

# دورة الأندرويد للمبتدئين

## Android Beginner Course

### الكائنات في الكوتلين

# Kotlin Objects

الدرس الخامس

Lesson 5



# مرحبا مجددا ! Hello Again !



In Past lessons we See Variables, control flows and functions.  
Today is About Oriented Object Programming in Kotlin.

# Kotlin Way



## The Classes

# Classes

Class is a blueprint for a given objects, i.e. The structure of an object that permits us to create instance of it.

# التمرين Practice

Lets Dive in Into The Code Directly.



# Coding Interview



Given an integer list where each number represents the number of hops you can make, determine whether you can reach to the last index starting at index 0.

For example, `[2, 0, 1, 0]` returns true while `[1, 1, 0, 1]` returns false.



شكرا لحضوركم  
Thank You For Assisting