**10.3 Annotation:**

<https://medium.com/@elye.project/annotation-tutorial-for-dummies-in-kotlin-1da864acc442>

# <https://www.baeldung.com/kotlin-annotations>

# <https://www.i-programmer.info/programming/other-languages/11444-the-programmers-guide-to-kotlin-annotation-a-reflection.html>

# **10.4 Kotlin Reflection**

**Reflection** is a set of language and library features that examines the structure of program at runtime.

Kotlin makes functions and properties as first-class citizen in the language and examine these functions and properties at runtime.

# <https://www.javatpoint.com/kotlin-reflection>

# **Functional Reference**

# Kotlin functional is used to obtain the reference of function using double colons. The reference of function can be used in another function as a parameter. To use this reference in another function we use the :: operator:

# **Property Reference**

# We can also access the properties as first-class object in Kotlin, to access object property we can use :: operator:

# To evaluate the property object of type KProperty<Int> we use the expression ::variableName. The expression ::variableName allow to retrieve its property name by using name and readits value using get() function.

# To reset the value of mutable type property, reference property has set() method.