

Control Flow

Kotlin Control Flow



Switch Statement Flow Diagram



if, when, for and while
statements

If Expression

In Kotlin, **if** is an expression, i.e. it returns a value. Therefore there is no ternary operator (condition ? then : else), because ordinary **if** works fine in this role.

```
// Traditional usage
var max = a
if (a < b) max = b

// With else
var max: Int
if (a > b) {
    max = a
} else {
    max = b
}

// As expression
val max = if (a > b) a else b
```

`if` branches can be blocks, and the last expression is the value of a block:

```
val max = if (a > b) {  
    print("Choose a")  
    a  
} else {  
    print("Choose b")  
    b  
}
```

If you're using `if` as an expression rather than a statement (for example, returning its value or assigning it to a variable), the expression is required to have an `else` branch.

When Expression

when replaces the switch operator of C-like languages. In the simplest form it looks like this

```
when (x) {  
  1 -> print("x == 1")  
  2 -> print("x == 2")  
  else -> { // Note the block  
    print("x is neither 1 nor 2")  
  }  
}
```

when matches its argument against all branches sequentially until some branch condition is satisfied. **when** can be used either as an expression or as a statement. If it is used as an expression, the value of the satisfied branch becomes the value of the overall expression. If it is used as a statement, the values of individual branches are ignored. (Just like with **if**, each branch can be a block, and its value is the value of the last expression in the block.)

The **else** branch is evaluated if none of the other branch conditions are satisfied. If **when** is used as an expression, the **else** branch is mandatory, unless the compiler can prove that all possible cases are covered with branch conditions (as, for example, with [enum class](#) entries and [sealed class](#) subtypes).

If many cases should be handled in the same way, the branch conditions may be combined with a comma:

```
when (x) {  
    0, 1 -> print("x == 0 or x == 1")  
    else -> print("otherwise")  
}
```

We can use arbitrary expressions (not only constants) as branch conditions

```
when (x) {  
  parseInt(s) -> print("s encodes x")  
  else -> print("s does not encode x")  
}
```

We can also check a value for being **in** or **!in** a range or a collection:

```
when (x) {  
  in 1..10 -> print("x is in the range")  
  in validNumbers -> print("x is valid")  
  !in 10..20 -> print("x is outside the range")  
  else -> print("none of the above")  
}
```


Another possibility is to check that a value **is** or **!is** of a particular type. Note that, due to [smart casts](#), you can access the methods and properties of the type without any extra checks.

```
fun hasPrefix(x: Any) = when(x) {  
    is String -> x.startsWith("prefix")  
    else -> false  
}
```

when can also be used as a replacement for an **if-else if** chain. If no argument is supplied, the branch conditions are simply boolean expressions, and a branch is executed when its condition is true:

```
when {  
    x.isOdd() -> print("x is odd")  
    x.isEven() -> print("x is even")  
    else -> print("x is funny")  
}
```

For Loops

for loop iterates through anything that provides an iterator. This is equivalent to the **foreach** loop in languages like C#. The syntax is as follows:

```
for (item in collection) print(item)
```

The body can be a block.

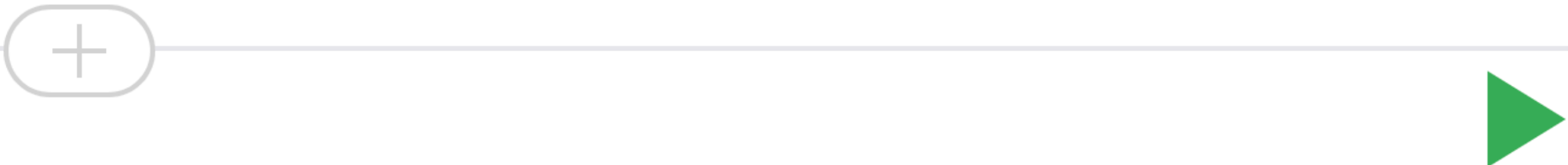
```
for (item: Int in ints) {  
    // ...  
}
```


As mentioned before, `for` iterates through anything that provides an iterator, i.e.

- has a member- or extension-function `iterator()`, whose return type
 - has a member- or extension-function `next()`, and
 - has a member- or extension-function `hasNext()` that returns `Boolean`.

All of these three functions need to be marked as `operator`.

To iterate over a range of numbers, use a [range expression](#):




```
for (i in 1..3) {  
    println(i)  
}  
for (i in 6 downTo 0 step 2) {  
    println(i)  
}
```


Target platform: JVM Running on kotlin v. 1.2.71

A **for** loop over a range or an array is compiled to an index-based loop that does not create an iterator object.

If you want to iterate through an array or a list with an index, you can do it this way:




```
for (i in array.indices) {  
    println(array[i])  
}
```




Target platform: JVM Running on kotlin v. 1.2.71

Alternatively, you can use the `withIndex` library function:



```
for ((index, value) in array.withIndex()) {  
    println("the element at $index is $value")  
}
```



While Loops

`while` and `do..while` work as usual

```
while (x > 0) {  
    x--  
}  
  
do {  
    val y = retrieveData()  
} while (y != null) // y is visible here!
```

Break and continue in loops

Kotlin supports traditional `break` and `continue` operators in loops.