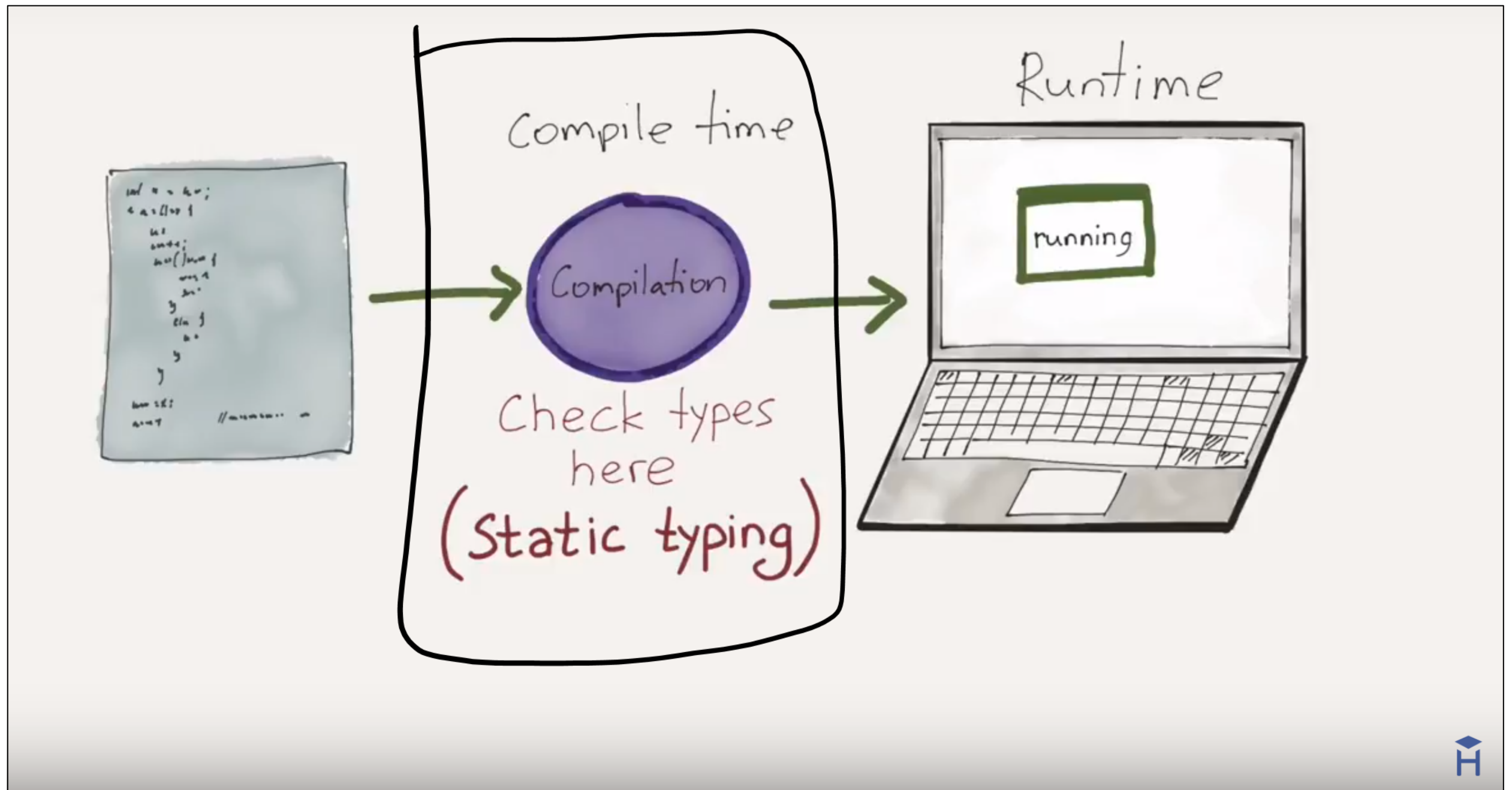


Kotlin: Types & Null



Kotlin





STATIC TYPING

"Variable declarations are mandatory before usage, else results in a compile-time error"

Static Typing – Example



```
String greeting = "Hello!";  
int someRandomInteger = 100;  
double aDoubleVariable = 2.2;
```

A type is
assigned to
each variable.

In Java, if we don't assign a
type, we get a compiler error
→ Java is statically typed.

Types determine the
operations we can perform on
the variables.

Static Typing – Example



In Kotlin, you don't have to specify the type of each variable explicitly, even though Kotlin is statically-typed.

Here, Kotlin determines the type from the initialisation.

```
fun main(args : Array<String>)  
{  
    var someRandomInteger = 100  
    var aDoubleVariable = 2.2  
    println (someRandomInteger)  
    println (aDoubleVariable)  
}
```

Static Typing – Example



However, you can choose to explicitly define a data type.

```
fun main(args : Array<String>)  
{  
    var someRandomInteger : Int = 100  
    var aDoubleVariable : Double = 2.2  
    println (someRandomInteger)  
    println (aDoubleVariable)  
}
```

Static Typing – Example



With Kotlin, you have to either define a type or initialise the variable (kotlin then determines the type!).

```
fun main(args : Array<String>)  
{  
    var someRandomInteger //compile error  
    var aDoubleVariable : Double = 2.2  
    println (someRandomInteger)  
    println (aDoubleVariable)  
}
```

Static Typing – Example



```
fun main(args : Array<String>)  
{  
    var someRandomInteger : Int = 100  
    var aDoubleVariable : Double = 2.2  
  
    someRandomInteger = 2.65           //compile error  
    aDoubleVariable = 233              //compile error  
  
    println (someRandomInteger)  
    println (aDoubleVariable)  
}
```



-
- runs on Java Virtual Machine.
 - is an evolution of the Java syntax but is more concise and has cleaner syntax.
 - is not syntax compatible with Java; but is interoperable with Java.
 - relies on some Java Class Libraries e.g. Collections framework.
 - is a statically-typed programming language.
 - offers null safety.

Null – Billion Dollar Mistake



I call it my billion-dollar mistake. It was the invention of the null reference in 1965.

— *Tony Hoare* —

AZ QUOTES

Kotlin and Null Safety

- Kotlin eliminates most sources of null references by making all types non-nullable by default — meaning that the compiler won't let you use a non-initialized, non-nullable variable.
- If you need a variable to hold a null value, you have to declare the type as nullable, adding a question mark after the type (more on this in later lectures).

```
1 var nonNullable: String = "My string" // needs to be initialized
2 var nullable: String?
```



Kotlin




agile workspace - Eclipse

File Edit Source Refactor Navigate Search Project Run Window Help

The screenshot shows the Eclipse IDE interface. The 'Help' menu is open, displaying various options. The 'Eclipse Marketplace...' option is highlighted in blue. A tooltip is visible over the 'Eclipse User Storage' option, stating 'Open the Eclipse Marketplace wizard'. The Package Explorer on the left shows a project named 'Agile - my-ap' with several sub-packages named 'pacem'.


- Welcome
- Help Contents
- Search
- Show Contextual Help
- Show Active Keybindings... Ctrl+Shift+L
- Tips and Tricks...
- Report Bug or Enhancement...
- Cheat Sheets...
- Eclipse User Storage (Open the Eclipse Marketplace wizard)
- Perform Setup Tasks...
- Check for Updates
- Install New Software...
- Install Papyrus Additional Components
- Eclipse Marketplace...**
- About Eclipse



Install Kotlin
plugin into
Eclipse

 Eclipse Marketplace

Eclipse Marketplace

Select solutions to install. Press Install Now to proceed with installation.
Press the "more info" link to learn more about a solution.


SearchRecentPopularFavoritesInstalled Eclipse Newsletter (Oct 2017)

Find: 

All Markets

All Categories

Go





Kotlin Plugin for Eclipse 0.8.2

The Kotlin Plugin for Eclipse helps you write, run, debug and test programs in Kotlin language. [more info](#)

by [JetBrains](#), Apache 2.0

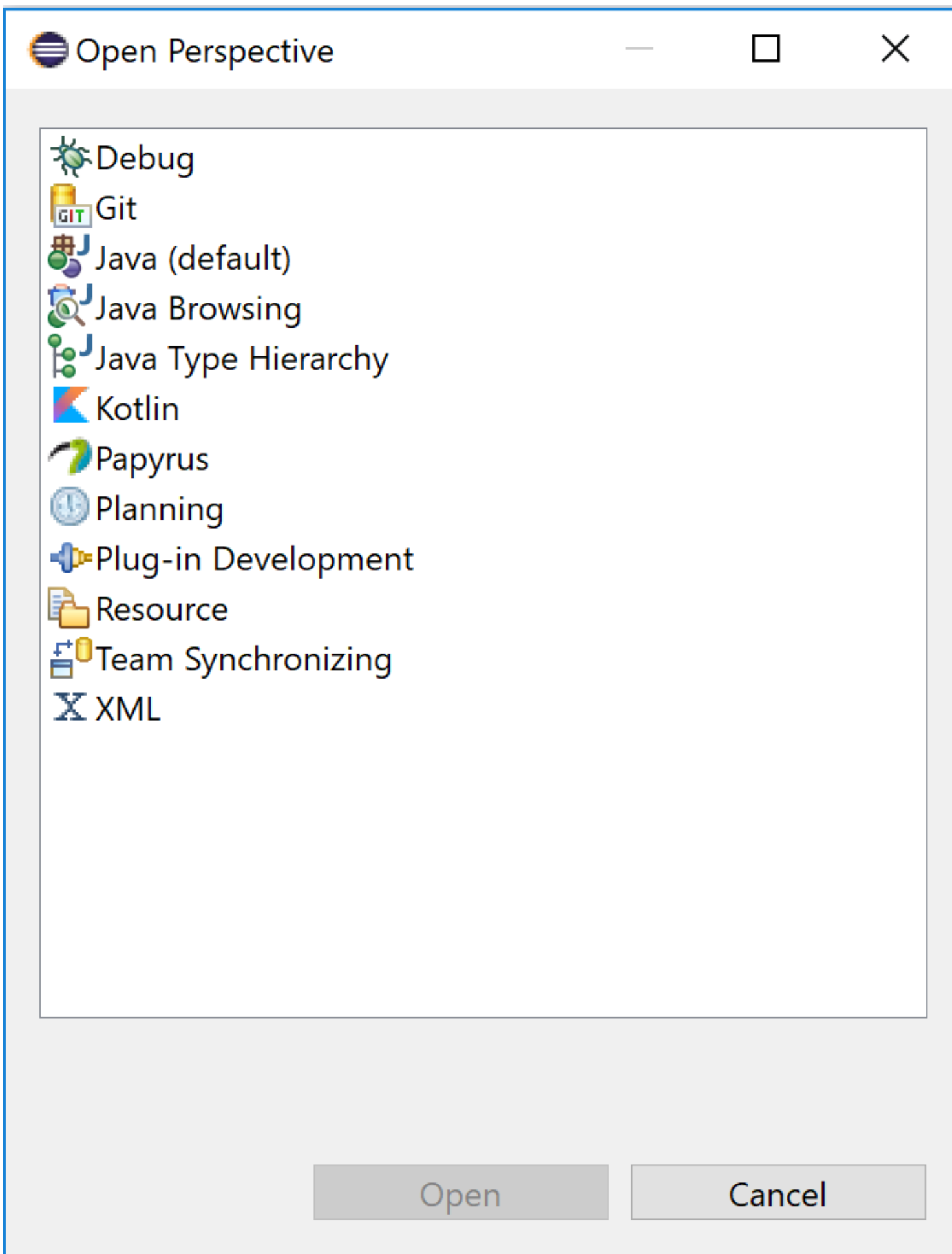
[kotlin](#) [jetbrains](#) [jvm](#) [java](#) [fileExtension](#) [kt](#)

 69

 Installs: **25.4K** (2,687 last month)

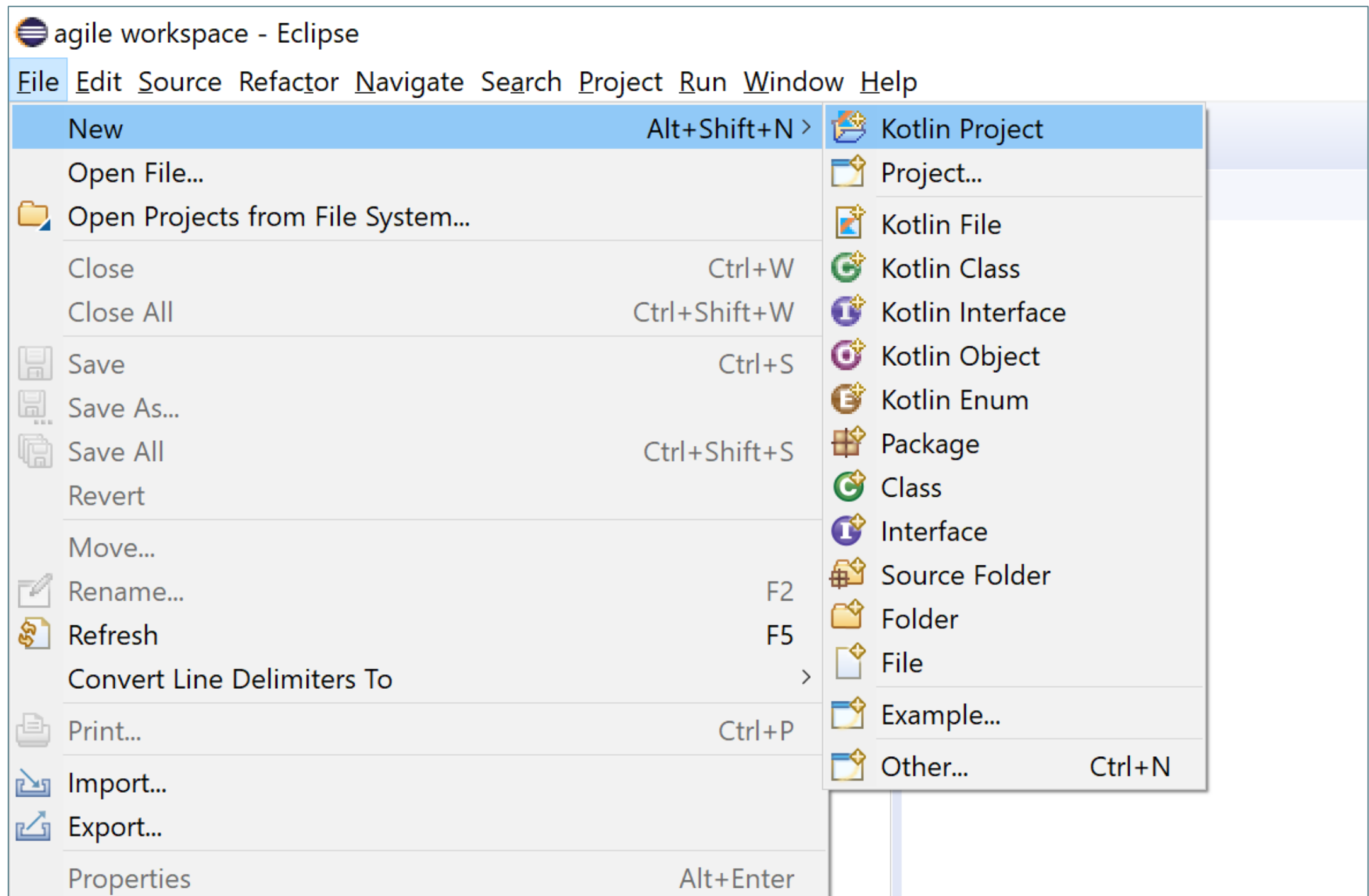
Install

Install Kotlin
plugin into
Eclipse




Change
perspective
to Kotlin.

Install Kotlin
plugin into
Eclipse



Create a
new Kotlin
project

 Kotlin project









Kotlin project
Create a new Kotlin project

Project name:

Location

☒ Use default location

Project location:

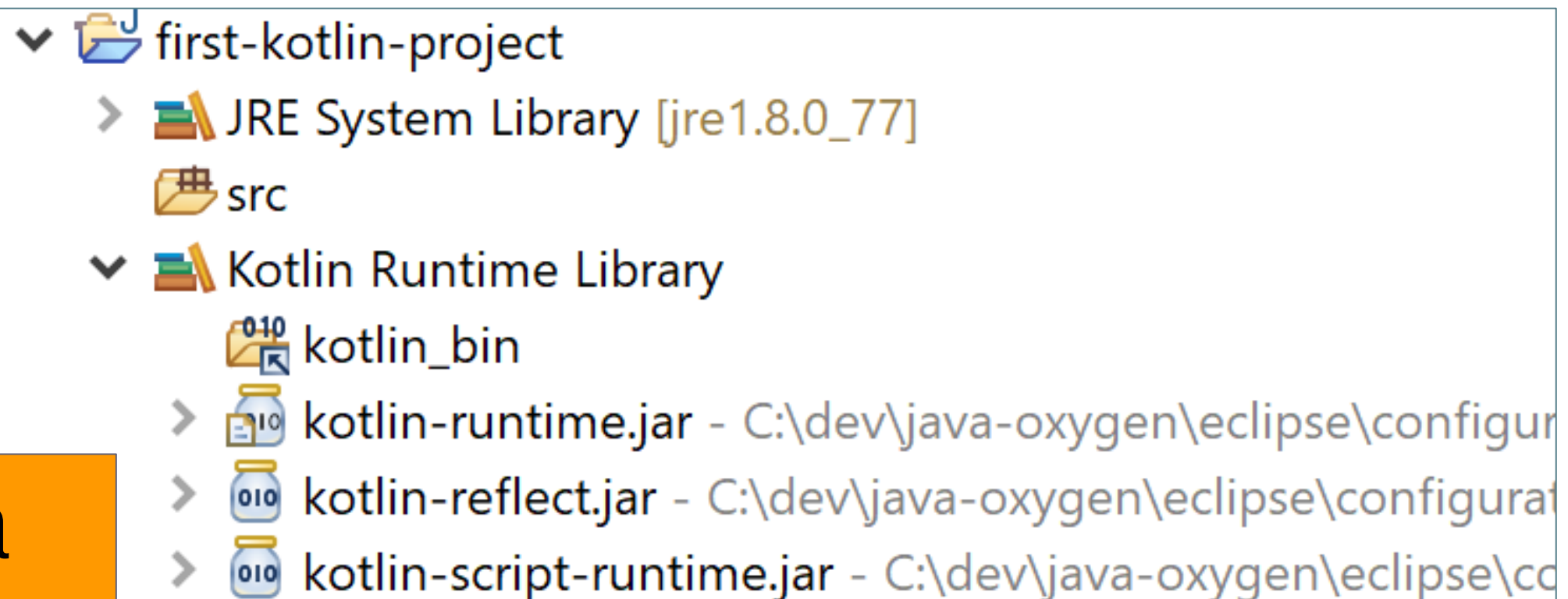
- ▼  first-kotlin-project
 - >  JRE System Library [jre1.8.0_77]
 -  src
 - ▼  Kotlin Runtime Library
 -  kotlin_bin
 - >  kotlin-runtime.jar - C:\dev\java-oxygen\eclipse\configur
 - >  kotlin-reflect.jar - C:\dev\java-oxygen\eclipse\configurat
 - >  kotlin-script-runtime.jar - C:\dev\java-oxygen\eclipse\co

Create a
new Kotlin
project

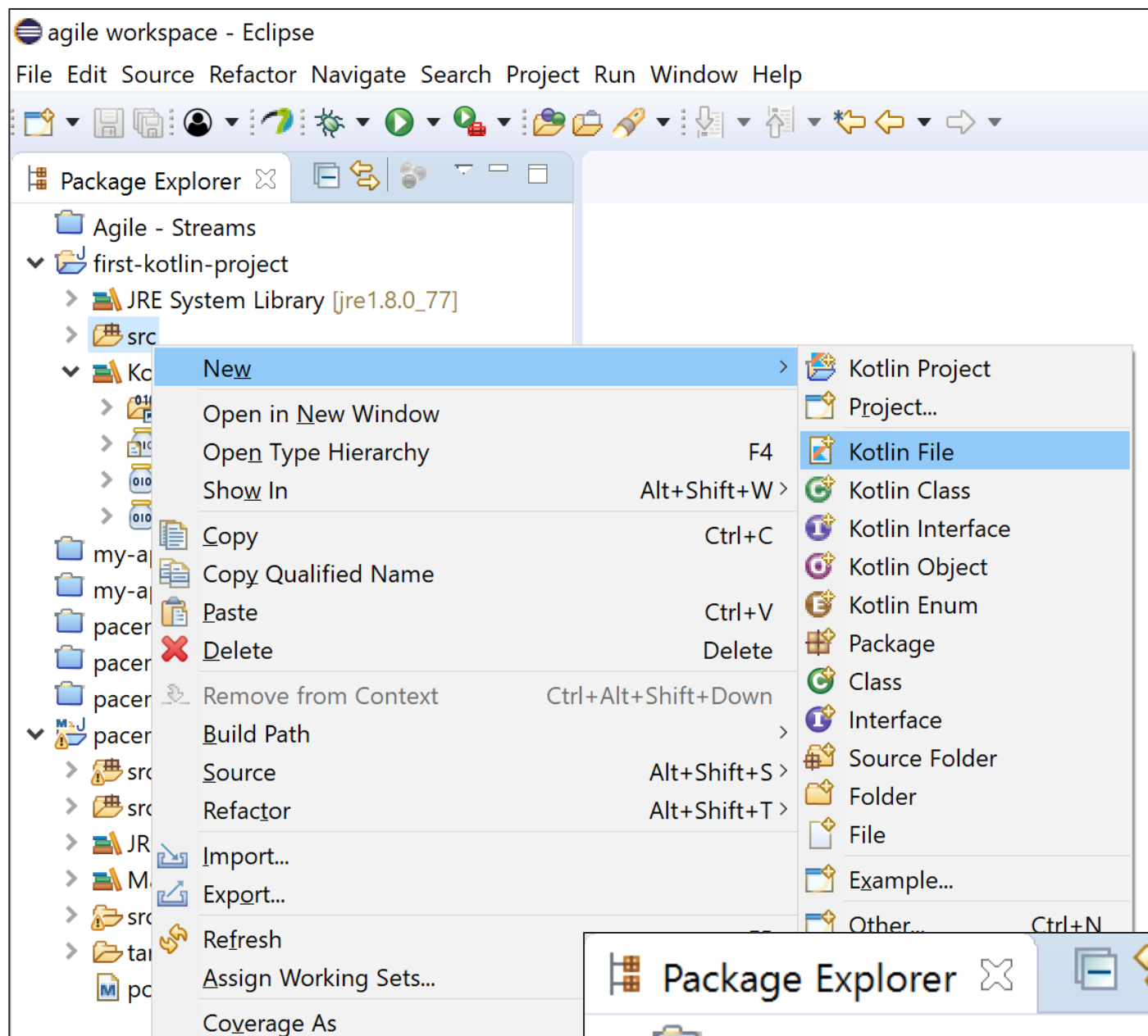
Eclipse project is also a Java project with a:

- Kotlin Builder and
- Kotlin Runtime Library.

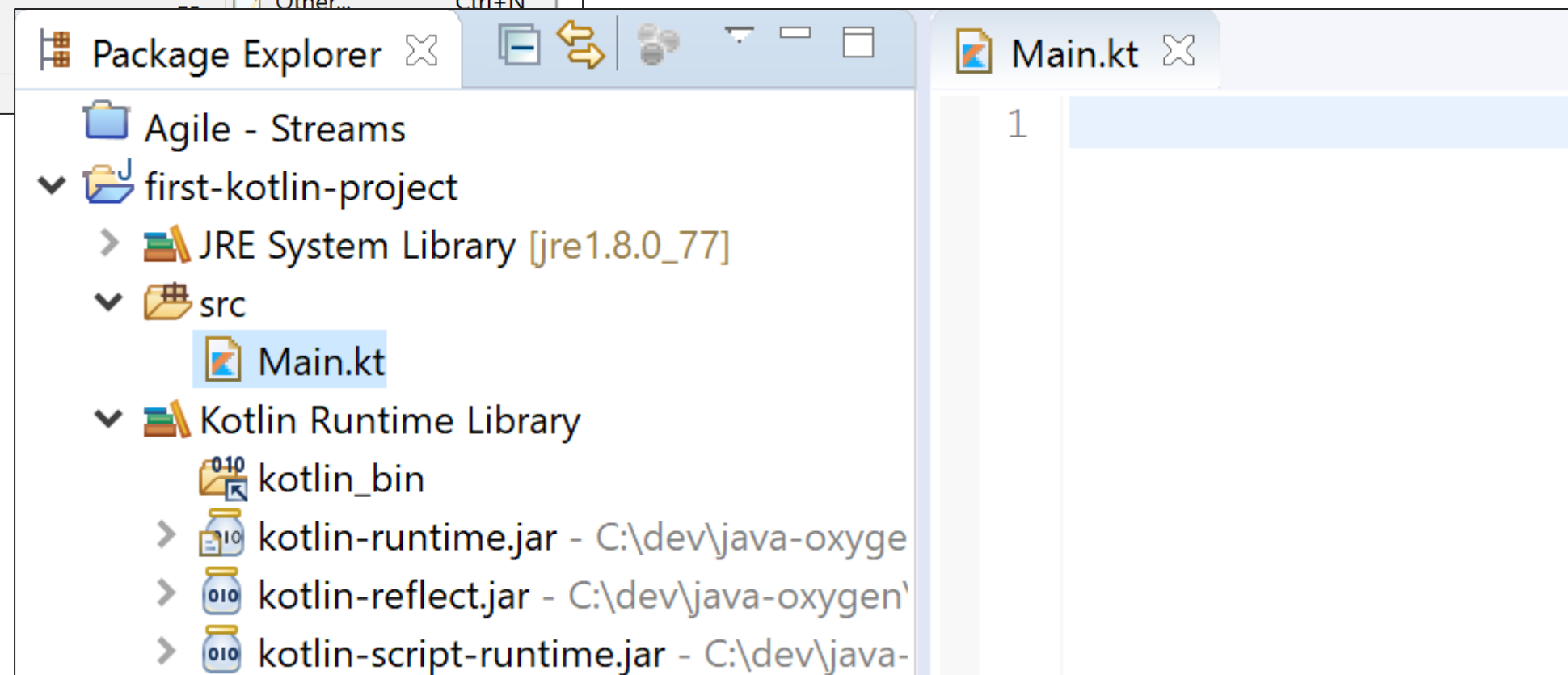
→ Can add Java classes to the project, mixing and matching Kotlin and Java code where required.

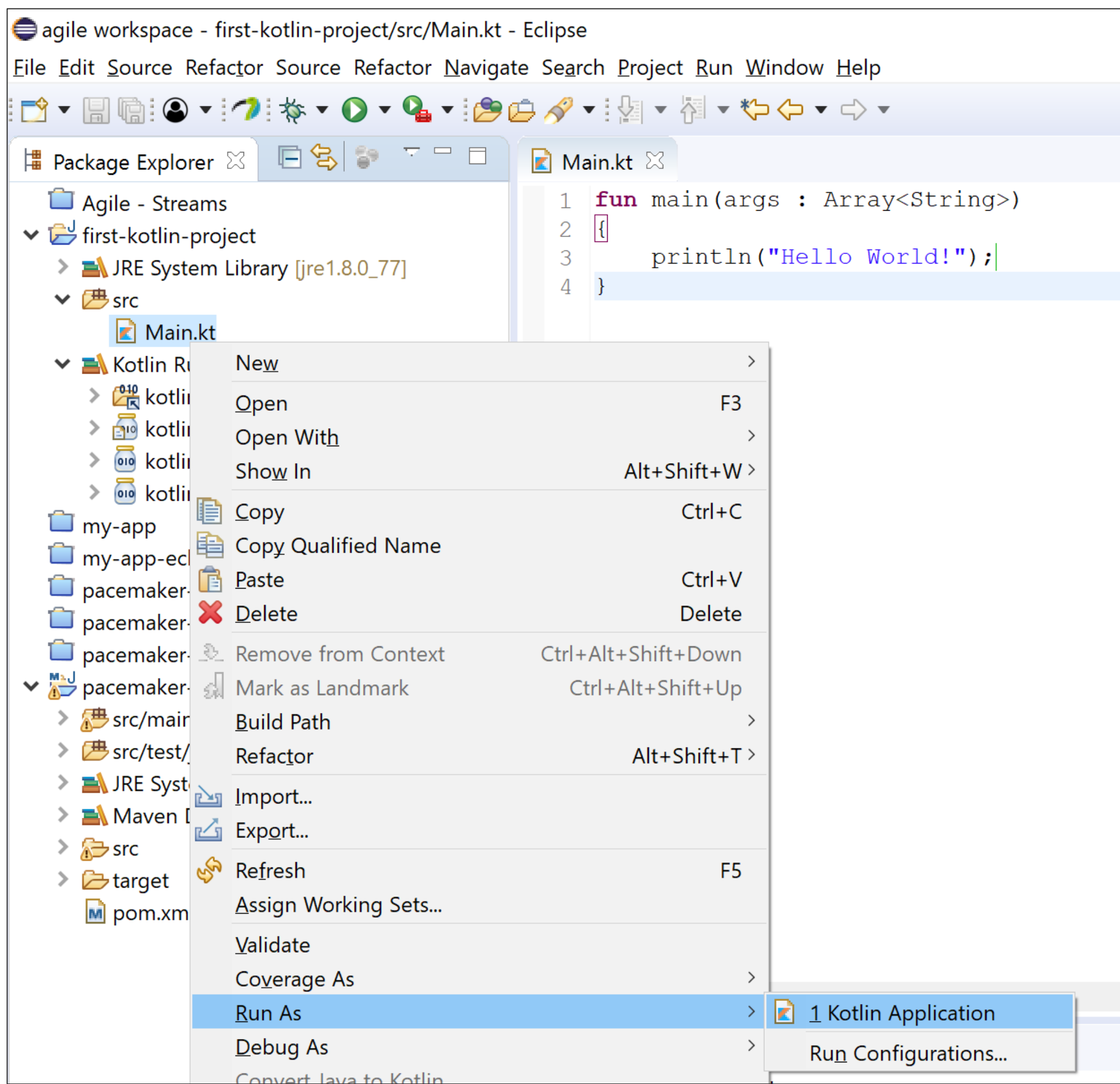


Create a
new Kotlin
project





Create a new
Kotlin file




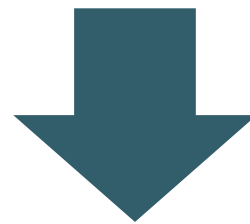




Hello
World!

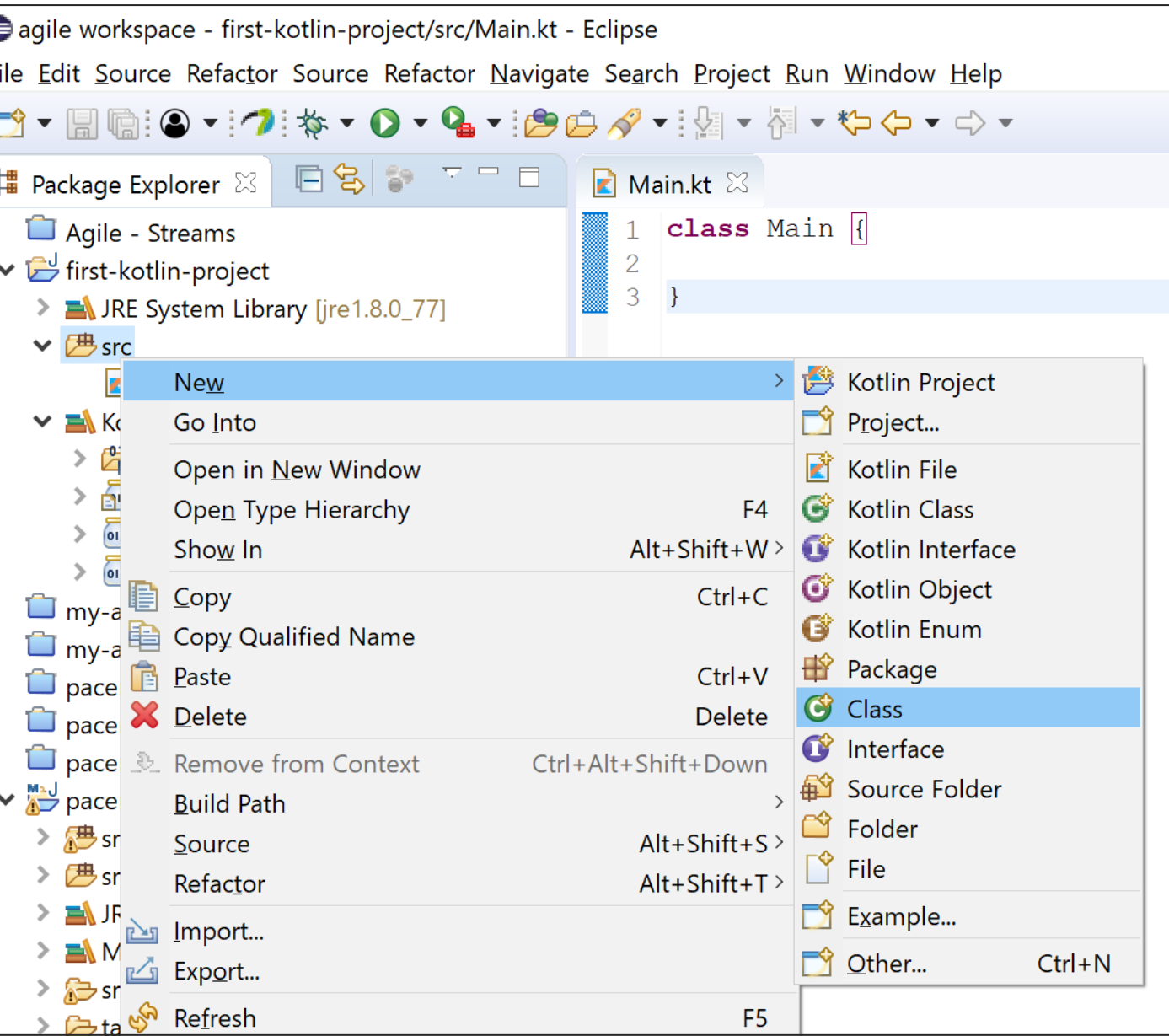
 Main.kt 

```
1 fun main(args : Array<String>)
2 {
3     println("Hello World!");
4 }
5
```

Hello
World!

 Problems  Console 

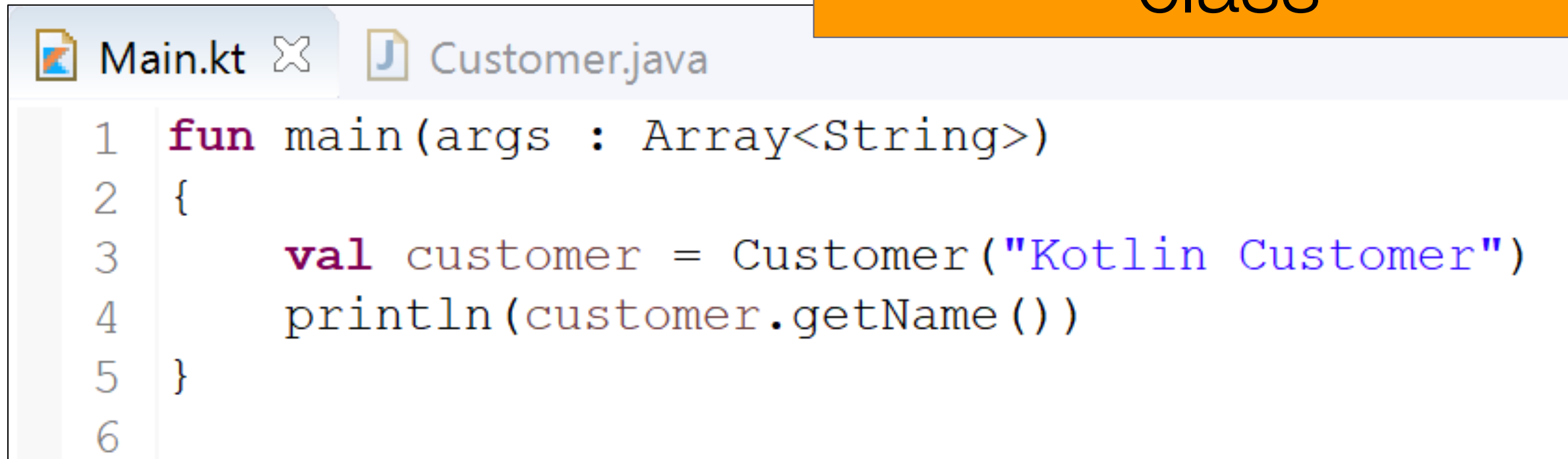
```
<terminated> Config - Main.kt [Java Application] C:\Program Files\Java\jre1.8.0_77\bin\javaw.exe (24 Oct 2017, 20:47:52)
Hello World!
```



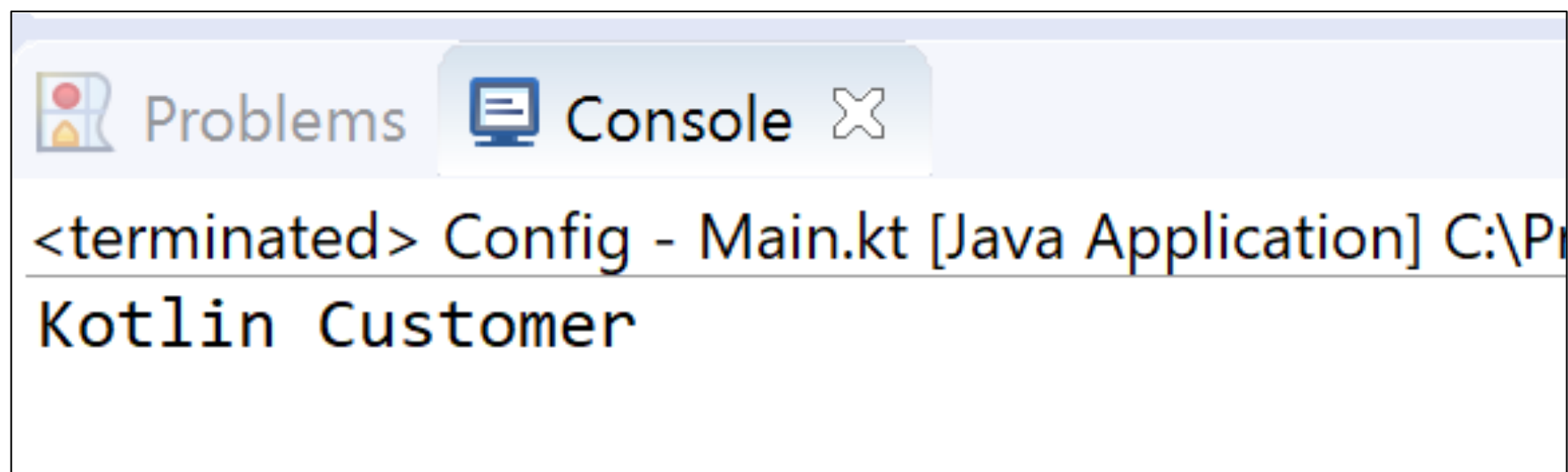
Interoperability: Create a new Java class

```
Customer.java  
  
public class Customer {  
  
    private String name;  
  
    public Customer(String name) {  
        super();  
        this.name = name;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public void setName(String name) {  
        this.name = name;  
    }  
  
    @Override  
    public String toString() {  
        return "Customer [name=" + name + "]";  
    }  
}
```

Interoperability:
Create a new **Java**
class



```
1 fun main(args : Array<String>)  
2 {  
3     val customer = Customer("Kotlin Customer")  
4     println(customer.getName())  
5 }  
6
```



```
<terminated> Config - Main.kt [Java Application] C:\P  
Kotlin Customer
```

Kotlin Vs Java

```
Customer.kt ✕
1 class Customer(name: String?) {
2     var name: String? = null
3
4     init {
5         this.name = name
6     }
7
8     override fun toString(): String {
9         return "Customer [name=" + name + "]"
10    }
11 }
```

```
main.kt Customer.java ✕
public class Customer {

    private String name;

    public Customer(String name) {
        super();
        this.name = name;
    }

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    @Override
    public String toString() {
        return "Customer [name=" + name + "];"
    }

}
```