





map

```
>>> val list = listOf(1, 2, 3, 4)  
>>> println(list.map { it * it })  
[1, 4, 9, 16]
```





map

```
>>> val people = listOf(Person("Alice", 29), Person("Bob", 31))  
>>> println(people.map { it.name })  
[Alice, Bob]
```

```
people.map(Person::name)
```





filter y map

```
>>> people.filter { it.age > 30 }.map(Person::name)  
[Bob]
```

```
>>> val numbers = mapOf(0 to "zero", 1 to "one")  
>>> println(numbers.mapValues { it.value.toUpperCase() })  
{0=ZERO, 1=ONE}
```



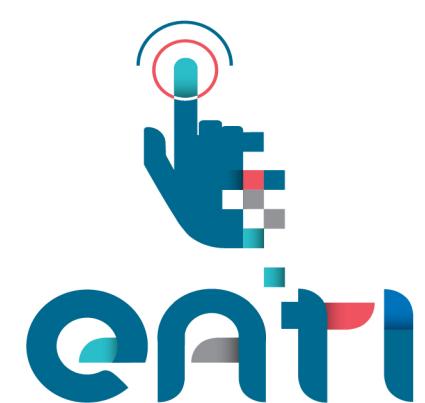
all, any, count, find

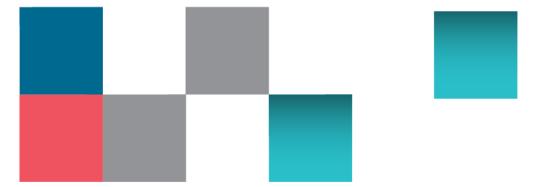
```
val canBeInClub27 = { p: Person -> p.age <= 27 }
```



all, any, count, find

```
>>> val people = listOf(Person("Alice", 27), Person("Bob", 31))  
>>> println(people.all(canBeInClub27))  
false
```





all, any, count, find

```
>>> println(people.any(canBeInClub27))  
true
```



all, any, count, find

```
>>> val people = listOf(Person("Alice", 27), Person("Bob", 31))  
>>> println(people.count(canBeInClub27))  
1
```





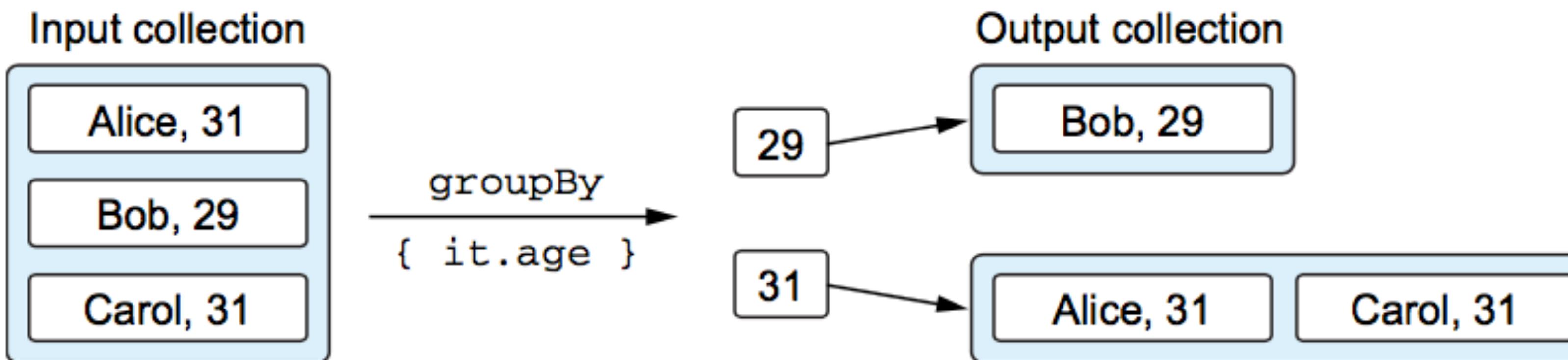
all, any, count, find

```
>>> val people = listOf(Person("Alice", 27), Person("Bob", 31))  
>>> println(people.find(canBeInClub27))  
Person(name=Alice, age=27)
```



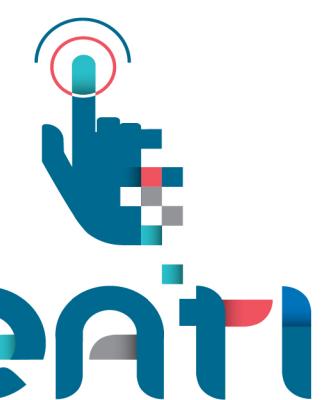
groupBy

```
>>> val people = listOf(Person("Alice", 31),  
...                 Person("Bob", 29), Person("Carol", 31))  
>>> println(people.groupBy { it.age })  
  
{29=[Person(name=Bob, age=29)],  
 31=[Person(name=Alice, age=31), Person(name=Carol, age=31)]}
```



groupBy

```
>>> val list = listOf("a", "ab", "b")
>>> println(list.groupBy(String::first))
{a= [a, ab], b= [b]}
```



flatMap, flatten

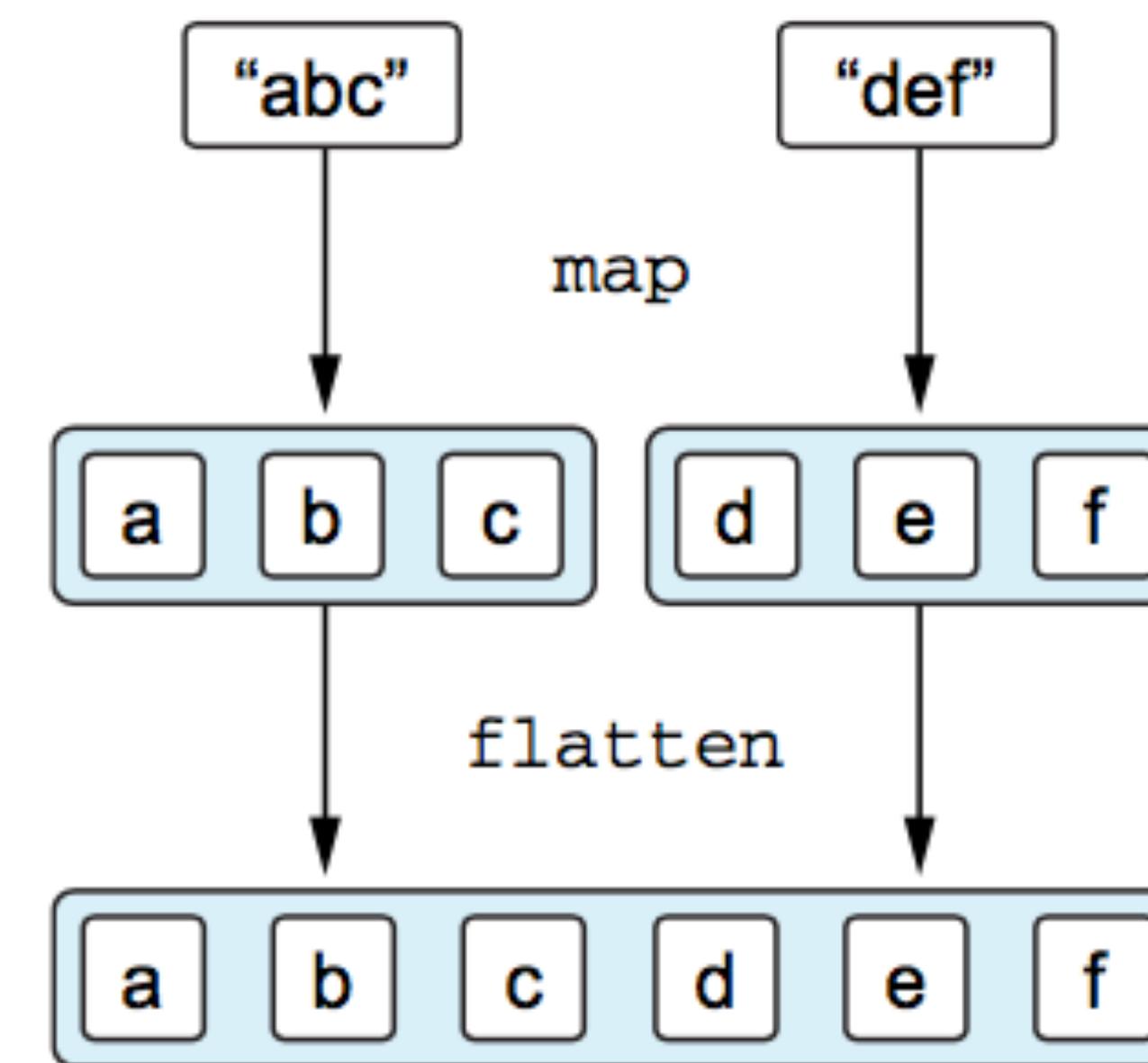
```
class Book(val title: String, val authors: List<String>)
```

```
books.flatMap { it.authors }.toSet()
```

←
**Set of all authors who wrote
books in the “books” collection**

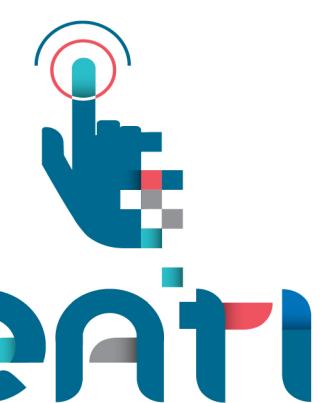
flatMap, flatten

```
>>> val strings = listOf("abc", "def")
>>> println(strings.flatMap { it.toList() })
[a, b, c, d, e, f]
```



flatMap, flatten

```
>>> val books = listOf(Book("Thursday Next", listOf("Jasper Fforde")),  
...                      Book("Mort", listOf("Terry Pratchett")),  
...                      Book("Good Omens", listOf("Terry Pratchett",  
...                                         "Neil Gaiman")))  
>>> println(books.flatMap { it.authors }.toSet())  
[Jasper Fforde, Terry Pratchett, Neil Gaiman]
```

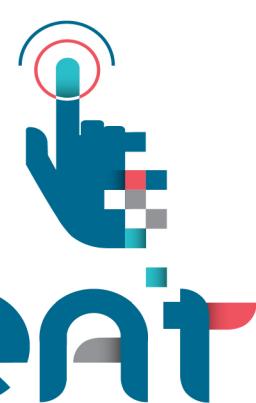




Usando interfaces java

```
/* Java */
public class Button {
    public void setOnClickListener(OnClickListener l) { ... }
}

/* Java */
public interface OnClickListener {
    void onClick(View v);
}
```



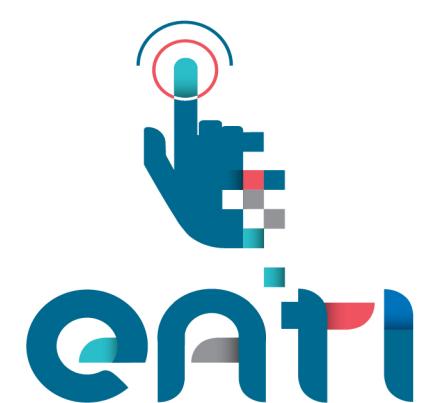
Usando interfaces java

```
button.setOnClickListener(new OnClickListener() {  
    @Override  
    public void onClick(View v) {  
        ...  
    }  
}  
  
button.setOnClickListener { view -> ... }  
  
public interface OnClickListener {  
    void onClick(View v);  
}
```



Algunas funciones de Kotlin

```
fun alphabet(): String {  
    val result = StringBuilder()  
    for (letter in 'A'..'Z') {  
        result.append(letter)  
    }  
    result.append("\nNow I know the alphabet!")  
    return result.toString()  
}  
  
>>> println(alphabet())  
ABCDEFGHIJKLMNPQRSTUVWXYZ  
Now I know the alphabet!
```



with

Calls a method,
omitting “this”

```
fun alphabet(): String {  
    val stringBuilder = StringBuilder()  
    return with(stringBuilder) {  
        for (letter in 'A'..'Z') {  
            this.append(letter)  
        }  
        append("\nNow I know the alphabet!")  
        this.toString()  
    }  
}
```

Specifies the receiver value on
which you’re calling the methods

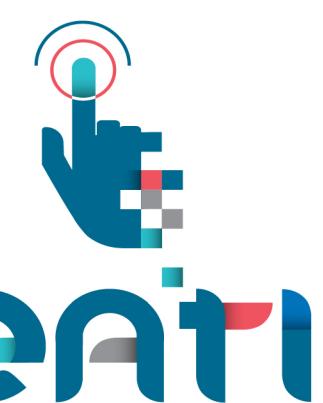
Calls a method on the receiver
value though an explicit “this”

Returns a value
from the lambda

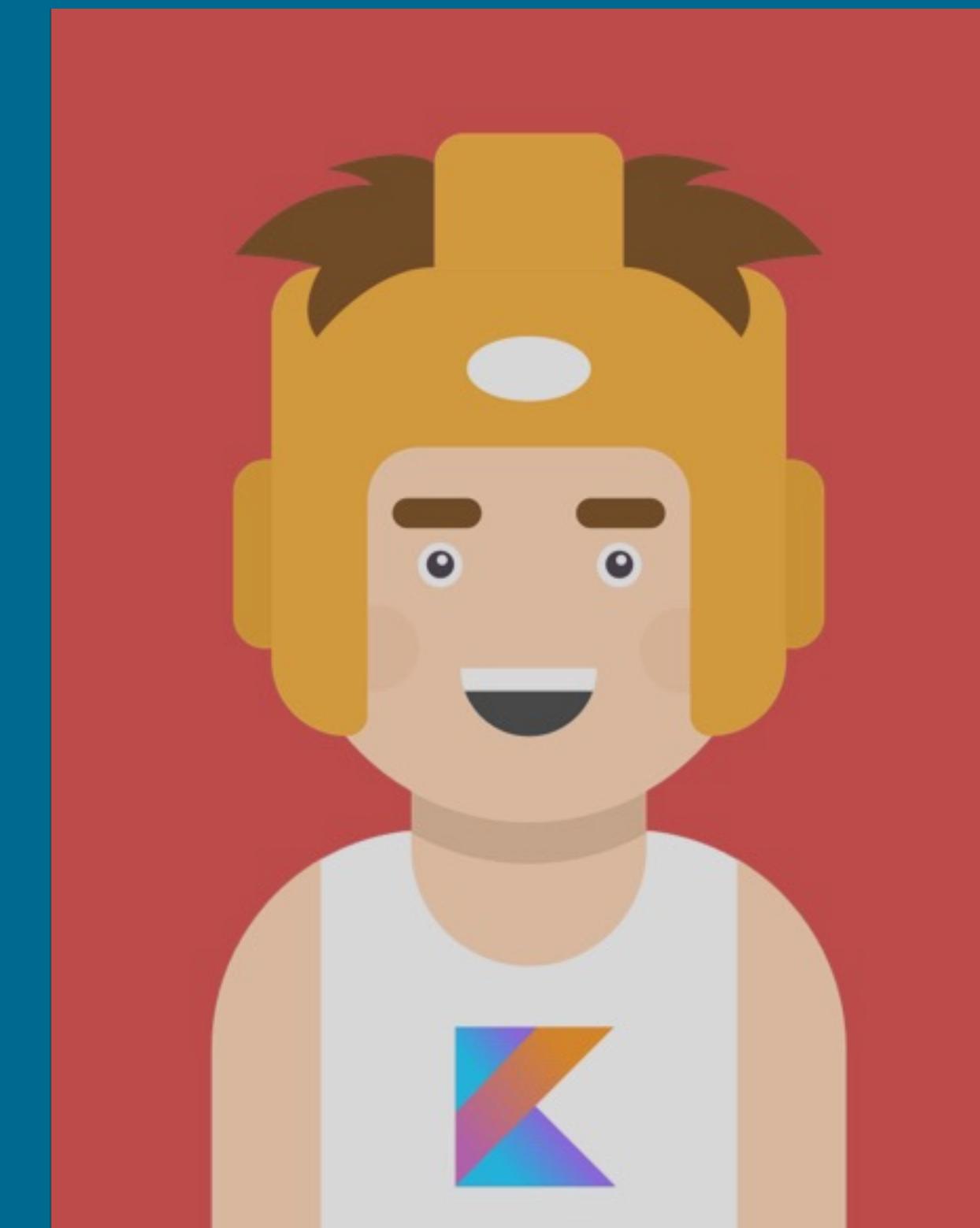


apply

```
fun alphabet() = StringBuilder().apply {  
    for (letter in 'A'..'Z') {  
        append(letter)  
    }  
    append("\nNow I know the alphabet!")  
}.toString()
```



Sistema de tipos de Kotlin



Nullability



Nullable types

```
/* Java */
int strLen(String s) {
    return s.length();
}
```

```
fun strLen(s: String) = s.length
```

```
>>> strLen(null)
ERROR: Null can not be a value of a non-null type String
```





Nullable types

```
fun strLenSafe(s: String?) = ...
```

Type? = Type or null



Nullable types

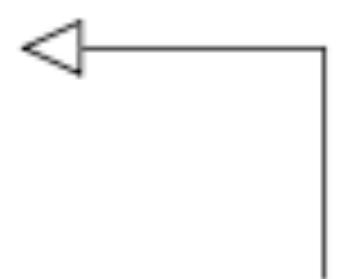
```
>>> fun strLenSafe(s: String?) = s.length()  
ERROR: only safe (?.) or non-null asserted (!!.) calls are allowed  
on a nullable receiver of type kotlin.String?
```

```
>>> val x: String? = null  
>>> var y: String = x  
ERROR: Type mismatch: inferred type is String? but String was expected
```



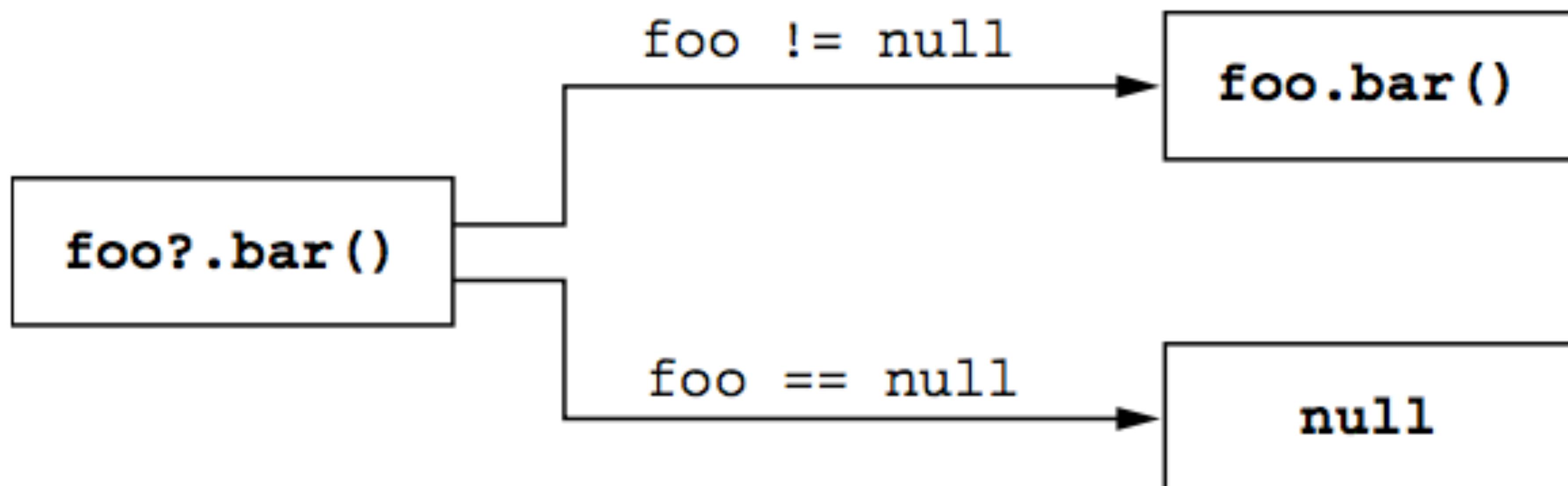
Nullable types

```
fun strLenSafe(s: String?): Int =  
    if (s != null) s.length else 0  
  
>>> val x: String? = null  
>>> println(strLenSafe(x))  
0  
>>> println(strLenSafe("abc"))  
3
```



**By adding the check for null,
the code now compiles.**

Safe call operator “?.”

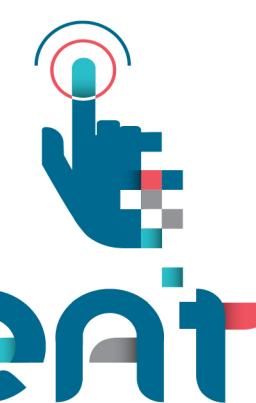


Safe call operator “?.”

```
fun printAllCaps(s: String?) {  
    val allCaps: String? = s?.toUpperCase()  
    println(allCaps)  
}
```

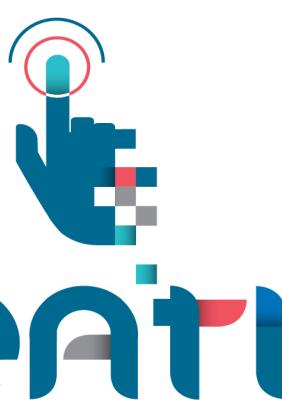
←
**allCaps may
be null.**

```
>>> printAllCaps("abc")  
ABC  
>>> printAllCaps(null)  
null
```



Safe call operator “?.”

```
class Employee(val name: String, val manager: Employee?)  
  
fun managerName(employee: Employee): String? = employee.manager?.name  
  
>>> val ceo = Employee("Da Boss", null)  
>>> val developer = Employee("Bob Smith", ceo)  
>>> println(managerName(developer))  
Da Boss  
>>> println(managerName(ceo))  
null
```



Safe call operator “?.”

```
class Address(val streetAddress: String, val zipCode: Int,  
             val city: String, val country: String)  
  
class Company(val name: String, val address: Address?)  
  
class Person(val name: String, val company: Company?)  
  
fun Person.countryName(): String {  
    val country = this.company?.address?.country  
    return if (country != null) country else "Unknown"  
}  
>>> val person = Person("Dmitry", null)  
>>> println(person.countryName())  
Unknown
```

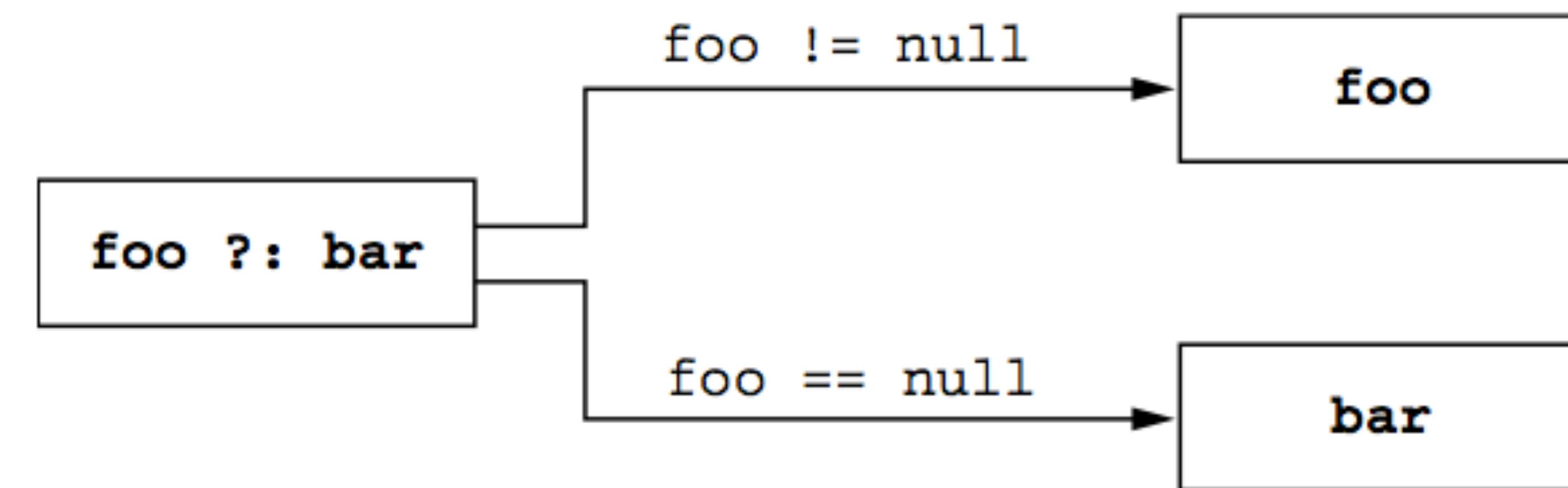
Several safe-call operators can be in a chain.

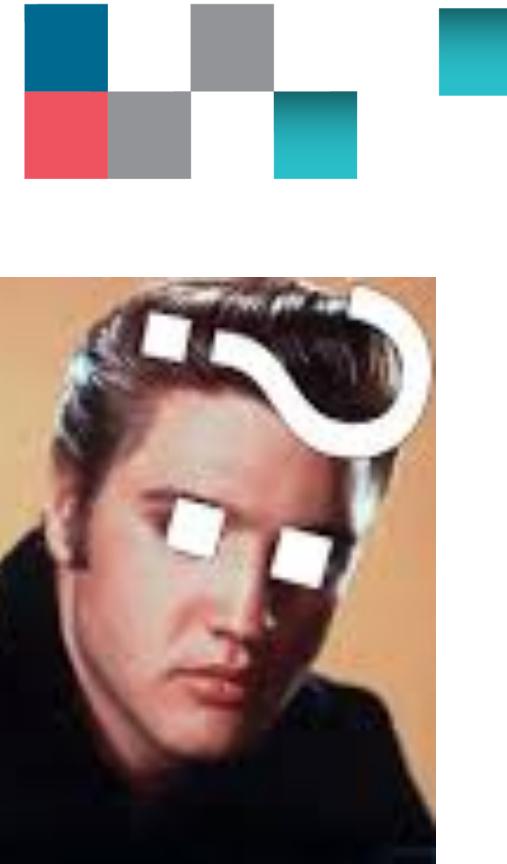


Elvis operator “?:”

```
fun foo(s: String?) {  
    val t: String = s ?: ""  
}
```

If “s” is null, the result
is an empty string.





Elvis operator “?:”

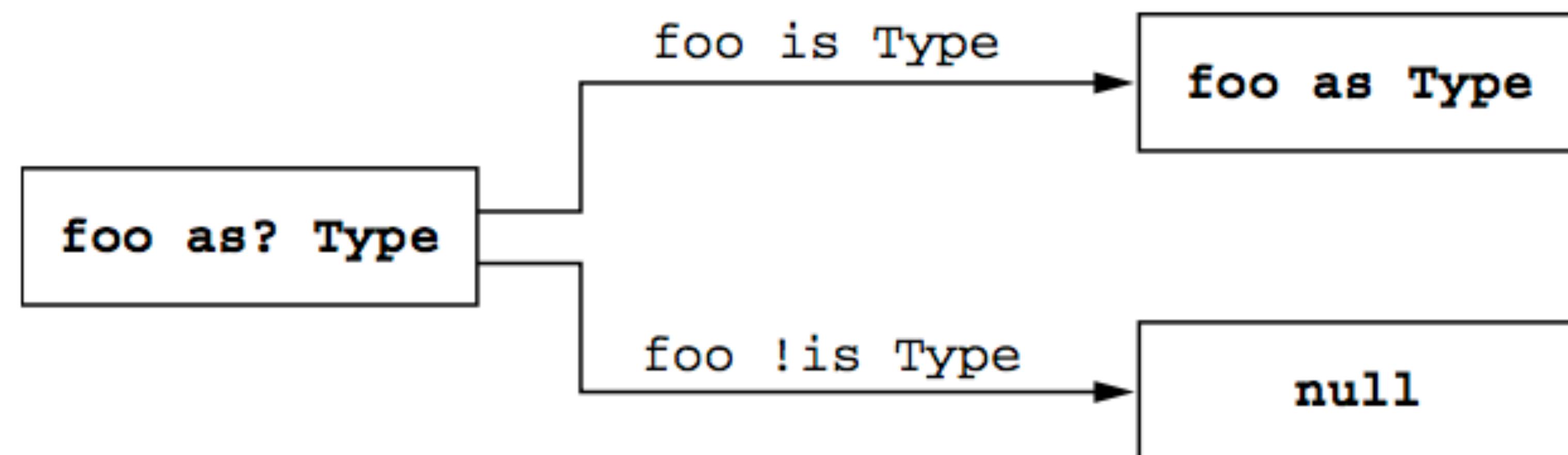


```
fun strLenSafe(s: String?) : Int = s?.length ?: 0
```

```
>>> println(strLenSafe("abc"))  
3  
>>> println(strLenSafe(null))  
0
```

```
fun Person.countryName() =  
    company?.address?.country ?: "Unknown"
```

Casts seguros: “as?”



Casts seguros: “as?”

Checks the type and returns false if no match

```
class Person(val firstName: String, val lastName: String) {  
    override fun equals(o: Any?): Boolean {  
        val otherPerson = o as? Person ?: return false  
  
        return otherPerson.firstName == firstName &&  
               otherPerson.lastName == lastName  
    }  
}
```

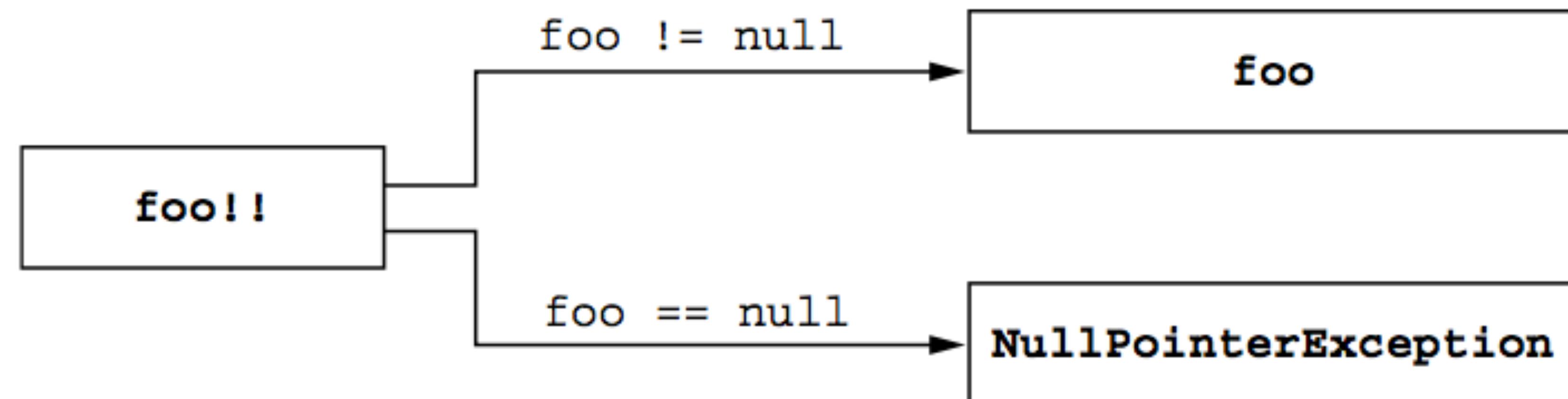
After the safe cast, the variable otherPerson is smart-cast to the Person type.

```
override fun hashCode(): Int =  
    firstName.hashCode() * 37 + lastName.hashCode()  
}
```

```
>>> val p1 = Person("Dmitry", "Jemerov")  
>>> val p2 = Person("Dmitry", "Jemerov")  
>>> println(p1 == p2)  
true  
>>> println(p1.equals(42))  
false
```

The == operator calls the “equals” method.

Not-null assertions: “!!”



Not-null assertions: “!!”

```
class CopyRowAction(val list: JList<String>) : AbstractAction() {  
    override fun isEnabled(): Boolean =  
        list.selectedValue != null  
  
    override fun actionPerformed(e: ActionEvent) {  
        val value = list.selectedValue!!  
        // copy value to clipboard  
    }  
}
```

actionPerformed is called only if **isEnabled** returns “true”.



let

```
fun sendEmailTo(email: String) { /*...*/ }
```

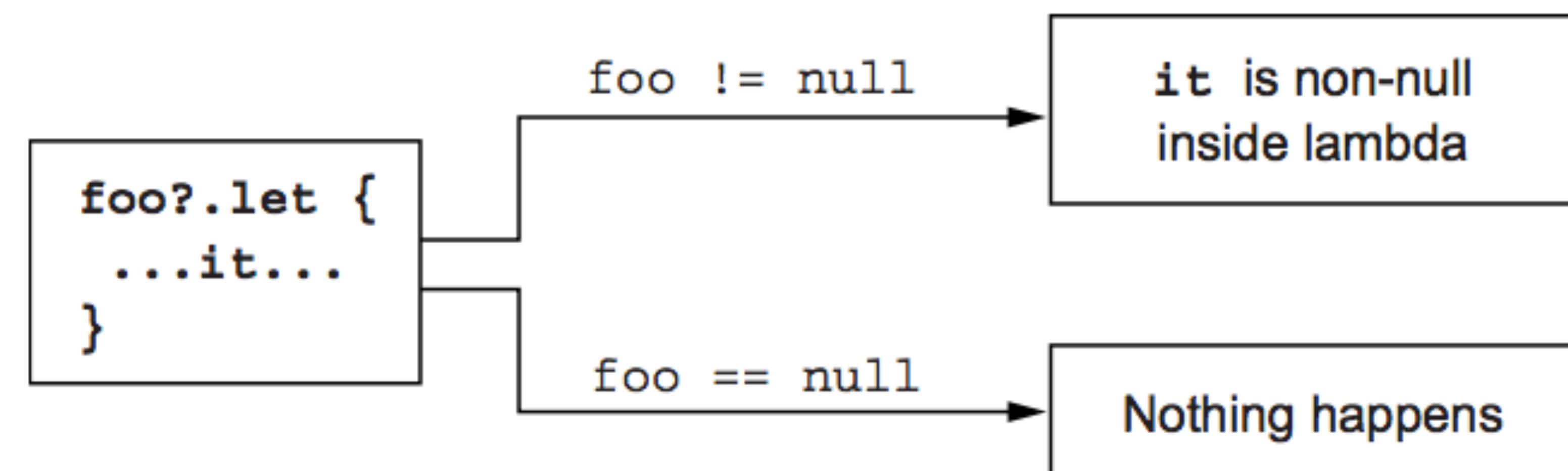
```
>>> val email: String? = ...  
>>> sendEmailTo(email)
```

ERROR: Type mismatch: inferred type is String? but String was expected

```
if (email != null) sendEmailTo(email)
```



let





let

```
email?.let { email -> sendEmailTo(email) }
```

```
email?.let { sendEmailTo(it) }
```





let

```
val person: Person? = getTheBestPersonInTheWorld()  
if (person != null) sendEmailTo(person.email)
```

```
getTheBestPersonInTheWorld()?.let { sendEmailTo(it.email) }
```





■ Tipos primitivos y otros tipos básicos

```
val i: Int = 1  
val list: List<Int> = listOf(1, 2, 3)
```



Tipos primitivos

- *Integer types*—Byte, Short, Int, Long
- *Floating-point number types*—Float, Double
- *Character type*—Char
- *Boolean type*—Boolean

Nullable primitive type

```
data class Person(val name: String,  
                 val age: Int? = null) {  
  
    fun isOlderThan(other: Person): Boolean? {  
        if (age == null || other.age == null)  
            return null  
        return age > other.age  
    }  
}  
  
>>> println(Person("Sam", 35).isOlderThan(Person("Amy", 42)))  
false  
>>> println(Person("Sam", 35).isOlderThan(Person("Jane")))  
null
```



Conversiones de números

```
val i = 1  
val l: Long = i
```



Error: type mismatch

```
val i = 1  
val l: Long = i.toInt()
```

Tipos base “Any” and “Any?”

```
val answer: Any = 42
```



“Unit”: el “void” de Kotlin

```
fun f(): Unit { ... }
```

```
fun f() { ... } ←
```

**Explicit Unit declaration
is omitted**

“Unit”: el “void” de Kotlin

```
interface Processor<T> {  
    fun process(): T  
}  
  
class NoResultProcessor : Processor<Unit> {  
    override fun process() {  
        // do stuff  
    }  
}
```

Returns Unit, but you
omit the type specification

You don't need an
explicit return here.

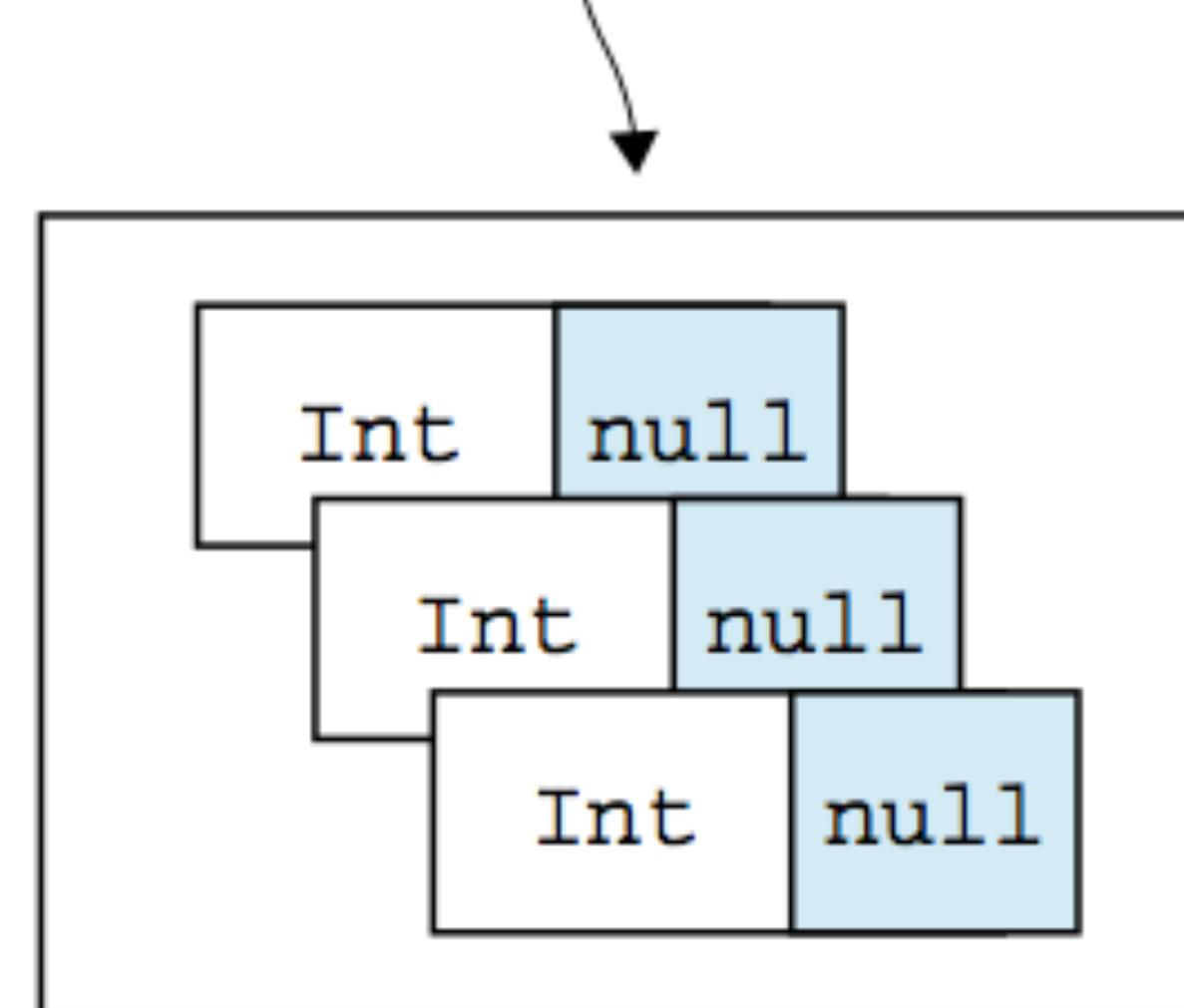


Tipo Nada

```
fun fail(message: String): Nothing {  
    throw IllegalStateException(message)  
}
```

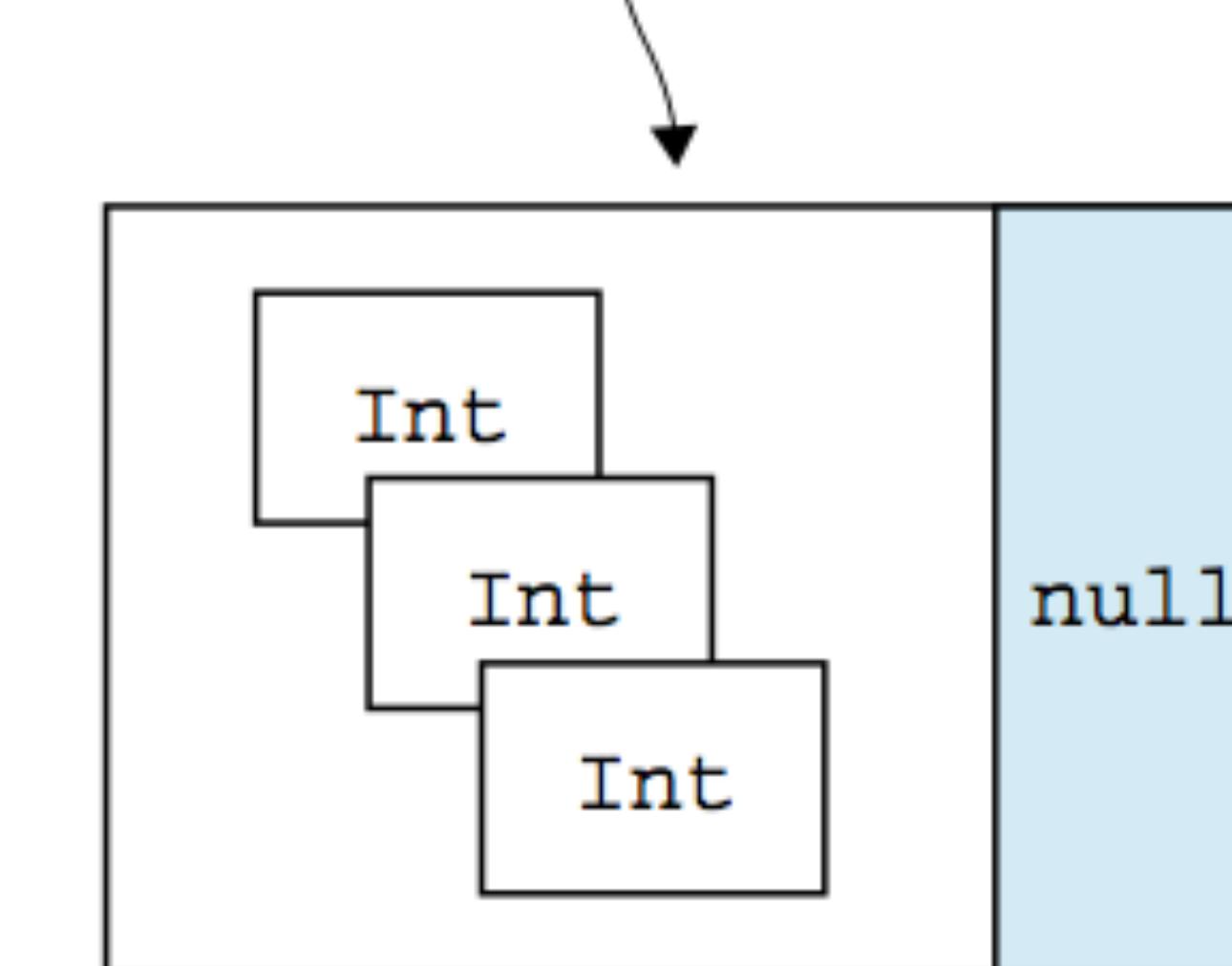
Nullability and collections

Individual values are nullable within the list.



`List<Int?>`

Entire list is nullable.



`List<Int>?`

Read-only and mutable collections

