

**KOTLIN /  
Everywhere**

Turkey KUG

# WELCOME

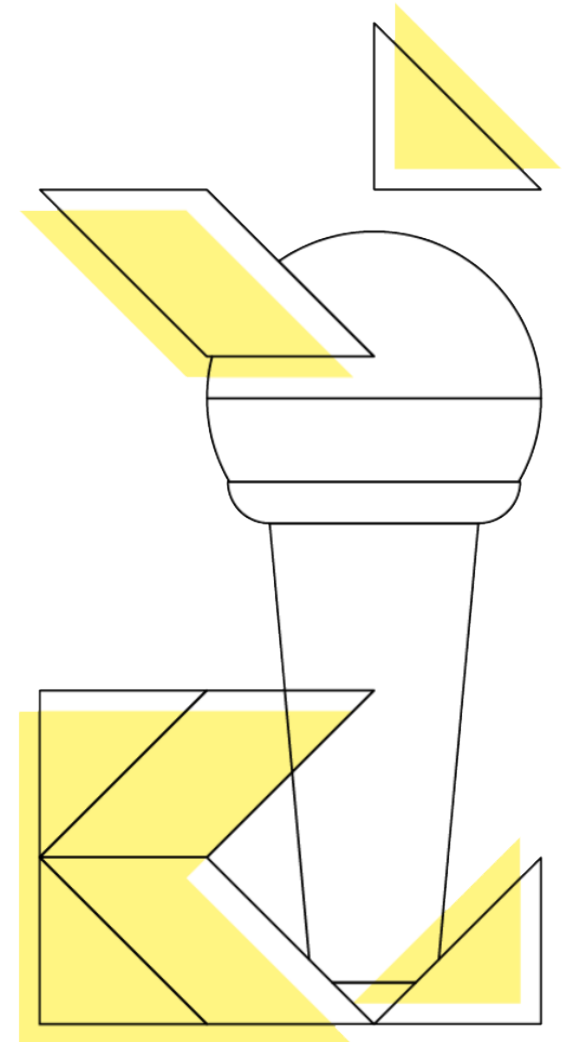


# Intro to Kotlin/Native

## **SPEAKER NAME**

Mehmet Ali SICAK

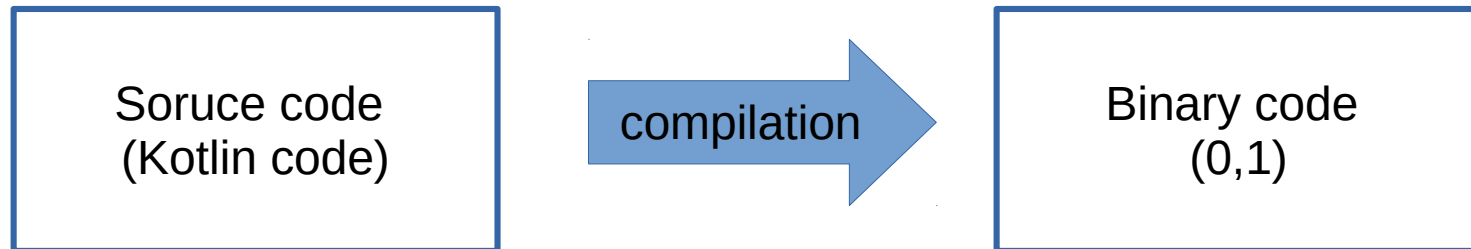
CS Teacher, MEB



# Why Kotlin/Native

The Kotlin/Native compiler is available for macOS, Linux, and Windows.

Kotlin/Native is primarily designed to allow compilation for platforms where virtual machines are not desirable or possible, for example, embedded devices or iOS.



# Kotlin/Native

*It supports different targets including*

iOS (arm32, arm64, simulator x86\_64),

Windows (mingw32 and x86\_64),

Linux (x86\_64, arm64, MIPS),

macOS (x86\_64),

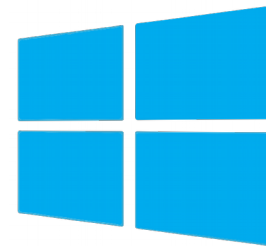
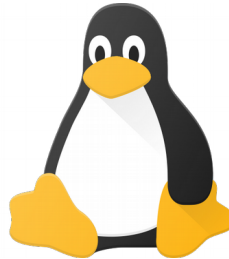
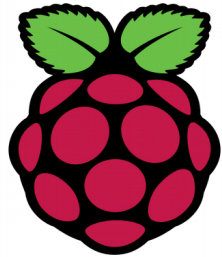
Raspberry Pi,

SMT32,

WASM.

# Targets

We can target  
3 OS for Desktop,  
the 2 most popular OS for mobile,  
and Raspberry Pi!



# Useful Links

- <https://kotlinlang.org/docs/tutorials/native/basic-kotlin-native-app.html>
- [https://play.kotlinlang.org/hands-on/Introduction%20to%20Kotlin%20Native/01\\_Introduction](https://play.kotlinlang.org/hands-on/Introduction%20to%20Kotlin%20Native/01_Introduction)

# HAPPY HOUR

THANK YOU

