# Kotlin

by JetBrains

Kotlin is...

Cross-platform
Statically typed
General-purpose

Kotlin compiles to...

Java ByteCode JavaScript Native Code

# Of course, runs on every **Java Virtual Machine (JVM)**

Libraries written in Kotlin are compatible to be used and run in a Java project...

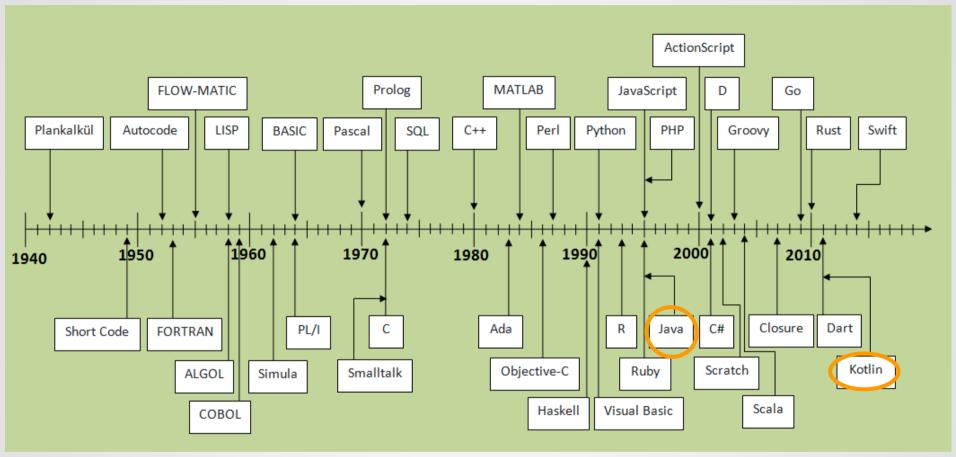
... and vice versa

Inspired by Java, but...

cleaner
simpler
faster to compile
a mix of OOP and functional programming

# Why Kotlin?

#### **Timeline**



https://javaconceptoftheday.com/history-of-programming-languages/

Java is pretty old... arguably...

#### But why?

Since 2019 it is the favored programming language for Android applications at Google

Underwent an incredible growth since then

# Kotlin

compared to Java

# **Null Safety**

#### Java

Every object defaults to null

#### Kotlin

By default there is no null value until you specify it like this

```
val number: Int? = null
```

## **Extension Functions**

#### Java

Not available

(available by using Project Lombok)

(maybe by inheritance, but you don't own every object you'd like to extend)

#### Kotlin

A standard language construct by simply prefixing the function name with the class name it should be added to

# Code

#### Java

Verbose (e.g. getter, setters)

Been here before some of the more modern language constructs were invented (e.g. async)

#### Kotlin

Very concise language (to the point)

Fewer lines of code

Better to code / read / maintain

### Coroutines

#### Java

Background threads (ExecutorService, etc.)

#### Kotlin

Own threadpool

Part of the language

## **Data Classes**

#### Java

Manually (verbose)
Solved by using Project Lombok

#### Kotlin

A language construct
Automatically implements
getters, setters,
hashCode(),
equals(),
toString()...

## **Smart Casts**

#### Java

Developer has to check the types

#### Kotlin

Casting checks are handled by the smart casts feature

Redundant checks are removed

# **No Checked Exceptions**

#### Java

Checked exceptions are available (IMHO this is a good thing)

#### Kotlin

No checked exceptions
(IMHO this is a bad thing, because, well ...
exception handling)

# **Higher-Order Funcs & Lambdas**

```
1 max(strings, { a, b -> a.length < b.length })
2
3 /**
4 The function max is a higher-order function,
5 as it takes a function value as its second argument.
6 This second argument is an expression that is itself a function,
7 called a function literal,
8 which is equivalent to the following named function:
9 **/
10
11 fun compare(a: String, b: String): Boolean = a.length < b.length</pre>
```

available in Java as well, to some extent

# **Primitive Types**

#### Java

Variables of primitive types are not an object

#### Kotlin

All variables are objects

# **Public Fields**

#### Java

Available, but should not be used

#### Kotlin

Not available at all

# **Wildcard Types**

(Generics)

#### Java

? can be used to specify a type of <any>

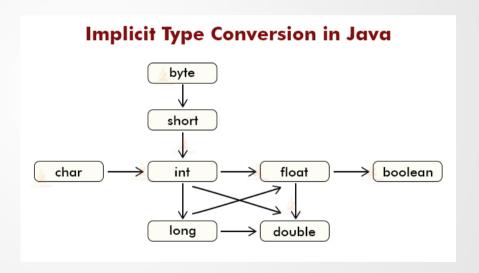
#### Kotlin

Not available. declaration-site variance and type projections as alternative

# **Explicit Conversions**

Java

Supports implicit conversions (called 'widening')



#### Kotlin

No implicit conversions. You have to convert explicitly.

#### Continue here...

https://kotlinlang.org (Try Kotlin, then Why Kotlin?)

then...

https://kotlinlang.org/docs/home.html

