Aatul Palandurkar Open source forever





International Trainer and Author

- Member of NetBeans Dream Team
- Member of Google Train The Trainer Team
- 12 Awards till date
- 15 Years of Experience
- Developed Android Certification Module for UK based E-Learning company



Aatul Palandurkar



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- Architecture and Some Basic Syntax
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Let's Begin!



It is JVM targeted language

20% faster compiler

Multi platform projects support

Kotlin is a statically-typed programming language

Kotlin is an Open-Source Language.

Kotlin also supports procedural programming with the use of functions

Introduction
Kotlin

Its primary development is from a team of JetBrains

It support object oriented programing and functional programing feature

It can also can be compiled to JavaScript source code

Kotlin is the Official Language of Android.

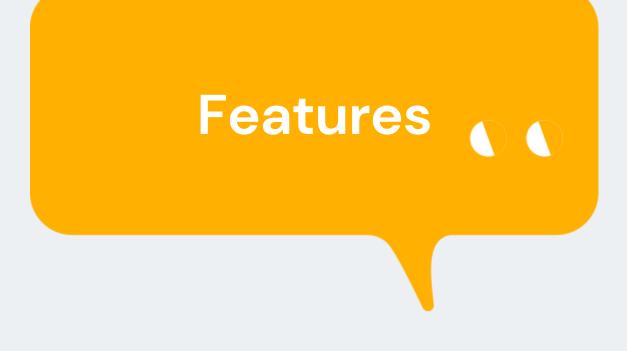
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JetBrains hopes that the new language will drive IntelliJ IDEA sales.

- In July 2011 JetBrains Start Project Kotlin, a new language for the JVM, which had been under development for a year.
- Kotlin V 1.0 was released on February 15, 2016.

In May 2017, Google I/O Declared as the First class language for Android Application development



Here are some key features of Kotlin

programming language

Use Kotlin for any types of Enterprise Java EE development

100% compatible with all JVM frameworks

Null Safety in Kotlin. Kotlin avoids the null pointer exception

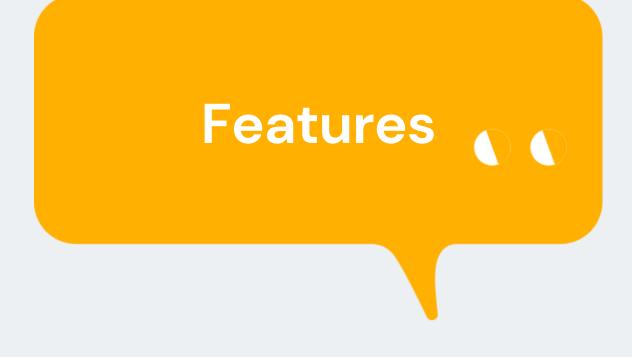
Kotlin compiles to JVM bytecode or JS to run on Node.JS or browser



Kotlin wants you to write less code

Higher order function

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Here are some some benefits of Kotlin

programming language

Familiar Syntax

Kotlin programs can use all existing Java Frameworks and Libraries

Automatic conversion of Java to Kotlin

Kotlin can be learned easily



Code reviews are not a problem

Kotlin has a strong community

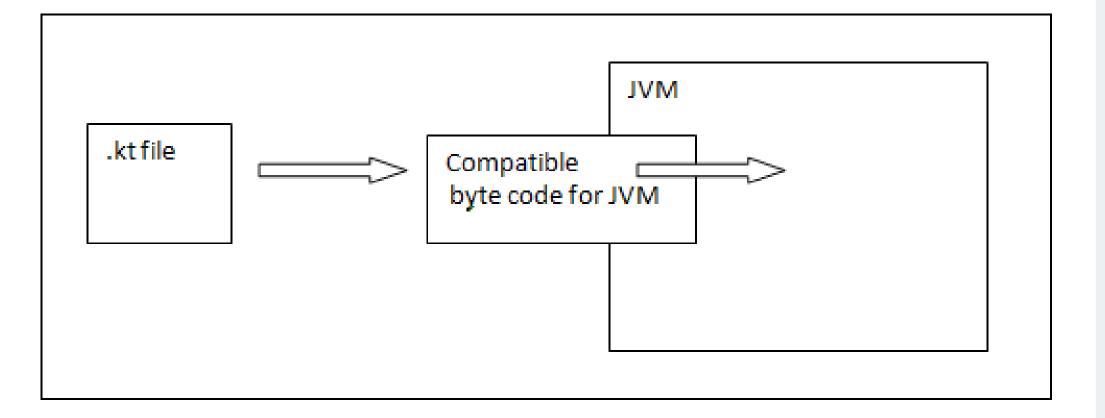
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Architecture

Following are the different scenarios where Kotlin compiler will work differently, whenever it is targeting different other kind of languages such as Java and JavaScript.

- Kotlin compiler creates a byte code and that byte code can run on the JVM, which is exactly equal to the byte code generated by the Java .class file
- Whenever two byte coded file runs on the JVM, they can communicate with each other and this is how an interoperable feature is established in Kotlin for Java.
- Whenever Kotlin targets JavaScript, the Kotlin compiler converts the .kt file into ES5.1 and generates a compatible code for JavaScript.
- Kotlin compiler is capable of creating platform basis compatible codes via LLVM.

Kotlin



Kotlin is a programming language and has its own architecture to allocate memory and produce a quality output to the end user.

Basic Syntax



Variable initialization

```
/* Java Code */
static int num1, num2; //explicit declaration
num1 = 20; //use the variables anywhere
num2 = 30;

/* Kotlin Code */
val a: Int
val b: Int
a=5
b=10
```



Hello World in Kotlin

```
/* Kotlin Code*/
/* Simple Hello Word Example */
//optional package header
package hello
//Entry Level or main function
fun main() {
val scope = "world"
println("Hello, $scope!")
//semicolons are optional, have you noticed that?:)
```



No "new" keyword

```
/* Java Code*/
Demo d = new Demo();
/* Kotlin Code*/
val d = Demo()
```



Null Pointer Exceptions

```
/* Kotlin Code*/
/* Simple Hello Word Example */
//optional package header
package hello
//Entry Level or main function
fun main() {
val scope = "world"
println("Hello, $scope!")
//semicolons are optional, have you noticed that?:)
```



No Checked Exception

```
/* Java Code*/
try
Thread.sleep(1000);
// This statement throws an checked exception
catch(Exception e)
// some code here
/* Kotlin has no checked exception */
```



Type Interface

```
/* Java Code*/
int a = 10;
String name = "Aatul"
Demo d;

/* Kotlin Code */
var a = 1
var b = "Aatul"
var d: Demo
```



Lines of Code / Code Size

```
/* Java Code*/
class Person
String firstName;
Person(String firstName)
this.firstName = firstName;
/* Kotlin Code */
class Person(firstName: String)
```



Data Classes / Getter-Setter

- To hold the data we must make simple classes with getter and setter method in data
- In Kotlin, they provide the concept of data classes to hold the data
- To define an data class in Kotlin we use the keyword data before the class keyword

```
/* Java */
public class Address {
 private String city;
 private Country country;
 public Address(String city, Country country) {
   this.city = city;
   this.country = country;
 public String getCity() {
   return city;
 public void setCity(String city) {
   this.city = city;
 public Country getCountry() {
   return country;
 public void setCountry(Country country) {
   this.country = country;
```

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/* Kotlin Code */

data class Address(var city:String, var country:Country)



Null Safety

```
/* Kotlin Code */
val name: String? = null
                         //assigned null and it will compile
also.
fun getName(): String? = null //returned null and it will
compile too.
/* won't compile */
val name: String? = null
val len = name.length
/* correct way */
val name: String? = null
val len = name?.length
// "?" Safe Call Operator
```



Smart Casts

```
/* Kotlin Code */
fun demo(x:Any){
if(x is String){
  print(x.length) // x is automatically cast to string
}
}
```





Kotlin is more expressive than Java and it we need to write less code

In future Kotlin may come as Java server side and mobile application with features like more declarative, less code, mixed language database and a lot.



Have a great day ahead.