Const and variable

var a = 6 -> can changing

Val b = 8 -> cannot changing

Data Types

String – Int - Float

Double - Char – Boolean

Ex: var a : Int = 10

Print

Print() -> same line

Println() -> new line

Read from User

val name = readLine()

Operations

*, / , + , -

+= , -= , *= , /=

++ , --

Conditions

If (condition happen) {

Do your program

}

else (condition not happen) {

Do your program

}

when like switch

when(something) - >optional
{

Case1 -> {

Do your program

 }

Case2 {

Do your program

 }

else -> default

{

Do your program

 }

}

Loops

For (something in 1...9) -> useful when we know the limit will be stop

{

Do your program

}

While (something happens) -> useful when we not know the limit will be stop

{

Do your program

}

Error handling

try

{

Do your program

} catch (e: Exception)

{

Write error message appear to user

}

Random number from 0-10

val randomNumber = Random.nextInt(11)

make by Room 1

 Alhanouf

Afaf

Alia

Bashayer

Shuaa

Rahaf