

How to build an application in Kotlin?

September 18th @UtrechtJUG!



Who Am I?

- Paulien van Alst, software engineer @OpenValue
- Data science, simplifying code & new coding languages
- Used to play rugby
- You can find me on Twitter!



Better software, faster.

```
DECLARE  
* VARIABLE2  
BEGIN  
  FOR i IN (SELECT *  
            FROM table  
            WHERE x < 100) LOOP  
    IF (i.x = 10) THEN  
      NULL;  
    END IF;  
    J250_OUTPUT.put_line(i, text);  
  END LOOP;  
END;
```



Some facts about Kotlin

- Statically-typed language running on the JVM
- As of android studio 3.0: Fully supported programming language
- User chooses the code to be compiled to java 6 or 8

Aim of the workshop

- Develop a web-app using Kotlin and discover some (useful) features of the language.

Disclaimer: *all the features shown, should always be used with care*

- Everything you are used to in the ****Java ecosystem**** are ****staying the same****, only the (business) logic will be written in Kotlin.

Do you want more...

- - ****This is just a preview****: if you want more: we do offer a training session for two days: you can contact Roy Wasse for more details (roy@openvalue.nl) or check our website: www.openvalue.nl
- This workshop will also be given at JFall

What are you going to build ?

- You will be starting to build an application that is keeping track of the events in a rugby game.
- ****Yes, this won't be a HelloWorld app ;)****
- It is better to be doing the workshop on IntelliJ and not in Eclipse
- Have JDK 8 in the scope of your terminal

How are you going to build it?

Each exercise is one branch and can be done independently of each other

- Exercise 1 : (data) classes, collections and types
- Exercise 2 : inheritance, interfaces and extension functions
- Exercise 3 : how to integrate Kotlin with Spring



Check out the code

- Fork the project: <https://github.com/PaulienVa/rugbymatch.git>

Then -> [git clone https://github.com/YOUR-USERNAME/rugbymatch.git](https://github.com/YOUR-USERNAME/rugbymatch.git)

- On `master` you can find the `README.md` with the instruction
- You won't find any code on master, to start with the exercise please checkout the corresponding branches (`Ex1`, `Ex2` or `Ex3`)

HAPPY CODING!