

**KOTLIN /  
Everywhere**  
Turkey KUG

# WELCOME

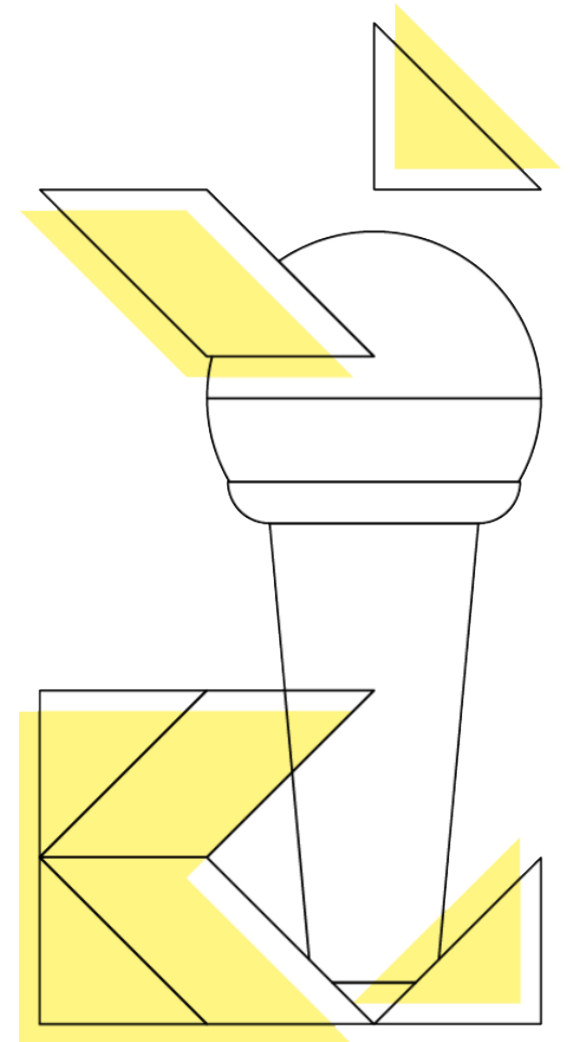


# Introduction to Kotlin/Multiplatform

## **SPEAKER NAME**

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CS Teacher, MEB



# Kotlin Targets



JVM



Android



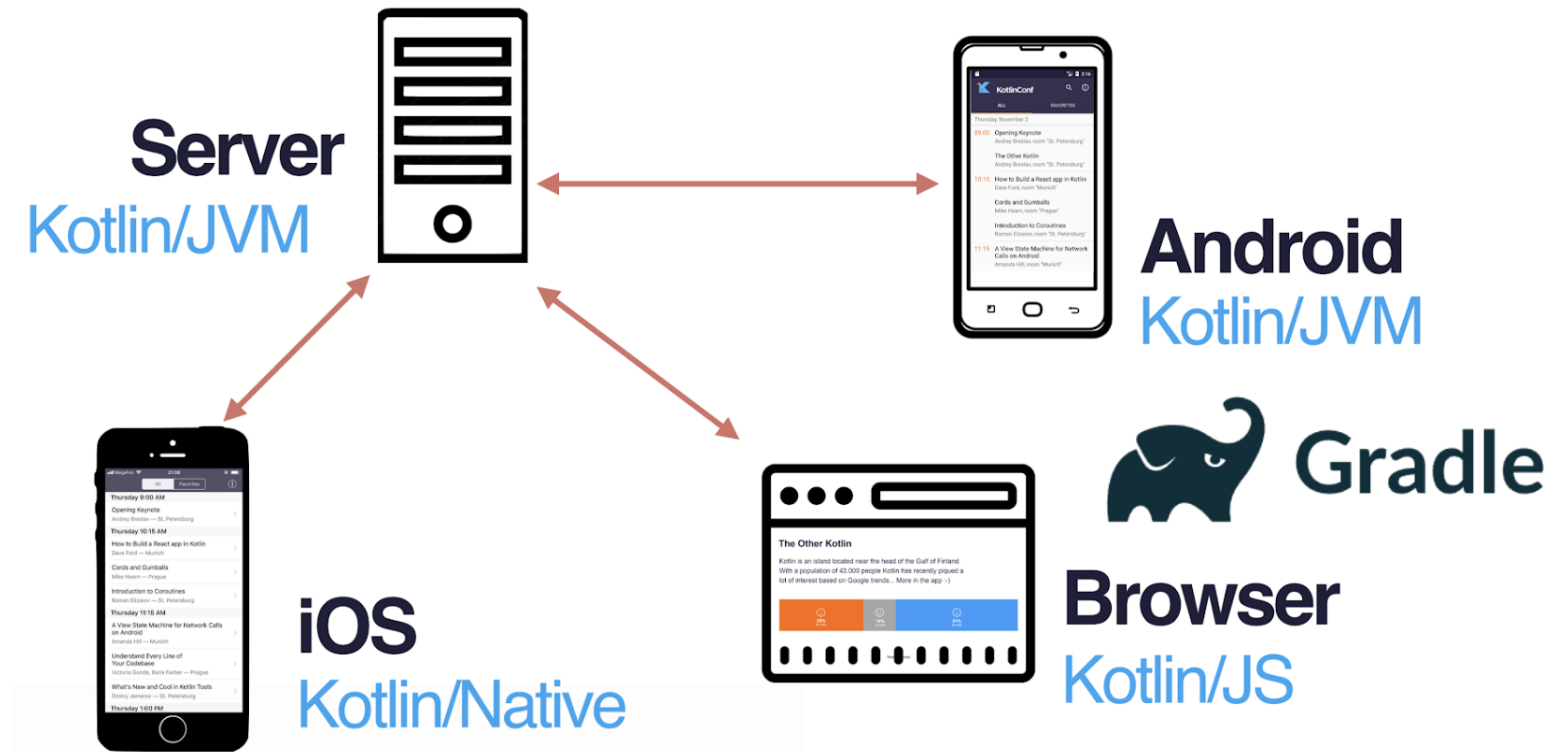
Browser



Native

Working on all platforms is an explicit goal for Kotlin.

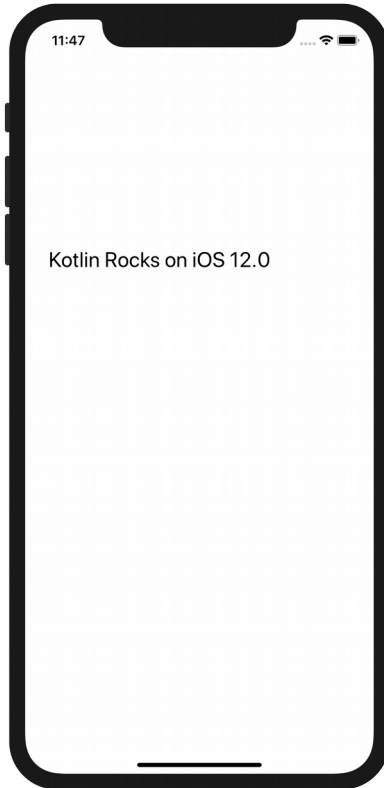
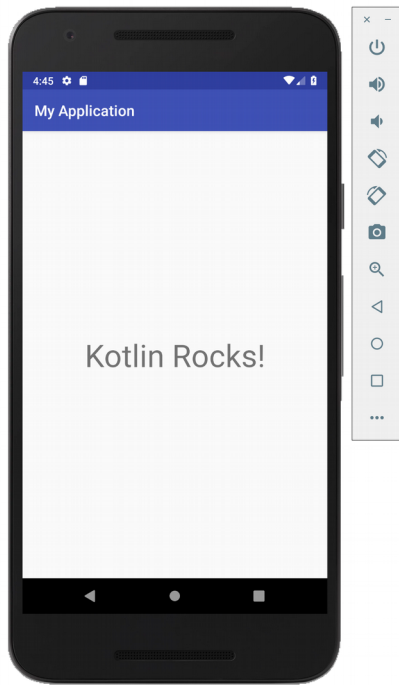
# Multiplatform Kotlin



A much more important goal: sharing code between platforms.

With support for JVM, Android, JavaScript, iOS, Linux, Windows, Mac and even embedded systems like STM32

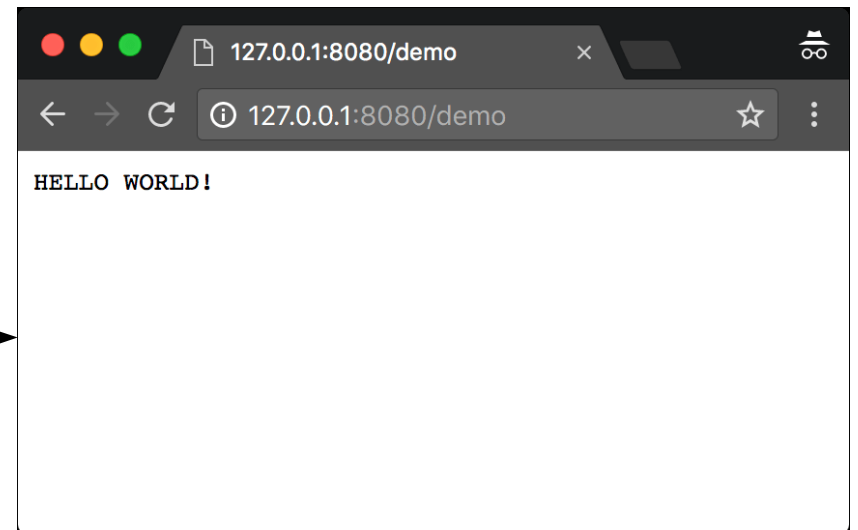
# Use cases



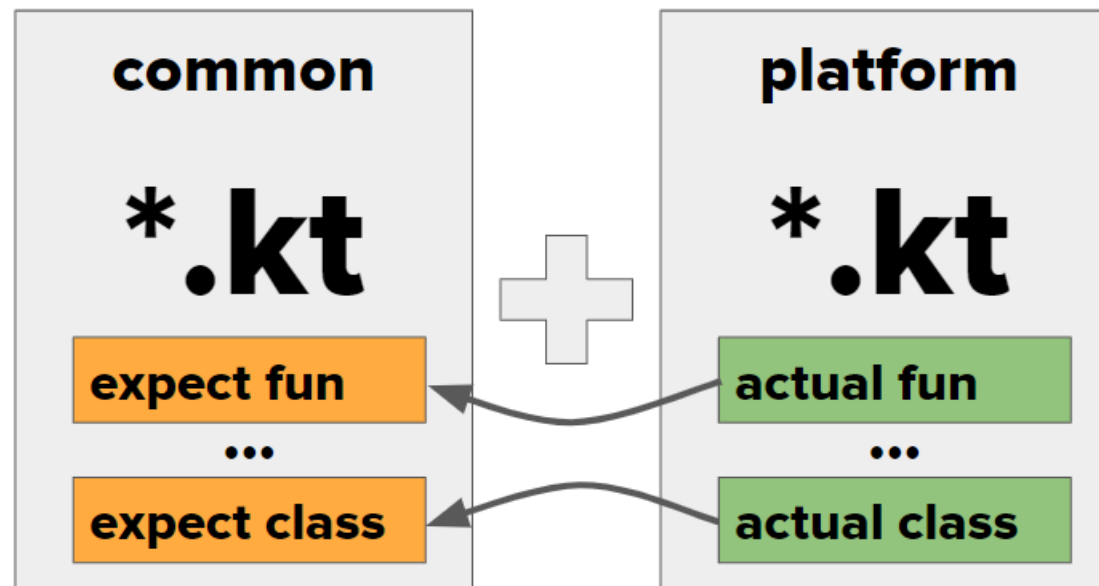
iPhone XR - 12.0

← Android — iOS

Client — Server →



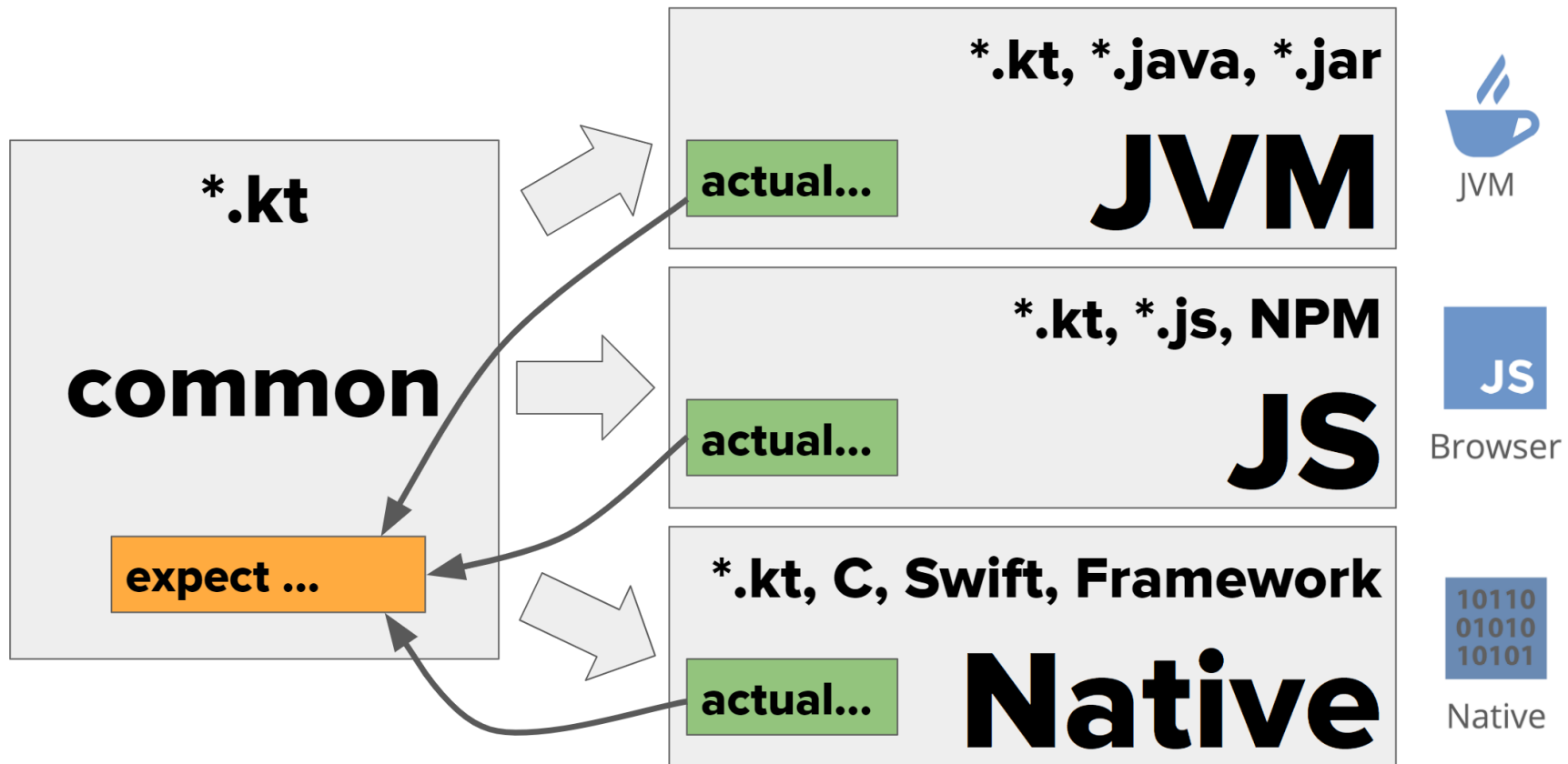
# expect & actual



**expect keyword:** we can use the expect keyword to declare that a method will be implemented separately on each platform.

**actual keyword:** handle the message in an appropriate manner by using Kotlin bindings of platform-specific APIs

# expect & actual



# How it works

Uses LLVM (5.0) to target multiple platforms

Provides runtime guarantees

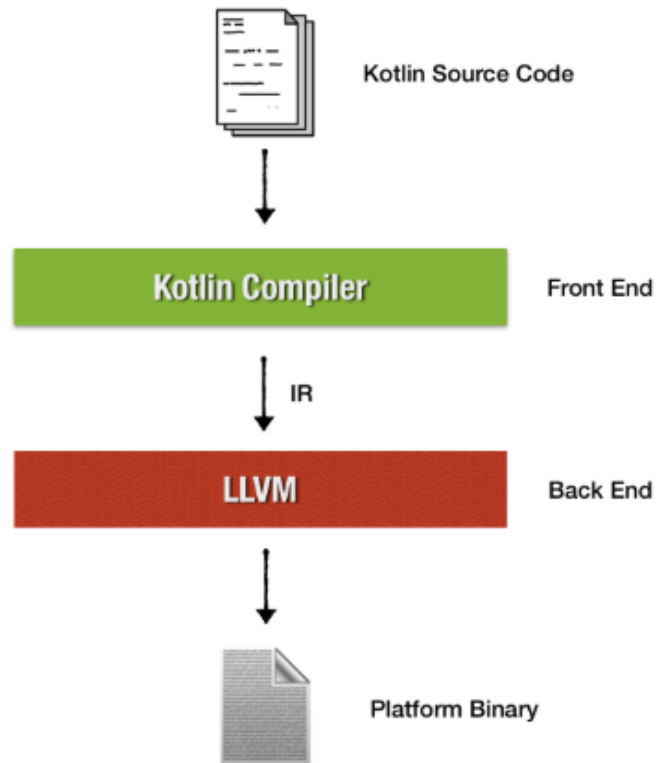
Exceptions, Memory Management

Interop with C/Objective-C (Swift) using libclang

Platform libraries (POSIX, Apple Frameworks, Win32, W3C DOM, etc.)



# How it works?



# Useful Links

- <https://github.com/kotlin-hands-on/intro-kotlin-multiplatform>
- <https://kotlinlang.org/docs/reference/multiplatform.html>

# HAPPY HOUR

THANK YOU

