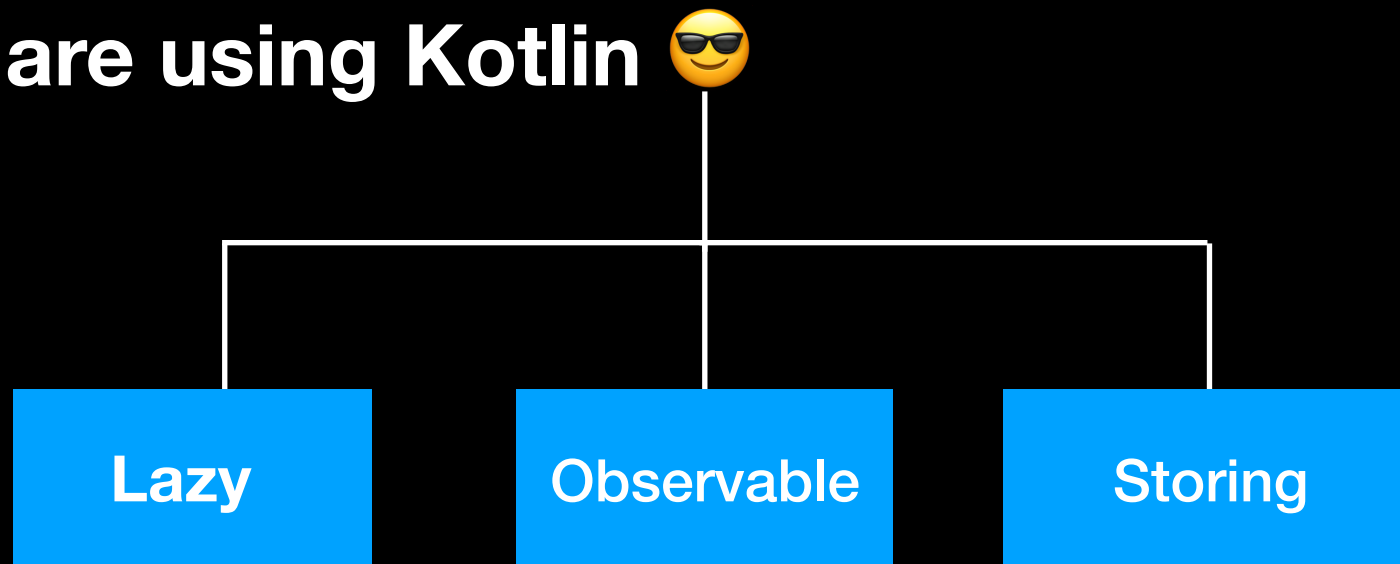


# Kotlin-IV

# Delegated Properties

- We can delegations establish designed in the projects.
- But wait....
- **We are using Kotlin** 😎



**Inbuilt delegated properties present in Kotlin**

# Lazy Delegate

- Takes a lambda
- Returns a `Lazy<T>` property which can serve as a delegate to implement a lazy property.
- First call calculates value from lambda and for subsequent calls remembers the evaluated value
- By default synchronized
- For changing we have to change `LazyThreadSafetyMode`



```
val lazyValue: String by lazy {  
    println("computed!")  
}  
  
fun main(args: Array<String>) {  
    println(lazyValue)  
}
```



```
data class Person(val name: String) {  
    val books by lazy { BookManager.loadBooks(this) }  
}
```

**Delegation 'by' keyword**

# Observable delegation

- Listeners get notified about changes in this property.
- The *observable* delegate allows for a lambda to be triggered any time the value of the property changes.

```
import kotlin.properties.Delegates

class User {
    var name: String by Delegates.observable("<no name>") {
        prop, old, new ->
        println("$old -> $new")
    }
}

fun main(args: Array<String>) {
    val user = User()
    user.name = "first"
    user.name = "second"
}
```

# Observable delegation

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    val user = User()
    user.name = "first"
    user.name = "second"
}
```

```
<no name> -> first
first -> second
```

# Map Delegator

- One common use case storing values in map
- Common use case in Dynamic properties or JSON parsing



```
class User(val map: Map<String, Any?>) {  
    val name: String by map  
    val age: Int by map  
}  
  
val user = User(mapOf(  
    "name" to "John Doe",  
    "age" to 25  
))  
  
println(user.name) // Prints "John Doe"  
println(user.age)  // Prints 25
```

**Map Delegation**

# Collections

- Distinguishes between mutable and immutable collections
- List<T> is read only and have all the functions for get, size. But is read only and cannot be mutated
- MutableList<T> exists for mutable collection
- For set Set<T>/MutableSet<T>
- For map Map<K,V> /MutableMap<K,V>





```
val numbers: MutableList<Int> = mutableListOf(1, 2, 3)
val readOnlyView: List<Int> = numbers
println(numbers)           // prints "[1, 2, 3]"
numbers.add(4)
println(readOnlyView)      // prints "[1, 2, 3, 4]"
readOnlyView.clear()       // -> does not compile

val strings = hashSetOf("a", "b", "c", "c")
assert(strings.size == 3)
```

## List/Set



```
val readWriteMap = hashMapOf("foo" to 1, "bar" to 2)
println(readWriteMap["foo"]) // prints "1"
val snapshot: Map<String, Int> = HashMap(readWriteMap)
```

## Map

# Coroutines

- Perform async and parallel
- Non blocking calls made easy
- Structure of sequential code becomes same as parallel code.
- No Callback hell
- Lightweight
- Lighter than threads





# Basic Keywords and Terms

- **launch:** Creates a new coroutine, fires and forgets it. If exception occurs and is uncaught it can abrupt flow.
- **async:** This fires and wait for the response.
- **Deferred<T>:** We invoke await to receive response on deferred objects.
- **run:** Creates a new Coroutine.
- `Thread.sleep ==> delay`




```
// Start a coroutine
launch {
    delay(1000)
    println("Hello")
}
```



```
launch(CommonPool) {
    sendMail()
}
```

```
private suspend fun sendMail() {
    val mailId = async(CommonPool) {
        getMailFromDB()
    }
    val mailMsg = async(CommonPool) {
        getMessageFromDB()
    }
    val msg = async(CommonPool) {
        async(UI) {
            mail_id_text_view.text = String.format(getString(R.string.email_id_string),
                mailId.await())
            msg_text_view.text = String.format(getString(R.string.email_msg),
                mailMsg.await())
        }
        sendMsgFromApi(mailId.await(), mailMsg.await())
    }
}
```



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Thank you 🙋