Strings

```
val name = "Adam"
val greeting = "Hello, " + name
val greetingTemplate = "Hello, $name"
val interpolated = "Hello, ${name.toUpperCase()}
```

Booleans

```
val trueBoolean = true
val falseBoolean = false
val andCondition = trueBoolean && falseBoolean
val orCondition = trueBoolean || falseBoolean
```

Numbers

```
val intNum = 10
val doubleNum = 10.0
val longNum = 10L
val floatNum = 10.0F
```

Nullable properties

```
val cannotBeNull: String = null // Invalid
val canBeNull: String? = null // Valid

val cannotBeNull: Int = null // Invalid
val canBeNull: Int? = null // Valid
```

If Statements

```
if (someBoolean) {
    doThing()
} else {
    doOtherThing()
}
```

For Loops

```
for (i in 0..10) { } // 1 - 10
for (i in 0 until 10) // 1 - 9
(0..10).forEach { }
for (i in 0 until 10 step 2) // 0, 2, 4, 6, 8
```

When Statements

```
when (direction) {
    NORTH -> {
        print("North")
    }
    SOUTH -> print("South")
    EAST, WEST -> print("East or West")
    "N/A" -> print("Unavailable")
    else -> print("Invalid Direction")
}
```