



# Ízelítő a Kotlin nyelvű Android fejlesztésből

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# Háttér

- JetBrains
  - 2010: fejlesztés kezdete
  - 2016 február: Kotlin 1.0
- JVM nyelv
  - Java 6-os bytecode-ra fordul
  - 100%-os együttműködés Java kóddal

# Használat

- A megszokott környezetben használható
- Android Studio plugin
- 4 sor a Gradle build fájlba
  - Kis méretű runtime és stdlib (<1 MB)
- Fájlonként adoptálható
  - Új kód Kotlinban
  - Meglévő Java kód refaktorálása

Kotlin gyorsstalpaló

# Változók

*// Kotlin*

**var** x: Int = 1

**val** x = 1

*// Java*

**int** x = 1;

**final int** x = 1;

# Függvények

```
fun add(a: Int, b: Int): Int {  
    return a + b  
}
```

# Osztály deklaráció

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

# Osztály deklaráció

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



# Az osztály Java megfelelője

```
public class Person {  
  
    private final String name;  
    private int age;  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public int getAge() {  
        return age;  
    }  
  
    public void setAge(int age) {  
        this.age = age;  
    }  
  
}
```

# Data class

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

# A data class Java megfelelője

```
public class Person {  
  
    private final String name;  
    private int age;  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public int getAge() {  
        return age;  
    }  
  
    public void setAge(int age) {  
        this.age = age;  
    }  
}
```

```
    public String toString() {  
        return "Person{" +  
            "name='" + name + '\'' +  
            ", age=" + age +  
            '}';  
    }  
  
    public boolean equals(Object o) {  
        if (this == o) return true;  
        if (o == null || getClass() != o.getClass())  
            return false;  
  
        Person person = (Person) o;  
  
        if (age != person.age) return false;  
        return name != null ? name.equals(person.name)  
            : person.name == null;  
    }  
  
    public int hashCode() {  
        int result = name != null ? name.hashCode() : 0;  
        result = 31 * result + age;  
        return result;  
    }  
}
```

# Data class - összefoglaló

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

```
public class Person {  
    private final String name;  
    private int age;  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public int getAge() {  
        return age;  
    }  
  
    public void setAge(int age) {  
        this.age = age;  
    }  
  
    public String toString() {  
        return "Person{" +  
            "name='" + name + '\'' +  
            ", age=" + age +  
            '}';  
    }  
  
    public boolean equals(Object o) {  
        if (this == o) return true;  
        if (o == null || getClass() != o.getClass()) return false;  
  
        Person person = (Person) o;  
  
        if (age != person.age) return false;  
        return name != null ? name.equals(person.name) : person.name == null;  
    }  
  
    public int hashCode() {  
        int result = name != null ? name.hashCode() : 0;  
        result = 31 * result + age;  
        return result;  
    }  
}
```

Példák

# Property hozzáférések

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

```
// Kotlin
```

```
val person = Person("Sam", 41)
```

```
println(person.name)
```

```
person.age = 42
```

# Property hozzáférések

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

```
// Java
```

```
Person person = new Person("Sam", 41);
```

```
System.out.println(person.getName());
```

```
person.setAge(42);
```

# Property hozzáférések

*// Java*

```
recyclerView.setAdapter(adapter);  
recyclerView.setDrawingCacheEnabled(true);  
recyclerView.setDrawingCacheQuality(QUALITY_HIGH);
```

*// Kotlin*

```
recyclerView.adapter = adapter  
recyclerView.isDrawingCacheEnabled = true  
recyclerView.drawingCacheQuality = QUALITY_HIGH
```



# Extension function

```
button.setVisibility(View.GONE)
```

```
button.visibility = View.GONE
```

```
button.hide()
```

```
fun View.hide() {  
    this.visibility = View.GONE  
}
```

# Extension function

```
// Android.kt
```

```
package util.extensions
```

```
import android.view.View
```

```
fun View.show() {  
    this.visibility = View.VISIBLE  
}
```

```
fun View.hide() {  
    this.visibility = View.GONE  
}
```

# Kotlin Android Extensions

```
// activity_login.xml
```

```
<Button android:id="@+id/btnLogin" />
```

```
<WebView android:id="@+id/webview" />
```

```
// LoginActivity.kt
```

```
import kotlinx.android.synthetic.main.activity_login.*
```

```
import util.extensions.*
```

```
fun showWebView() {  
    webview.show()  
    btnLogin.hide()  
}
```

# Lambda kifejezések

```
fun useNumber(number: Int, operation: (Int) -> Unit) {  
    operation(number)  
}
```

```
useNumber(5, { x -> println(x * 2) })
```

```
useNumber(5) { x -> println(x * 2) }
```

```
useNumber(5) { println(it * 2) }
```

# SAM conversion

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

# SAM conversion

```
btnLogin.setOnClickListener(  
    object : View.OnClickListener {  
        override fun onClick(v: View) {  
            presenter.startLogin()  
        }  
    }  
)
```

```
btnLogin.setOnClickListener {  
    presenter.startLogin()  
}
```

# SAM conversion

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

```
btnLogin.setOnClickListener {  
    presenter.startLogin()  
}
```

# Lambda + extension function

```
fun buildString(actions: StringBuilder.() -> Unit): String {  
    val builder = StringBuilder()  
    builder.actions()  
    return builder.toString()  
}
```

```
buildString {  
    this.append("Google I/O")  
    append(" Extended")  
}
```



# Deklaratív hierarchia leírás

```
<LinearLayout
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="vertical">

    <EditText
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />

    <Button
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />
</LinearLayout>
```

# Imperatív hierarchia építés

```
LinearLayout linearLayout = new LinearLayout(this);
```

```
EditText editText = new EditText(this);
```

```
Button button = new Button(this);
```

```
button.setOnClickListener(...);
```

```
linearLayout.addView(editText);
```

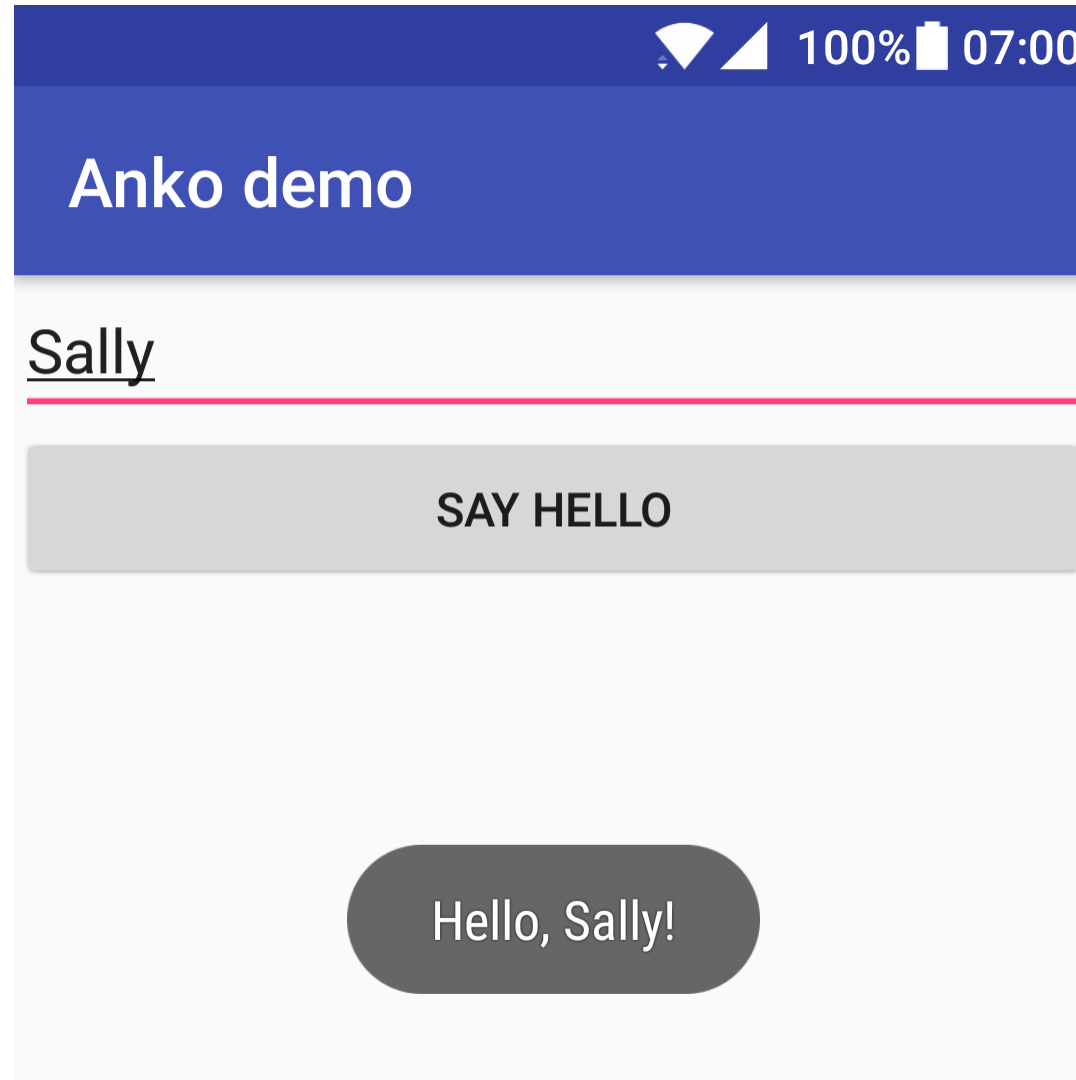
```
linearLayout.addView(button);
```

```
setContentView(linearLayout);
```

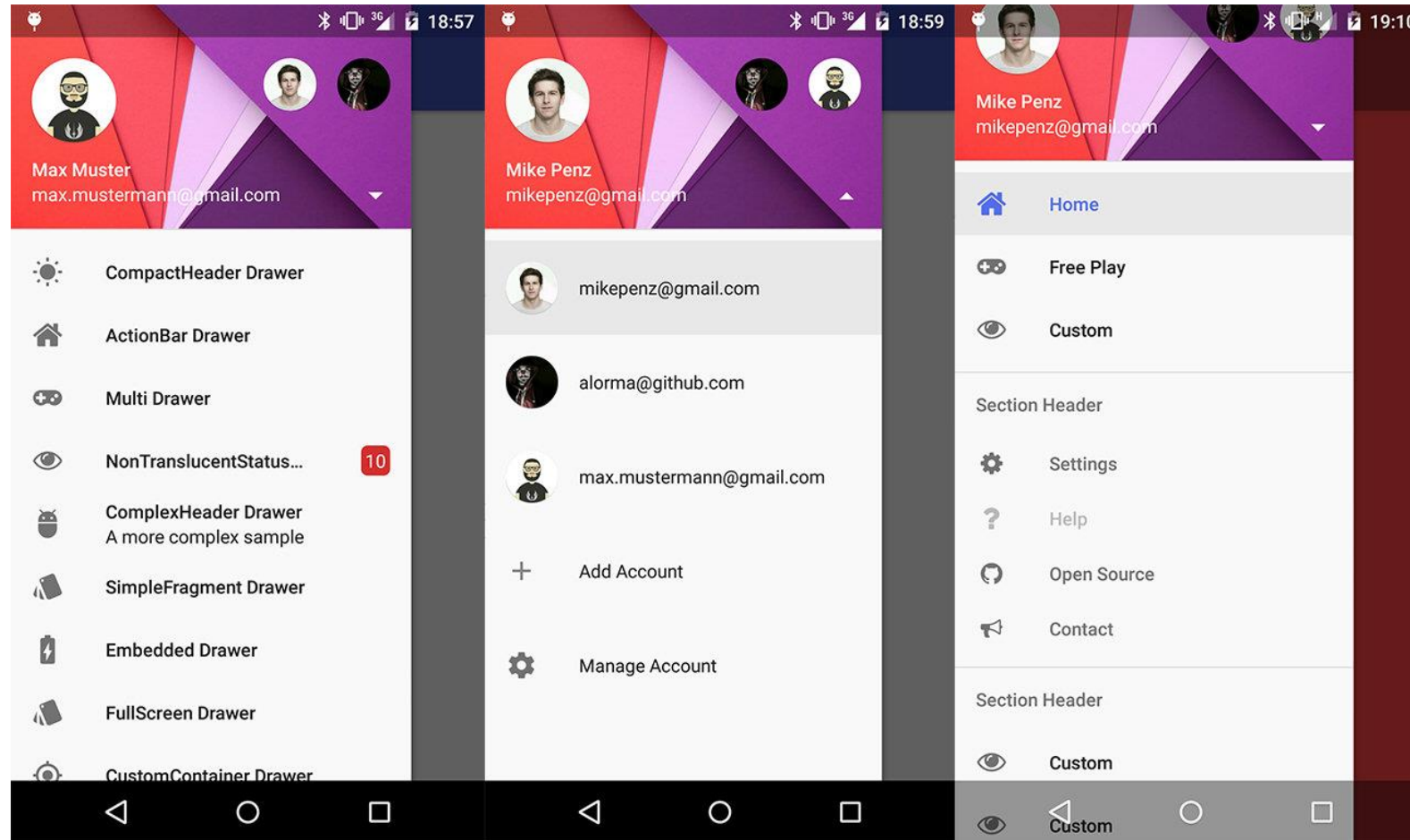
# Anko View DSL

```
override fun onCreate(savedInstanceState: Bundle?) {  
    super.onCreate(savedInstanceState)  
  
    verticalLayout {  
        val name = editText()  
        button("Say Hello") {  
            onClick {  
                toast("Hello, ${name.text}!")  
            }  
        }  
    }  
}
```

# Anko View DSL



# MaterialDrawer

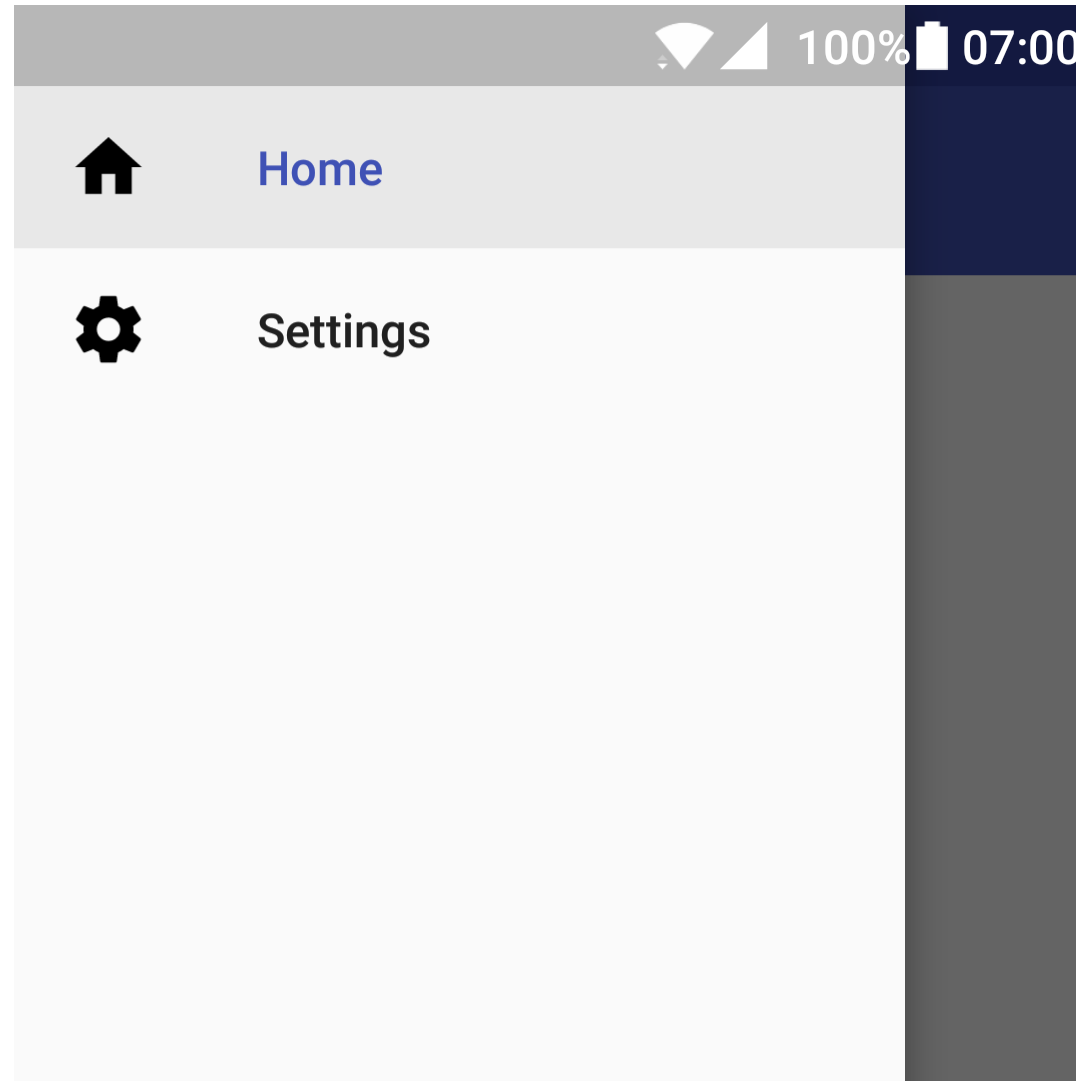


<https://github.com/mikepenz/MaterialDrawer>

# MaterialDrawer

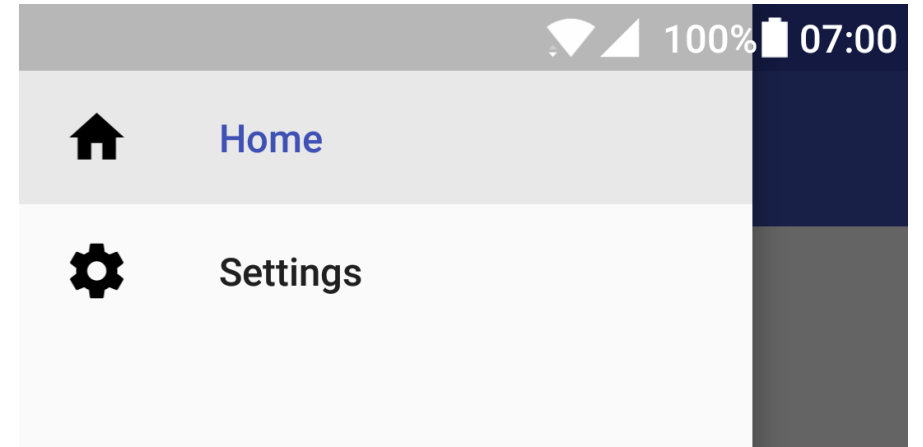
```
new DrawerBuilder(this)  
    .withCloseOnClick(true)  
    .addDrawerItems(  
        new PrimaryDrawerItem()  
            .withName("Home")  
            .withIcon(R.drawable.ic_home),  
        new PrimaryDrawerItem()  
            .withName("Settings")  
            .withIcon(R.drawable.ic_settings)  
    )  
    .build();
```

# MaterialDrawer



# MaterialDrawerKt

```
drawer {  
    closeOnClick = true  
    primaryItem("Home") {  
        icon = R.drawable.ic_home  
    }  
    primaryItem("Settings") {  
        icon = R.drawable.ic_settings  
    }  
}
```



<https://github.com/zsmb13/MaterialDrawerKt>



Levezetés

# Több, mint egy “jobb Java”

- JVM
  - Android
  - Desktop
  - Szerver
- Gradle Script Kotlin
- JavaScript (1.1 óta stabil)
  - Kliens oldal
  - Szerver oldal
- (Native)

# Merre tovább?

- [kotlinlang.org](http://kotlinlang.org)
- Android Development with Kotlin (Jake Wharton)
- 10 Kotlin Tricks in 10(ish) Minutes (Jake Wharton)
- Kotlin in Production (Christina Lee)
- Kotlin – Ready for Production (Hadi Hariri)



# Köszönöm a figyelmet!

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