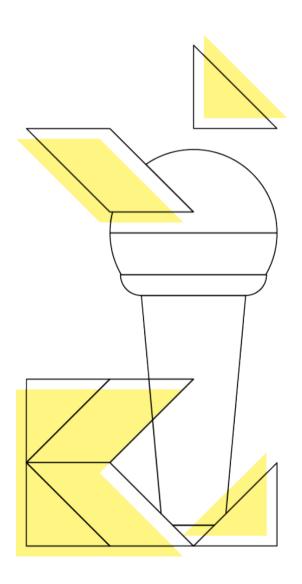




### How to setup a multiplatform project

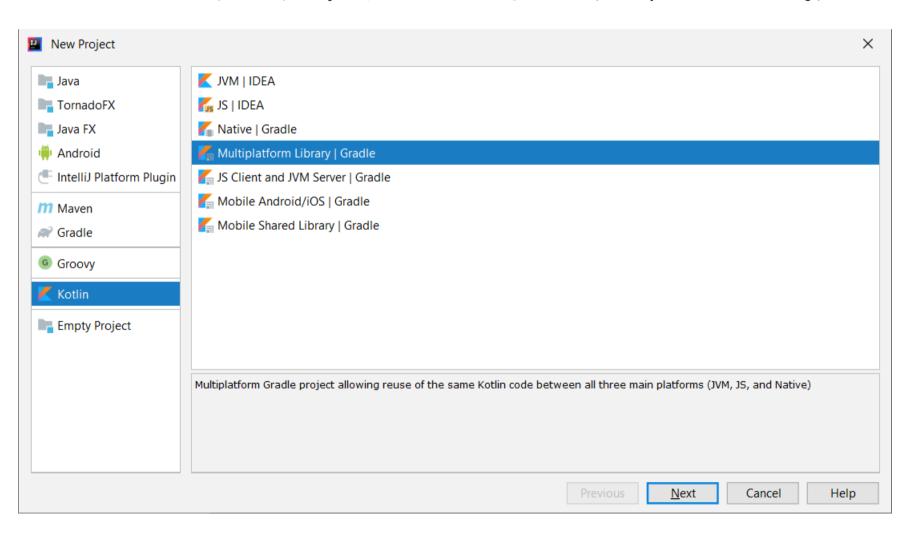
#### **SPEAKER NAME**

Mehmet Ali SICAK CS Teacher, MEB

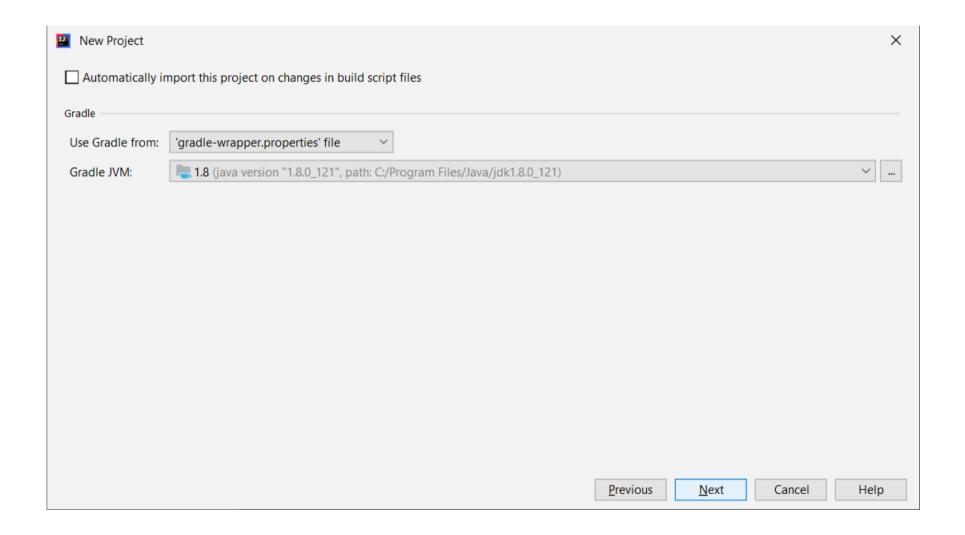


# Your first multi-platform with Kotlin (Setting up a project)

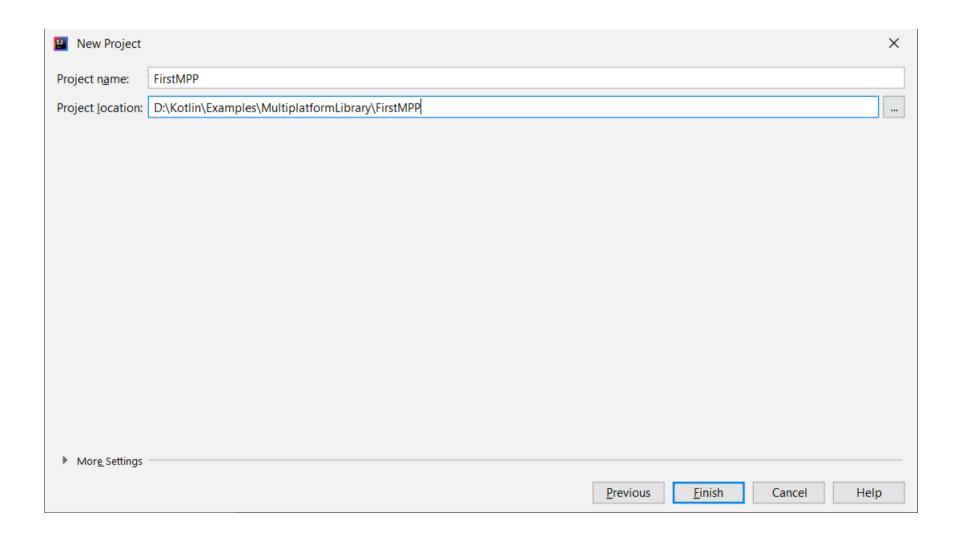
We select File | New | Project, select Kotlin | Kotlin (Multiplatform Library)



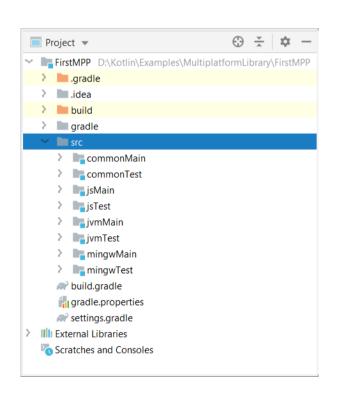
# Your first multi-platform with Kotlin (Setting up a project)



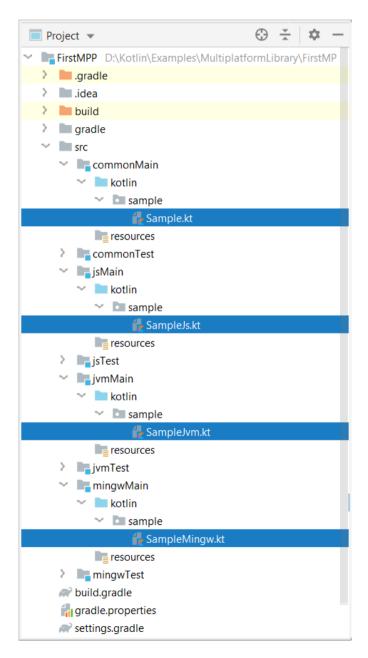
# Your first multi-platform with Kotlin (Setting up a project)



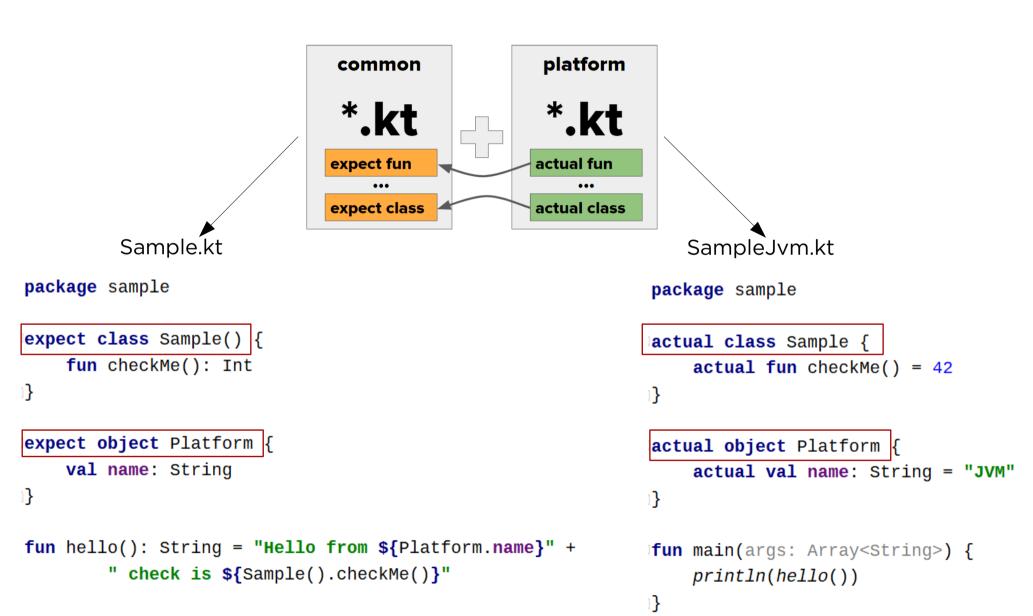
### **Project Structure**







### expect & actual



#### expect & actual

```
SampleJs.kt

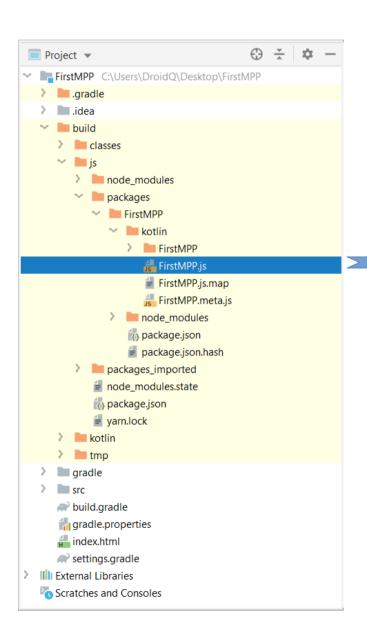
package sample

actual class Sample {
    actual fun myAge() = 24
}

actual object Platform {
    actual val name: String = "Js"
}

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

#### JS



#### FirstMPP.js

```
function hello() {
    return 'Hello from JS' + (' check is ' + (new Sample()).checkMe());
}
function Sample() {
}
Sample.prototype.checkMe = function () {
    return 24;
};
Sample.$metadata$ = {
    kind: Kind_CLASS,
    simpleName: 'Sample',
    interfaces: []
};
function Platform() {
    Platform_instance = this;
    this.name = 'JS';
}
```

### HAPPY HOUR

**THANK YOU** 

