# Découvrir







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- Écrire du code plus sûr
- Facilité la maintenance
- Écrire et Tester plus rapidement
- Résoudre de nouveaux problèmes
- •



### Caractéristiques de Kotlin

- Expressif et pragmatique
- null-safety (éviter les NPE), statiquement typé
- Abordable, si on vient de Java
- Inspiré par Java, Scala, C#, Groovy, ...
- Cross-platform



### Cible









```
fun main(args: Array<String>) {
   println("Hello World!")
}
```

#

Utilisez Alt + Shift + (Cmd|Ctrl) + K pour convertir une classe Java en Kotlin

Ou copiez du code Java dans un fichier Kotlin



- I. Water Pouring Problem
- II. Live Coding
- III. Kotlin dès maintenant
- IV. Conclusion



# WATER POURING PROBLEM









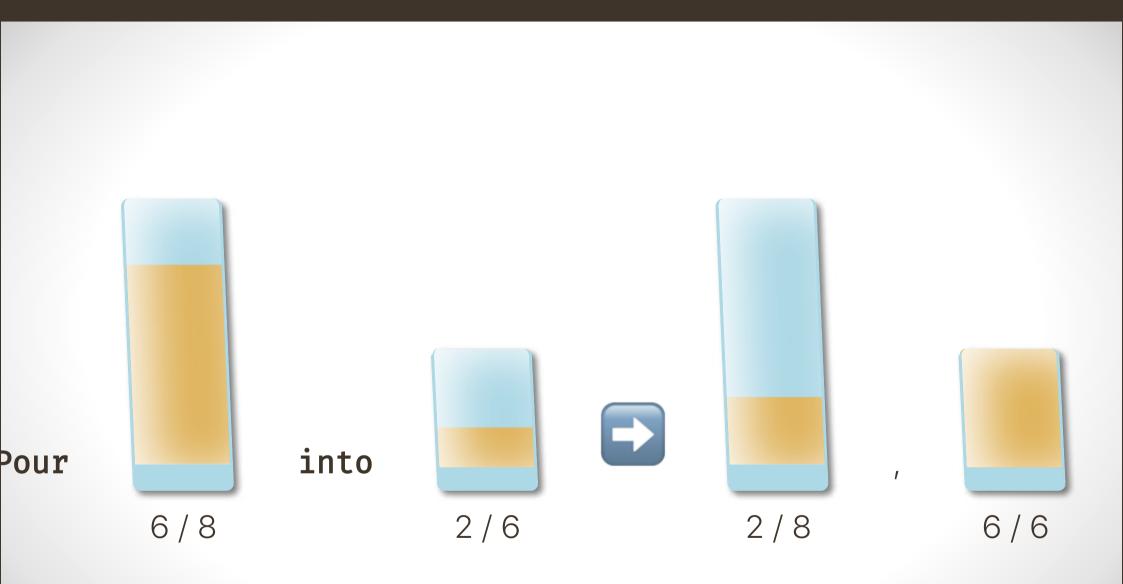


Vider

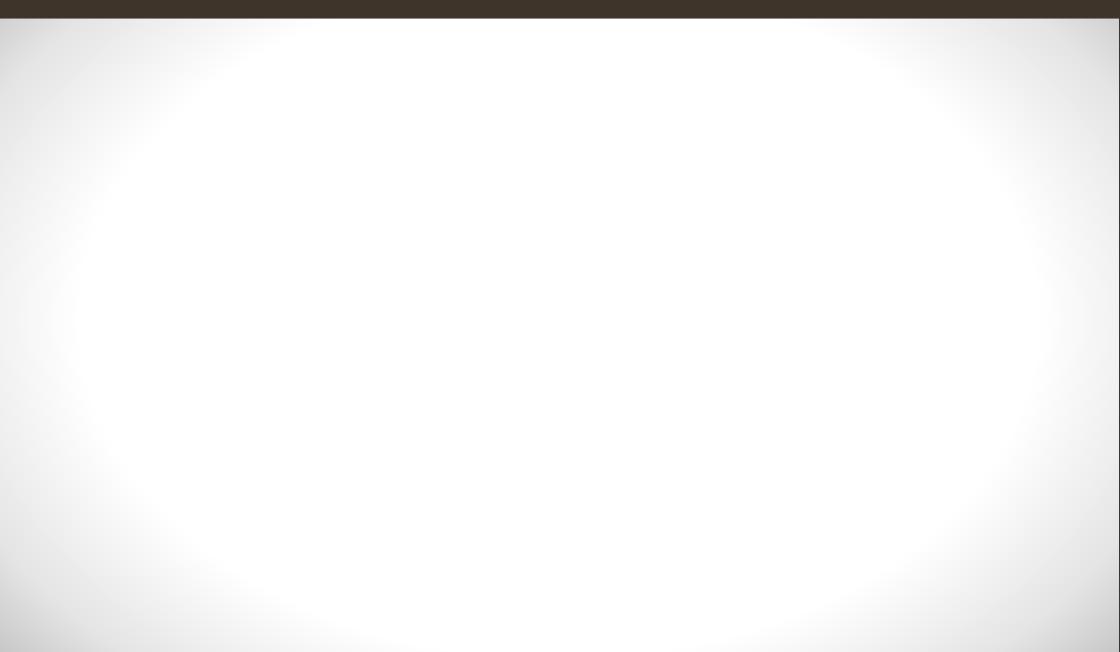












## LIVE CODING



```
data class Glass(val capacity: Int, val current: Int = 0) {
    init {
        require(capacity > 0)
        require(current in 0..capacity)
    val is Empty: Boolean = (current = 0)
    val isFull: Boolean = (current = capacity)
    val remainingVolume: Int by lazy { capacity - current }
    fun empty(): Glass = copy(current = 0)
    fun fill(): Glass = copy(current = capacity)
    operator fun plus(value: Int): Glass =
        copy(current = (current + value).coerceAtMost(capacity))
    operator fun minus(value: Int): Glass =
        copy(current = (current - value).coerceAtLeast(0))
    override fun toString() = "$current/$capacity"
typealias State = List<Glass>
```

Move

```
sealed class Move

data class Empty(val index: Int) : Move()

data class Fill(val index: Int) : Move()

data class Pour(val from: Int, val to: Int) : Move() {
   init {
      require(from ≠ to)
    }
}
```



```
ce typealias StateWithHistory = Pair<State, List<Move>>
olve(from: State, to: State): List<Move> {
ailrec fun solveAux(states: List<StateWithHistory>, visitedStates: Set<Stat
  val solution: StateWithHistory? = states.find \{ (state, \_) \rightarrow state = 1 \}
  if (solution ≠ null) { return solution.second }
  val next = states
       .flatMap \{ (state, history) \rightarrow
           val moves = state.availableMoves()
           moves.map { move \rightarrow state.move(move) to (history + move) }
       .filterNot { (state, \_) \rightarrow visitedStates.contains(state) }
  val nextVisited = visitedStates + next.map { it.first }
  return solveAux(next, nextVisited)
eturn solveAux(listOf(from to emptyList()), setOf(from))
```

State::move



# KOTLIN DES MAINTENANT



Android

- Faible overhead
- Support officiel par Google
- Using Project Kotlin for Android
- Kotlin Guide

#### Serveur



- Supporter officielement depuis Spring 5, SpringBoot 2
- Vert.x
- SparkJava
- ..



#### Web

- Partager du code commun
- PUse Kotlin with npm, webpack and react

#### Natif

- Faire des applications sans JVM
- Partager du code avec iOS
- WebAssembly



## CONCLUSION



- Code plus sûr, plus simple
- Interoperable avec Java
- Outillage
- Ecosystème et communauté
- Déjà mature
- Simple à apprendre



Liens



- Keférence
- Khttps://kotlin.link/
- Blog
- Kerner Forum, Slack
- Koans
- Kotlin by example



Question?

