

CODE SPITZ



82

# KOTLIN ELEMENTARY



constructor



# basic

```
open public class ClassTest0{  
    private val propA:String  
    private val propB:String  
    public constructor(a:String, b:String){  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    public constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

# basic

```
open public class ClassTest0{  
    private val propA:String  
    private val propB:String  
    public constructor(a:String, b:String){  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    public constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```

# basic

```
open public class ClassTest0{  
    private val propA:String  
    private val propB:String  
    public constructor(a:String, b:String){  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    public constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```

# basic

```
open public class ClassTest0{  
    private val propA:String  
    private val propB:String  
    public constructor(a:String, b:String){  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    public constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```

# basic

```
class ClassTest0{  
    private val propA:String  
    private val propB:String  
    constructor(a:String, b:String){  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```

# basic

```
class ClassTest0{  
    private val propA:String  
    private val propB:String  
    constructor(a:String, b:String){  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```



# basic

```
class ClassTest0 constructor(a:String, b:String){  
    private val propA:String  
    private val propB:String  
    init{  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```

# basic

```
class ClassTest0(a:String, b:String){  
    private val propA:String  
    private val propB:String  
    init{  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```

# basic

```
class ClassTest0(a:String, b:String){  
    private val propA:String  
    private val propB:String  
    init{  
        println("constructor1")  
        propA = a  
        propB = b  
    }  
    constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

```
ClassTest0("a", "b")  
ClassTest0("a")
```

# basic

```
class ClassTest0(private val propA:String, private val propB:String){  
  init{  
    println("constructor1")  
  }  
  constructor(a:String):this(a, "b"){  
    println("constructor2")  
  }  
}
```

# basic

```
class ClassTest0(private val propA:String, private val propB:String){  
    init{  
        println("constructor1")  
    }  
    constructor(a:String):this(a, "b"){  
        println("constructor2")  
    }  
}
```

# basic

```
class ClassTest0(private val propA:String, private val propB:String){  
    constructor(a:String):this(a, "b")  
}
```

# super

```
open class ClassTest0(private val propA:String, private val propB:String){  
    constructor(a:String):this(a, "b")  
}
```

# super

```
open class ClassTest0(private val propA:String, private val propB:String){  
    constructor(a:String):this(a, "b")  
}
```

```
class ClassTest1:ClassTest0("a"){  
    private val propC = "c"  
}
```



# super

```
open class ClassTest0(private val propA:String, private val propB:String){  
    constructor(a:String):this(a, "b")  
}
```

```
class ClassTest1:ClassTest0("a", "b"){  
    private val propC = "c"  
}
```

# super

```
open class ClassTest0(private val propA:String, private val propB:String){  
    constructor(a:String):this(a, "b")  
}
```

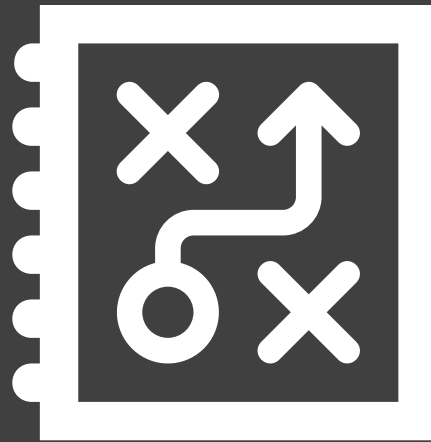
```
class ClassTest1(a:String, b:String, c:String):ClassTest0(a, b){  
    private val propC = c  
}
```

# super

```
open class ClassTest0(private val propA:String, private val propB:String){  
    constructor(a:String):this(a, "b")  
}
```

```
class ClassTest1(a:String, b:String, private val propC:String):ClassTest0(a, b)
```

# operator overloading



# simple map

```
class Map{  
    private val map = mutableMapOf<String, String>()  
    operator fun get(key:String) = map[key]  
    operator fun set(key:String, value:String){map[key] = value}  
}
```

# simple map

```
class Map{  
    private val map = mutableMapOf<String, String>()  
    operator fun get(key:String) = map[key]  
    operator fun set(key:String, value:String){map[key] = value}  
}
```

```
val m = Map()  
m["test"] = "123"  
println(m["test"])
```

# Supported operator

Expression	Translated to
+a	a.unaryPlus()
-a	a.unaryMinus()
!a	a.not()
a++	a.inc() + see below
a--	a.dec() + see below
a + b	a.plus(b)
a - b	a.minus(b)
a * b	a.times(b)
a / b	a.div(b)
a % b	a.rem(b), a.mod(b) (deprecated)
a..b	a.rangeTo(b)
a in b	b.contains(a)
a !in b	!b.contains(a)

# Supported operator

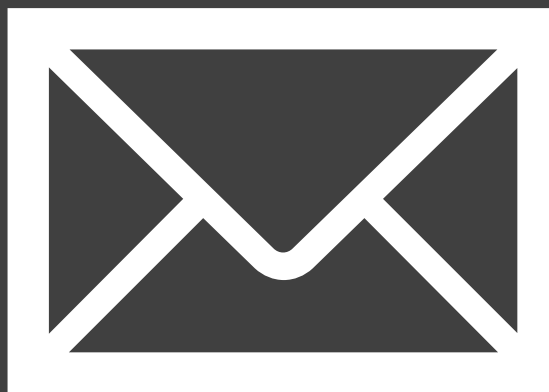
Expression	Translated to
<code>a += b</code>	<code>a.plusAssign(b)</code>
<code>a -= b</code>	<code>a.minusAssign(b)</code>
<code>a *= b</code>	<code>a.timesAssign(b)</code>
<code>a /= b</code>	<code>a.divAssign(b)</code>
<code>a == b</code>	<code>a?.equals(b) ?: (b === null)</code>
<code>a != b</code>	<code>!(a?.equals(b) ?: (b === null))</code>
<code>a &gt; b</code>	<code>a.compareTo(b) &gt; 0</code>
<code>a &lt; b</code>	<code>a.compareTo(b) &lt; 0</code>
<code>a &gt;= b</code>	<code>a.compareTo(b) &gt;= 0</code>
<code>a &lt;= b</code>	<code>a.compareTo(b) &lt;= 0</code>



# Supported operator

Expression	Translated to
<code>a[i]</code>	<code>a.get(i)</code>
<code>a[i, j]</code>	<code>a.get(i, j)</code>
<code>a[i_1, ..., i_n]</code>	<code>a.get(i_1, ..., i_n)</code>
<code>a[i] = b</code>	<code>a.set(i, b)</code>
<code>a[i, j] = b</code>	<code>a.set(i, j, b)</code>
<code>a[i_1, ..., i_n] = b</code>	<code>a.set(i_1, ..., i_n, b)</code>
<code>a()</code>	<code>a.invoke()</code>
<code>a(i)</code>	<code>a.invoke(i)</code>
<code>a(i, j)</code>	<code>a.invoke(i, j)</code>
<code>a(i_1, ..., i_n)</code>	<code>a.invoke(i_1, ..., i_n)</code>

getter, setter



# simple map

```
class Map{  
    private val map = mutableMapOf<String, String>()  
    operator fun get(key:String) = map[key]  
    operator fun set(key:String, value:String){map[key] = value}  
    val name:String? get() = map["name"]  
    var job:String? get() = map["job"]  
        set(value){value?.let{map["job"] = it}}  
}
```

# simple map

```
class Map{  
    private val map = mutableMapOf<String, String>()  
    operator fun get(key:String) = map[key]  
    operator fun set(key:String, value:String){map[key] = value}  
    val name:String? get() = map["name"]  
    var job:String? get() = map["job"]  
        set(value){value?.let{map["job"] = it}}  
}
```

```
val m = Map()  
m["name"] = "hika"  
println(m.name)  
m.job = "developer"  
println(m.job)
```

by, by lazy



# simple map

```
class Map{  
    private val map = mutableMapOf<String, String>()  
    operator fun get(key:String) = map[key]  
    operator fun set(key:String, value:String){map[key] = value}  
    val name by lazy{map["firstName"] + " " + map["lastName"]}  
}
```

# lazy

```
public actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)
public actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)
public actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)
```

```
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            @Suppress("UNCHECKED_CAST")
            return _value as T
        }
}
```

# lazy

```
public actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)
public actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)
public actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)
```

```
private class SynchronizedLazyImpl<out T>(initializer: () -> T, lock: Any? = null) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    @Volatile private var _value: Any? = UNINITIALIZED_VALUE
    private val lock = lock ?: this
    override val value: T get() {
        val _v1 = _value
        if (_v1 != UNINITIALIZED_VALUE) return _v1 as T
        return synchronized(lock) {
            val _v2 = _value
            if (_v2 != UNINITIALIZED_VALUE) _v2 as T
            else {
                val typedValue = initializer!!()
                _value = typedValue
                initializer = null
                typedValue
            }
        }
    }
}
```



# simple map

```
class Map{  
    private val map = mutableMapOf<String, String>()  
    operator fun get(key:String) = map[key]  
    operator fun set(key:String, value:String){map[key] = value}  
    val name by lazy{map["firstName"] + " " + map["lastName"]}  
}
```

```
val m = Map()  
m["firstName"] = "hika"  
m["lastName"] = "Maeng"  
println(m.name)
```

object & companion object

# static

```
class Parent{  
    static void action(){  
    }  
}
```

```
Parent.action();
```

# companion object

```
class Parent{  
    static void action(){}  
}
```

```
Parent.action();
```

```
class Parent{  
    companion object{  
        fun action(){}  
    }  
}
```

# anonymous class

```
abstract class Parent{  
}
```

```
Parent child1 = new Parent(){}
```

# anonymous class

```
abstract class Parent{  
}
```

```
Parent child1 = new Parent(){}
```

```
const Parent = class{}
```

```
const instance = new (class extends Parent){}()
```

# anonymous class

```
abstract class Parent{  
}
```

```
Parent child1 = new Parent(){}  

```

```
const Parent = class{}
```

```
const instance = new (class extends Parent{})()
```

```
abstract class Parent  
class ClassTest2{  
    val Child1 = object:Parent(){}  
}
```

# anonymous class

```
abstract class Parent{  
}
```

```
Parent child1 = new Parent(){}  
  
//
```

```
const Parent = class{}
```

```
const instance = new (class extends Parent{})()  
  
//
```

```
abstract class Parent  
class ClassTest2{  
    val Child1 = object:Parent(){}  
}  
object Child1:Parent(){}  
  
//
```



# singleton

```
class SingleTon{  
    companion object{  
        val INSTANCE = SingleTon()  
    }  
}
```

# singleton

```
class SingleTon{  
    companion object{  
        val INSTANCE by lazy{SingleTon()}  
    }  
}
```

# singleton

```
class SingleTon{  
    companion object{  
        val INSTANCE by lazy{SingleTon()}  
    }  
}
```

```
object Child1:Parent(){}  

```

# singleton

```
class SingleTon{  
    companion object{  
        val INSTANCE by lazy{SingleTon()}  
    }  
}
```

```
object Child1:Parent(){}  

```

```
class Child1:Parent(){  
    companion object{  
        val INSTANCE by lazy{Child1()}  
    }  
}
```

# sealed class & enum



# enum

```
enum class Color(val code:String){  
    Red("#f00"), Blue("#00f"), Green("#0f0")  
}
```

# enum

```
enum class Color(val code:String){  
    Red("#f00"), Blue("#00f"), Green("#0f0")  
}
```

```
abstract class Color(val code:String){  
    object Red:Color("#f00")  
    object Blue:Color("#00f")  
    object Green:Color("#0f0")  
}
```

# enum

```
enum class Color(val code:String){  
    Red("#f00"), Blue("#00f"), Green("#0f0")  
}
```

```
abstract class Color(val code:String){  
    object Red:Color("#f00")  
    object Blue:Color("#00f")  
    object Green:Color("#0f0")  
}
```

```
object Yellow:Color("#ff0")
```



# sealed class

```
enum class Color(val code:String){  
    Red("#f00"), Blue("#00f"), Green("#0f0")  
}
```

```
sealed class Color(val code:String){  
    object Red:Color("#f00")  
    object Blue:Color("#00f")  
    object Green:Color("#0f0")  
}
```

```
object Yellow:Color("#ff0")
```

# sealed class

```
enum class Color(val code:String){  
    Red("#f00"), Blue("#00f"), Green("#0f0")  
}
```

```
sealed class Color(val code:String){  
    object Red:Color("#f00")  
    object Blue:Color("#00f")  
    object Green:Color("#0f0")  
    class Custom(code:String):Color(code)  
}
```

```
val brown = Color.Custom("#cc865c")
```

# html builder



# El

```
abstract class El(val tagName:String){  
    protected val el = when(tagName){  
        "body" -> document.body ?: throw Throwable("no body")  
        else -> document.createElement(tagName) as HTMLElement  
    }  
}
```

# El

```
abstract class El(val tagName:String){  
    protected val el = when(tagName){  
        "body" -> document.body ?: throw Throwable("no body")  
        else -> document.createElement(tagName) as HTMLElement  
    }  
    var html:String get() = el.innerHTML  
        set(value){el.innerHTML = value}
```

# El

```
abstract class El(val tagName:String){
    protected val el = when(tagName){
        "body" -> document.body ?: throw Throwable("no body")
        else -> document.createElement(tagName) as HTMLElement
    }
    var html:String get() = el.innerHTML
        set(value){el.innerHTML = value}
    operator fun get(key:String) = el.getAttribute(key) ?: ""
    operator fun set(key:String, value: Any) = el.setAttribute(key, "$value")
    operator fun invoke() = el
}
```

# El

```
abstract class El(val tagName:String){
    protected val el = when(tagName){
        "body" -> document.body ?: throw Throwable("no body")
        else -> document.createElement(tagName) as HTMLElement
    }
    var html:String get() = el.innerHTML
        set(value){el.innerHTML = value}
    operator fun get(key:String) = el.getAttribute(key) ?: ""
    operator fun set(key:String, value: Any) = el.setAttribute(key, "$value")
    operator fun invoke() = el
    operator fun plusAssign(child:El){el.appendChild(child.el)}
    operator fun minusAssign(child:El){el.removeChild(child.el)}
    val style:CSSStyleDeclaration get() = el.style
}
```

# El

```
abstract class El(val tagName:String){
    protected val el = when(tagName){
        "body" -> document.body ?: throw Throwable("no body")
        else -> document.createElement(tagName) as HTMLElement
    }
    var html:String get() = el.innerHTML
        set(value){el.innerHTML = value}
    operator fun get(key:String) = el.getAttribute(key) ?: ""
    operator fun set(key:String, value: Any) = el.setAttribute(key, "$value")
    operator fun invoke() = el
    operator fun plusAssign(child:El){el.appendChild(child())}
    operator fun minusAssign(child:El){el.removeChild(child())}
    val style:CSSStyleDeclaration get() = el.style
}
```



# El

```
abstract class El(val tagName:String){
    protected val el = when(tagName){
        "body" -> document.body ?: throw Throwable("no body")
        else -> document.createElement(tagName) as HTMLElement
    }
    var html:String get() = el.innerHTML
        set(value){el.innerHTML = value}
    operator fun get(key:String) = el.getAttribute(key) ?: ""
    operator fun set(key:String, value: Any) = el.setAttribute(key, "$value")
    operator fun invoke() = el
    operator fun plusAssign(child:El){el.appendChild(child.el)}
    operator fun minusAssign(child:El){el.removeChild(child.el)}
    val style:CSSStyleDeclaration get() = el.style
}
```

```
object Body:El("body")
class Div:El("div")
class Canvas:El("canvas"){
    val context:CanvasRenderingContext2D? get() =
        (el as? HTMLCanvasElement)?.getContext("2d") as? CanvasRenderingContext2D
}
```

# El

```
abstract class El(val tagName:String) {
    protected val el = when(tagName) {
        "body" -> document.body ?:
        else -> document.createElement(tagName)
    }
    var html:String get() = el.innerHTML
    set(value){el.innerHTML = value}
    operator fun get(key:String) = el.getAttribute(key)
    operator fun set(key:String, value:String) = el.setAttribute(key, value)
    operator fun invoke() = el
    operator fun plusAssign(child:El) = el.appendChild(child)
    operator fun minusAssign(child:El) = el.removeChild(child)
    val style:CSSStyleDeclaration get() = el.style
}
```

```
object Body:El("body")
class Div:El("div")
class Canvas:El("canvas") {
    val context:CanvasRenderingContext2D
    (el as? HTMLCanvasElement)?.getContext("2d")
}
```

```
fun htmlBuilder() {
    (0..5).map{Div().apply{html = "div-$it"}}.forEach {Body += it}
    Body += Canvas().apply {
        this["width"] = 500
        this["height"] = 500
        context?.run {
            lineWidth = 10.0
            strokeRect(75.0, 140.0, 150.0, 110.0)
            fillRect(130.0, 190.0, 40.0, 60.0)
            moveTo(50.0, 140.0)
           .lineTo(150.0, 60.0)
           .lineTo(250.0, 140.0)
            closePath()
            stroke()
        }
    }
}
```

```

abstract class El(val tagName:String) {
    protected val el = when(tagName) {
        "body" -> document.body ?: null
        else -> document.createElement(tagName)
    }
    var html:String get() = el.innerHTML
        set(value){el.innerHTML = value}
    operator fun get(key:String) = el[key]
    operator fun set(key:String, value) {el[key] = value}
    operator fun invoke() = el
    operator fun plusAssign(child:El) {el.appendChild(child)}
    operator fun minusAssign(child:El) {el.removeChild(child)}
    val style:CSSStyleDeclaration get() = el.style
}

```

```

object Body:El("body")
class Div:El("div")
class Canvas:El("canvas") {
    val context:CanvasRenderingContext2D
        get() {
            (el as? HTMLCanvasElement)?.getContext("2d")
        }
}

```

fun

div-0  
div-1  
div-2  
div-3  
div-4  
div-5



```

it"}}
```

```

0, 110.0)
60.0)

```

fetch builder



# Param

```
class FetchParam{  
    val queries = mutableMapOf<String, Any>()  
    val headers = mutableMapOf<String, String>()  
    var method = "GET"  
}
```

# Param

```
class FetchParam{  
    val queries = mutableMapOf<String, Any>()  
    val headers = mutableMapOf<String, String>()  
    var method = "GET"  
}  
  
fun fetch(url:String, block:FetchParam.()->Unit)= FetchParam().apply{block()}
```

# Param

```
class FetchParam{
    val queries = mutableMapOf<String, Any>()
    val headers = mutableMapOf<String, String>()
    var method = "GET"
}

fun fetch(url:String, block:FetchParam.()->Unit)= FetchParam().apply{block()}.let{
    window.fetch(Request(url, RequestInit()))
}
```

# Param

```
class FetchParam{
    val queries = mutableMapOf<String, Any>()
    val headers = mutableMapOf<String, String>()
    var method = "GET"
}

fun fetch(url:String, block:FetchParam.()->Unit)= FetchParam().apply{block()}.let{
    window.fetch(Request(url, RequestInit(
        method = it.method
    )))
}
```



# Param

```
class FetchParam{
    val queries = mutableMapOf<String, Any>()
    val headers = mutableMapOf<String, String>()
    var method = "GET"
}

fun fetch(url:String, block:FetchParam.()->Unit)= FetchParam().apply{block()}.let{
    window.fetch(Request(url, RequestInit(
        method = it.method,
        headers = run{
            val obj = js("{}")
            it.headers.forEach {(k, v)->obj[k] = v}
            obj
        }
    )))
}
```

# Param

```
class FetchParam{
    val queries = mutableMapOf<String, Any>()
    val headers = mutableMapOf<String, String>()
    var method = "GET"
}

fun fetch(url:String, block:FetchParam.()->Unit)= FetchParam().apply{block()}.let{
    window.fetch(Request(url, RequestInit(
        method = it.method,
        headers = run{
            val obj = js("{}")
            it.headers.forEach {(k, v)->obj[k] = v}
            obj
        },
        body = if(it.method != "GET") it.queries.toList().joinToString("&"){
            (k, v)->"$k=$v"
        }
        else null
    )))
}
```

# Param

```
class FetchParam{
    val url: String
    val headers: Map<String, String>
    var method: String = "test": "testJSON"
}

fun fetch(url: String, headers: Map<String, String>, method: String): String {
    window.fetch(Request(url, RequestInit {
        method = it.method,
        headers = run {
            val obj = js("{}")
            it.headers.forEach { (k, v) -> obj[k] = v }
        },
        body = if(it.method != "GET") it.queries.toList().joinToString("&"){
            (k, v) -> "$k=$v"
        }
        else null
    })))
}
```

```
fun testFetch(){
    fetch("test.json").then {
        it.text()
    }.then {
        println(it)
    }
}
```

# Param

```
class FetchParam{
    val url: String
    val headers: Map<String, String>
    var method: String = "GET"

    fun fetch(url: String, headers: Map<String, String>, method: String = "GET"): String {
        window.fetch(Request(url, RequestInit {
            method = it.method,
            headers = run {
                val obj = js("{}")
                it.headers.forEach { (k, v) }
                obj
            },
            body = if(it.method != "GET") it
                .headers.entries.map { (k, v) -> "$k=$v" }
                .join("&")
            else null
        })))
    }
}
```

```
fun testFetch(){
    fetch("test.json").then {
        it.text()
    }.then {
        println(it)
    }
}
```

```
{
  "test": "testJSON"
}
```

