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()

Println()

Read from User

val name = readLine()

Operations

*, / , + , -

+= , -= , *= , /=

++ , --

Conditions

If (condition happen) {

Do your program

}

else (condition not happen) {

Do your program

}

when likes 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 num=Random.nextInt(11)

Functions

```
fun sayHi(){
        println("Hi")
    }
fun add(num1: Int): Int{
        return
    }
```

Lists and Arrays

x= listOf("Fluffy", "Snoopy")

pets = arrayOf("Fluffy",
"Snoopy")

ArrayLists

val shoppingList = ArrayList()

shoppingList.add("Eggs")

shoppingList.remove("Milk")

2D ArrayLists

```
x = arrayListOf<ArrayList<String>>()
```