

# Building a multiplatform Al Chat Bot

Alexander Sysoev Software Developer at Kotlin Open Source Ecosystem







Statically typed language



- Statically typed language
- Developed by JetBrains and Open Source Contributors





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- Cross-platform





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- Official language for Android development





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- Official language for Android development
- Awesome



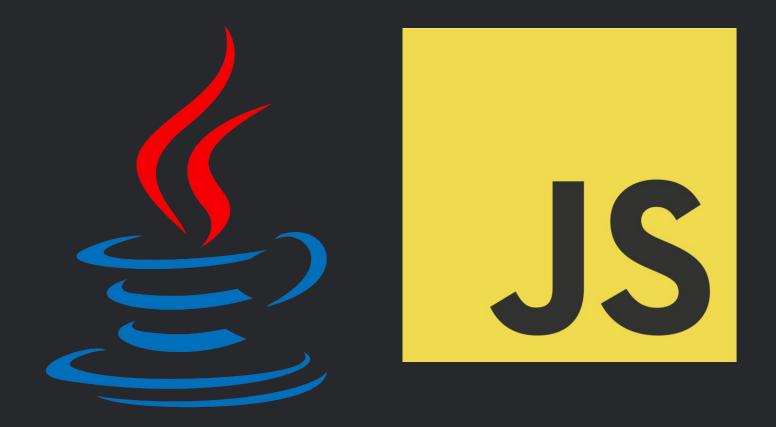


Multiplatform

- Multiplatform
  - o Jvm



- Multiplatform
  - o Jvm
  - o Js



- Multiplatform
  - o Jvm
  - o Js
  - Wasm







- Multiplatform
  - o Jvm
  - o Js
  - o Wasm
  - Native







- Multiplatform
  - o Jvm
  - o Js
  - o Wasm
  - Native
    - Apple (iOS, macOS, tvOS, watchOS)



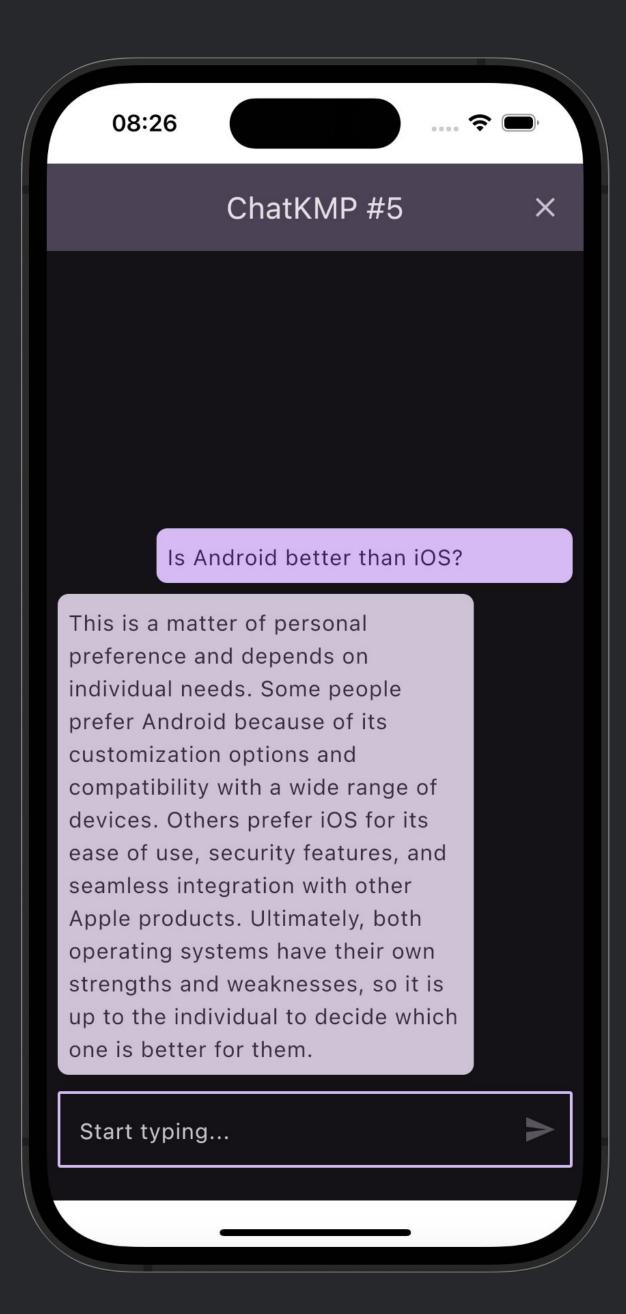
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    - Apple (iOS, macOS, tvOS, watchOS)
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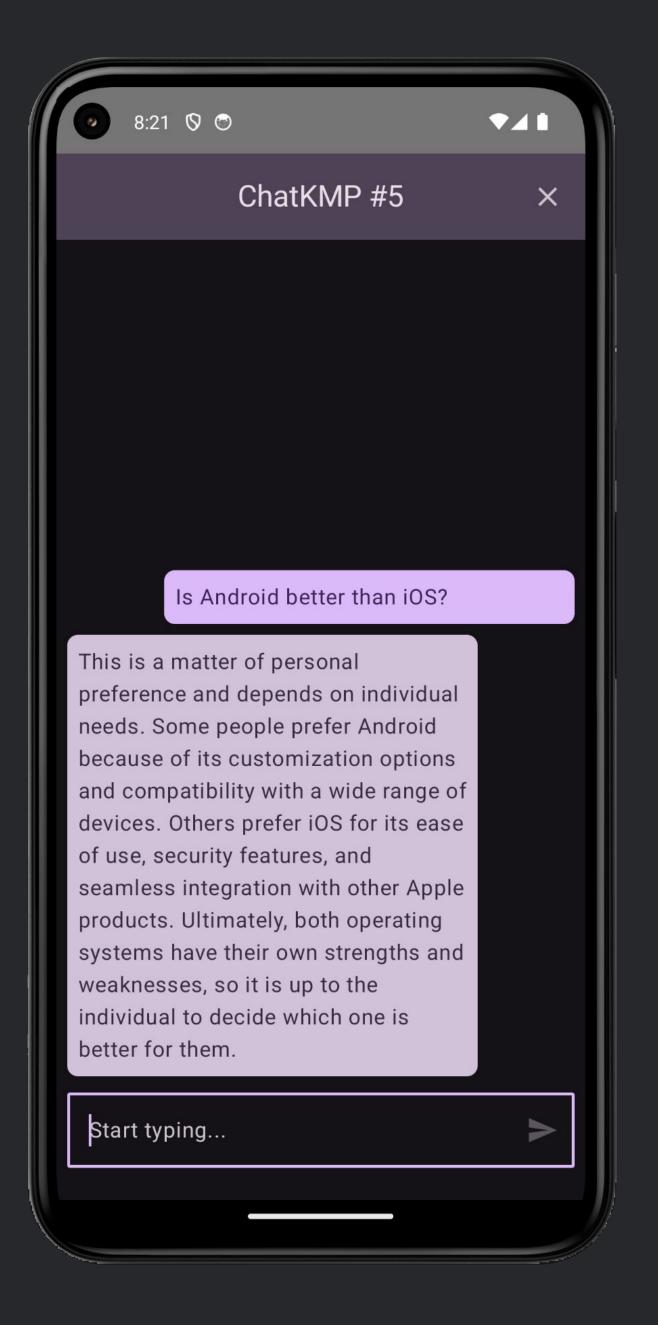


- Multiplatform
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  - Native
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    - Windows
    - Linux



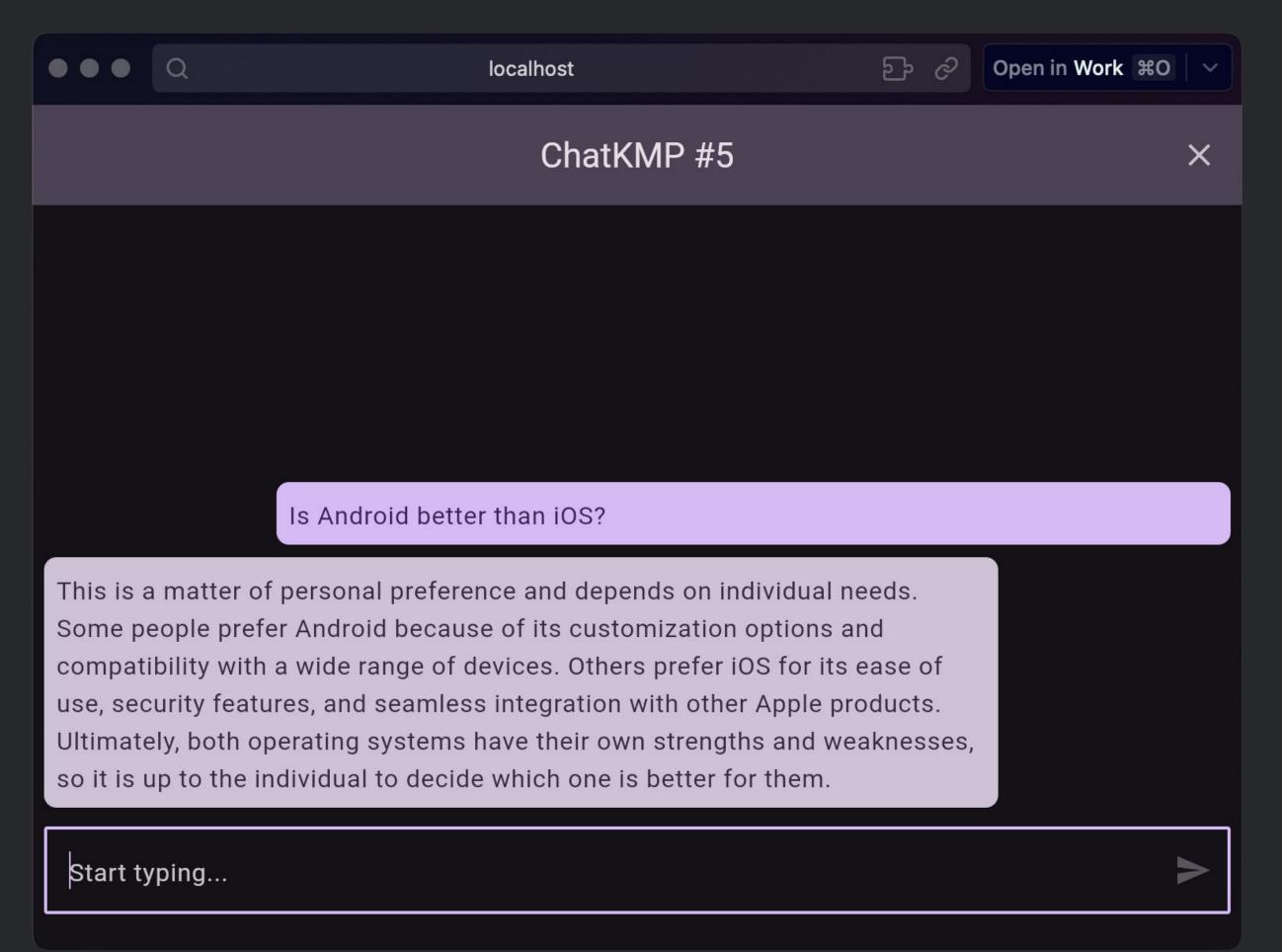
#### What about the Al Chat Bot?

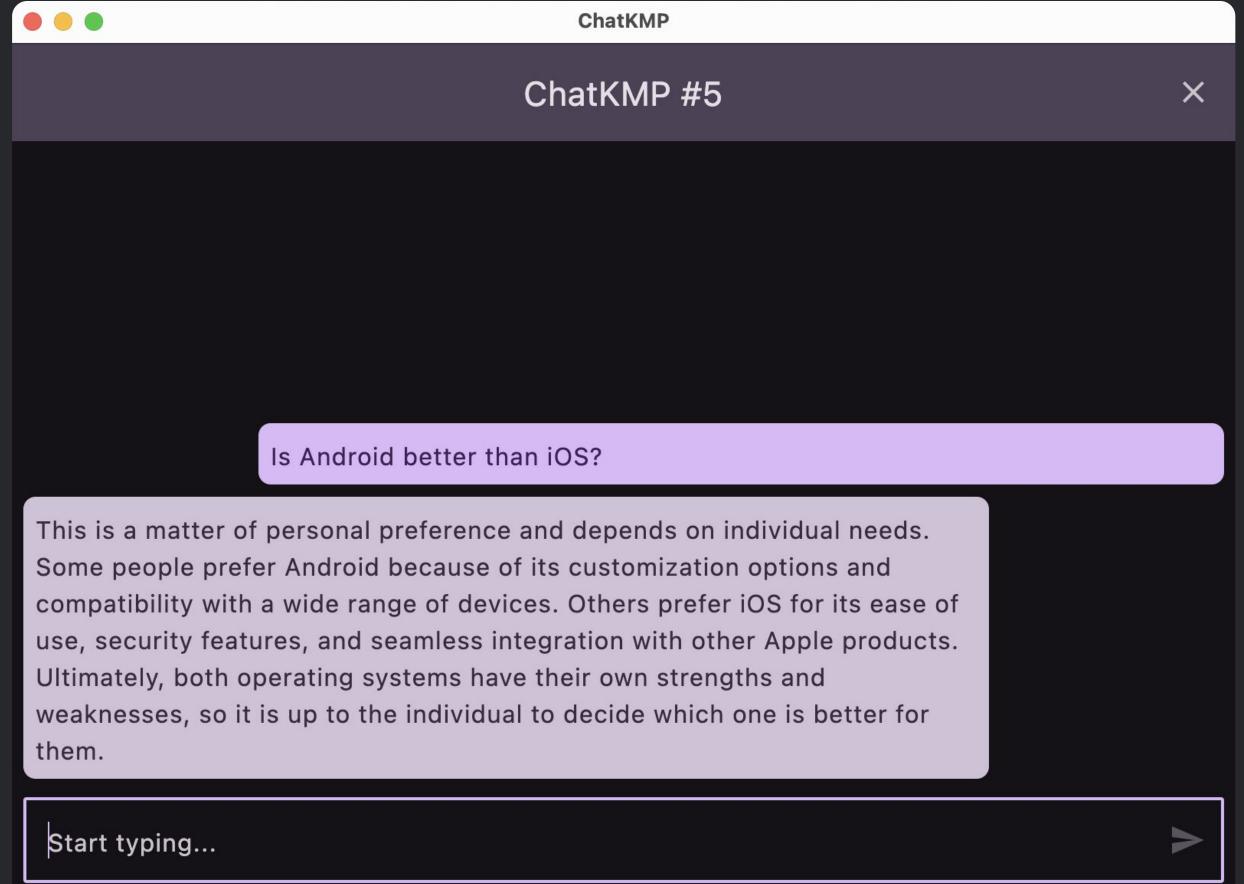




iOS

Android





Web

Desktop

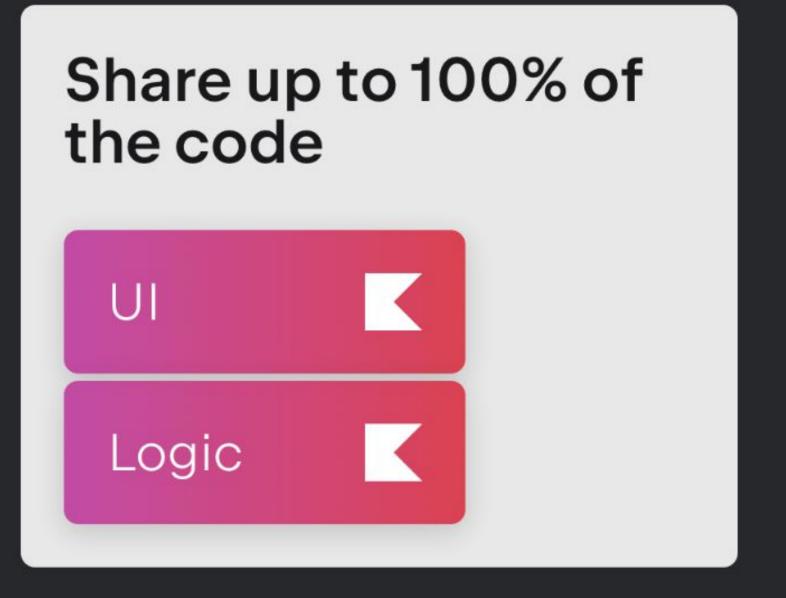
Kotlin

Kotlin Multiplatform

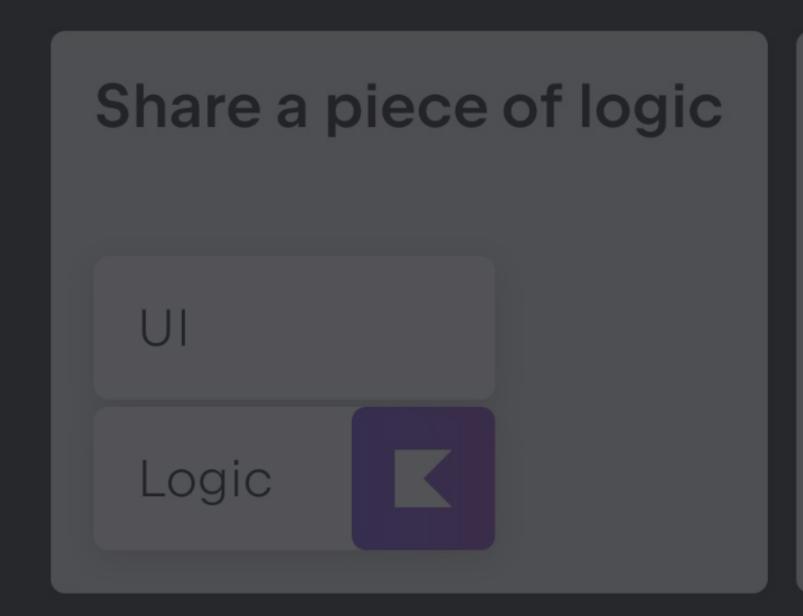
Kotlin Multiplatform

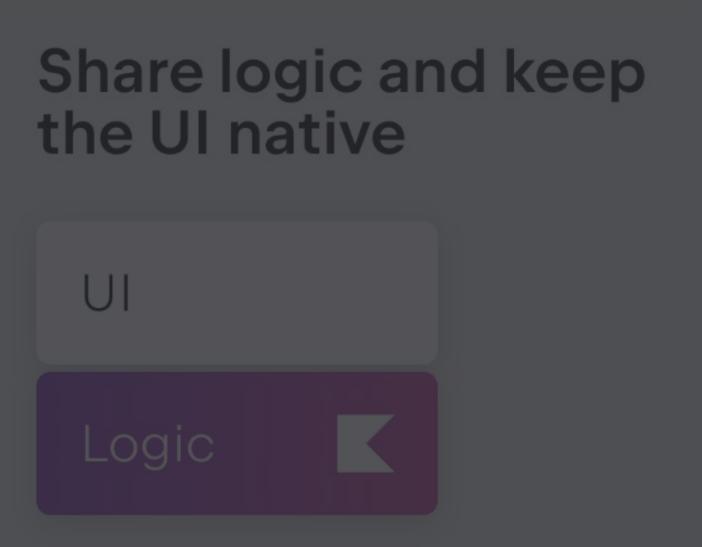


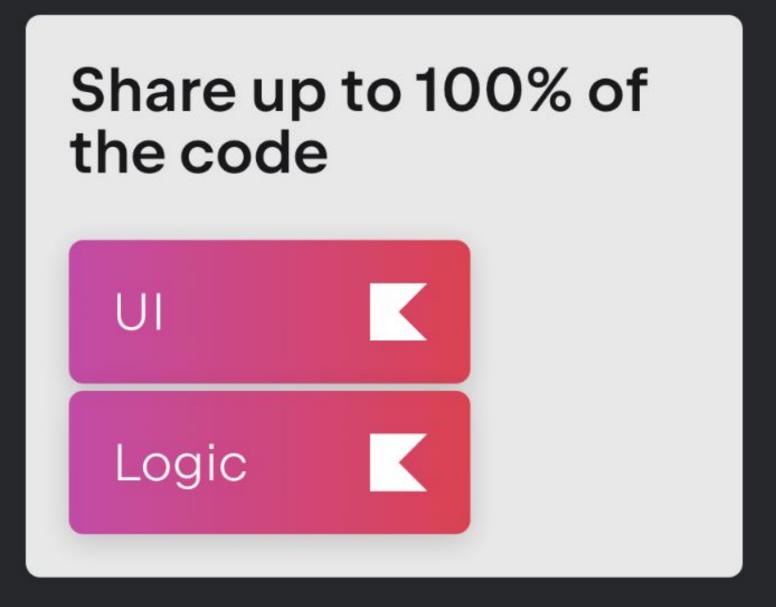




Kotlin Multiplatform

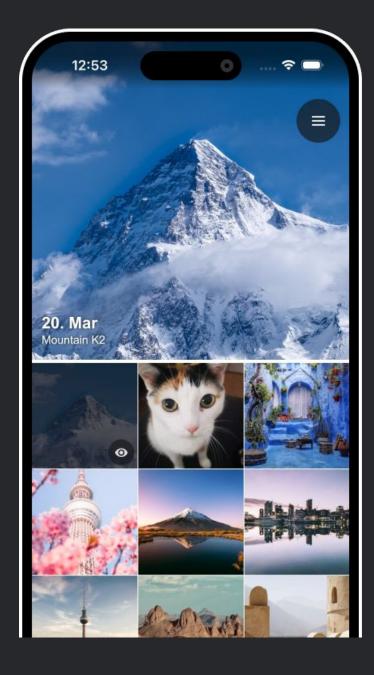


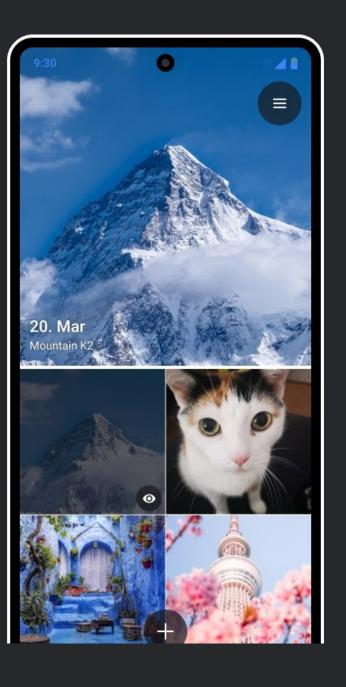


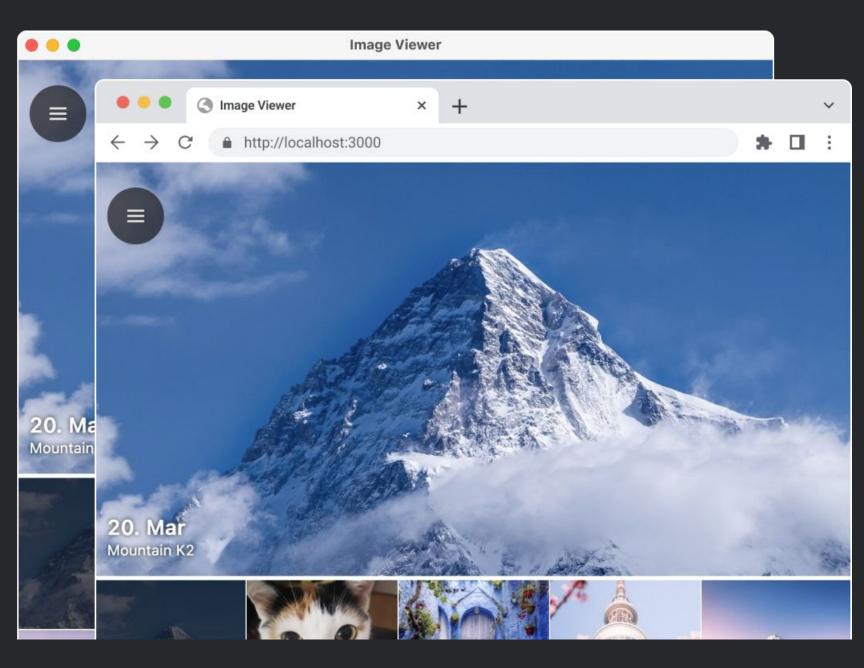




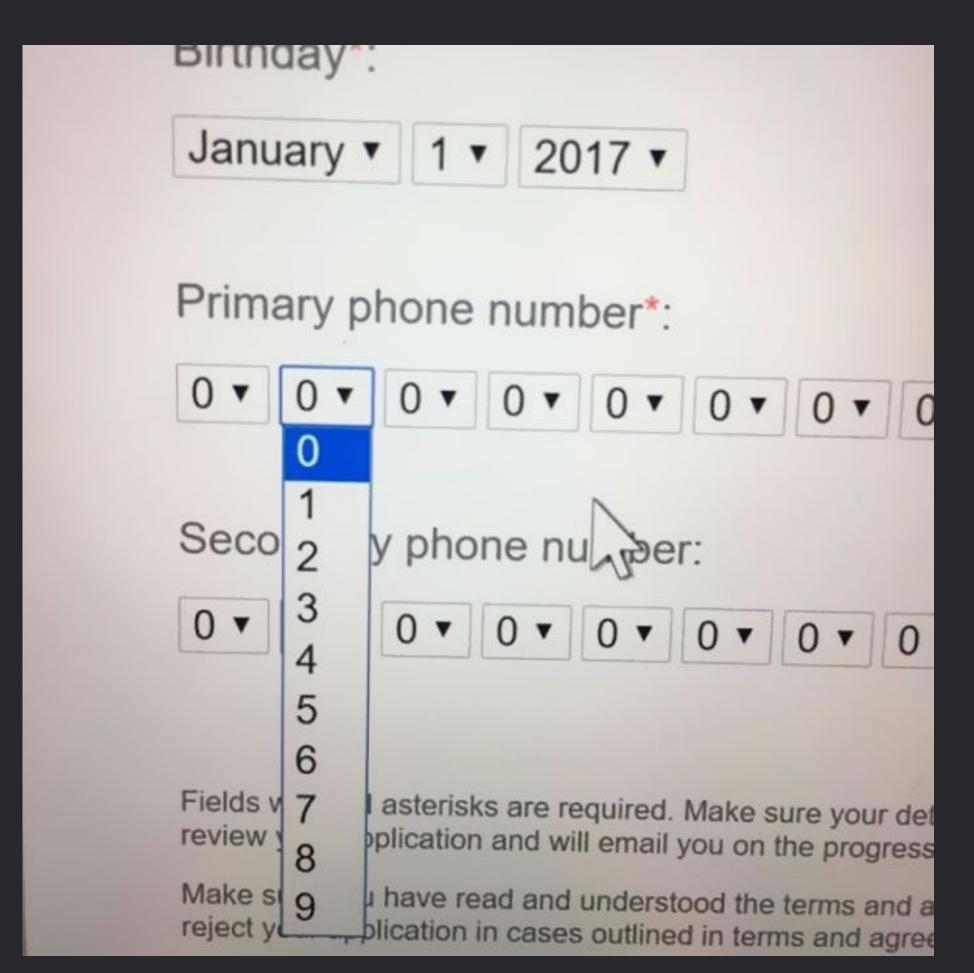
- Kotlin Multiplatform
- Compose Multiplatform







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- No UI Design skills



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- Compose Multiplatform
- No UI Design skills
- Use cool tooling!
- Experiment!



## Development

### How to start?

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We need a place to write code!





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# Basic setup

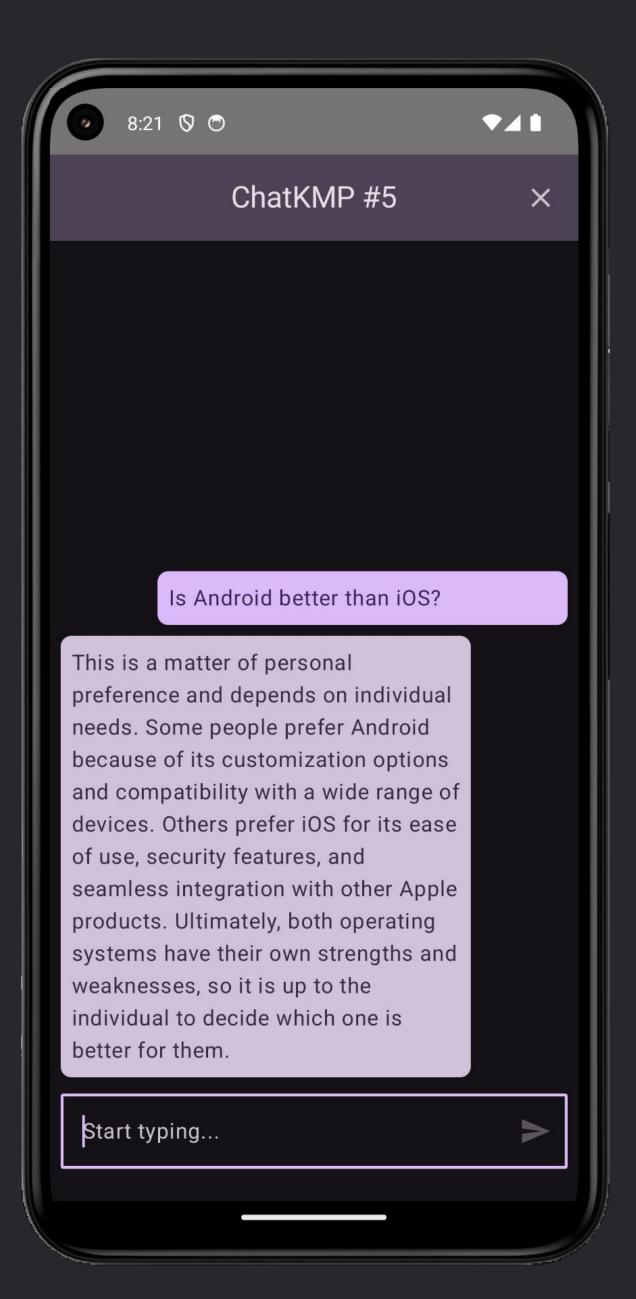
Mobile emulators

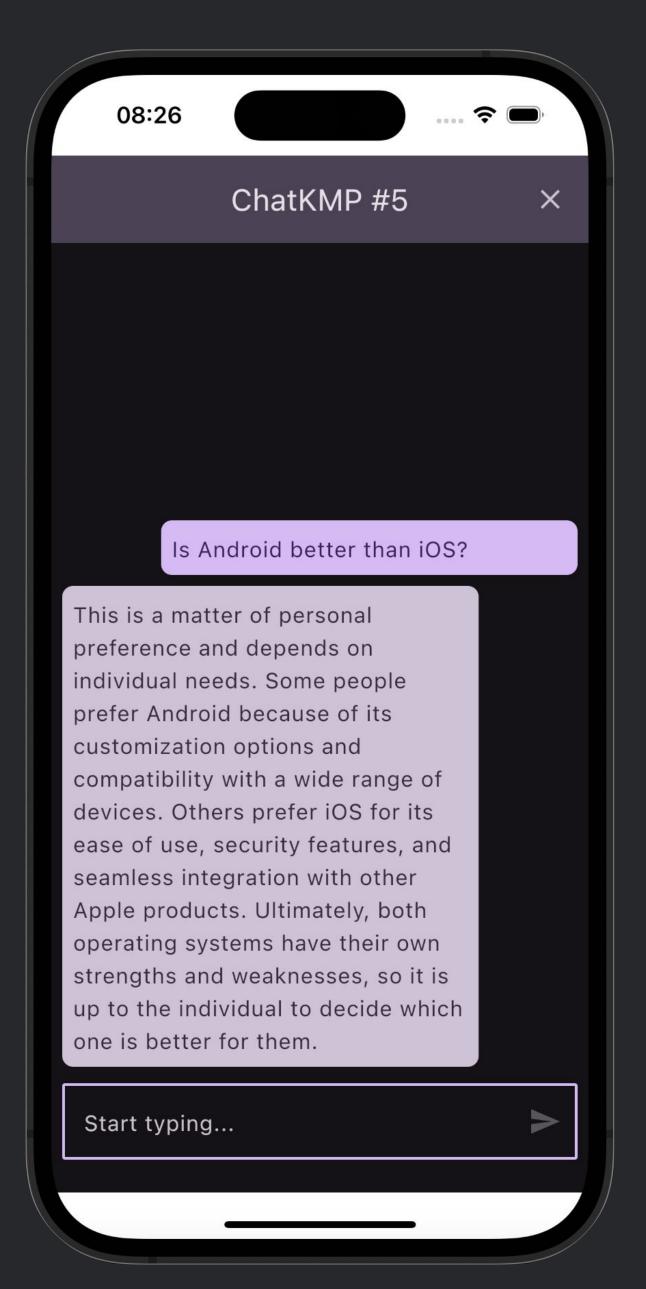
## Basic setup



#### Mobile emulators

Setup in Android Studio and Xcode





Android

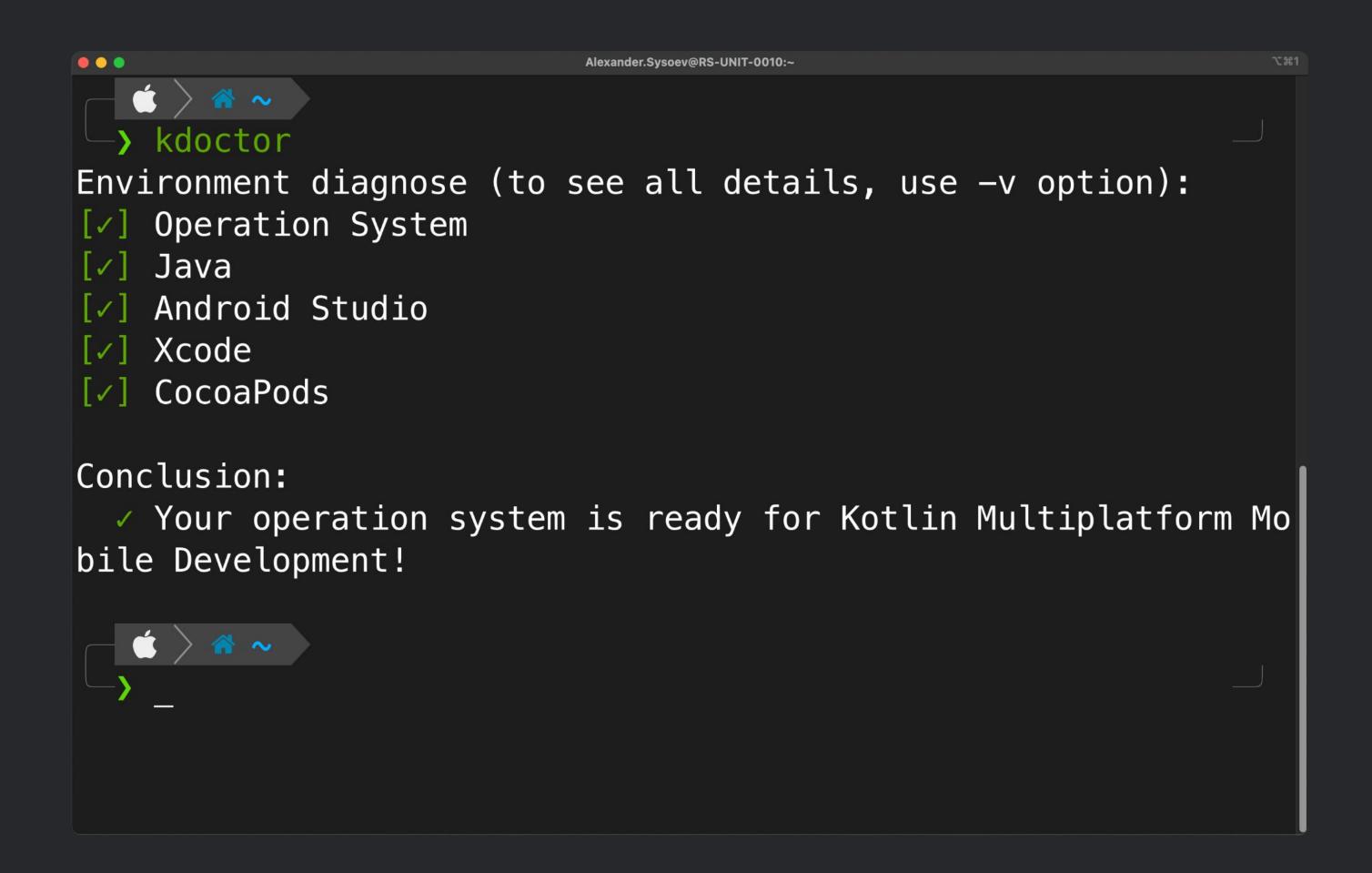
iOS

## Basic setup



#### Mobile emulators

- Setup in Android Studio and Xcode
- Verify setup with kdoctor

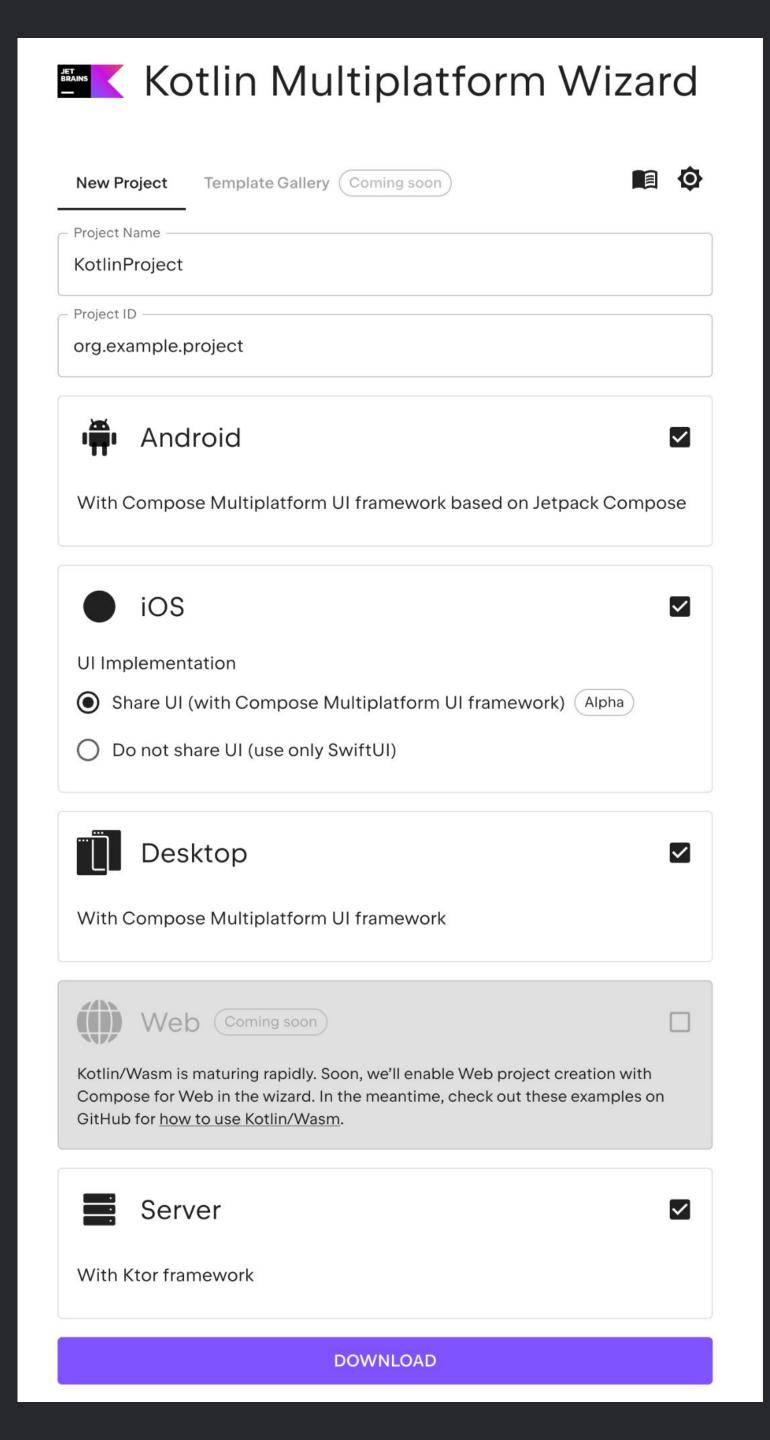


# Start coding!

## Start coding!

#### Project wizard

https://kmp.jetbrains.com/



## <end of day 1 presentation>