Kotlin Cheat Sheet (100 Proper & Real Items)
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1. val – Declares a read-only (immutable) variable

2. var – Declares a mutable variable

3. fun – Defines a function

4. println() – Prints output to console

5. when – Conditional expression similar to switch

6. if – Conditional statement/expression

7. else – Fallback condition

8. for – Loop for iteration

9. while – Loop while condition is true

10. do-while – Loop executed at least once

11. class – Defines a class

12. object – Creates singleton object

13. interface – Defines interface

14. data class – Class for holding data

15. sealed class – Restricts class hierarchy

16. enum class – Defines enum constants

17. null – Represents absence of value

18. ? – Nullable type operator

19. !! – Non-null assertion

20. ?. – Safe call operator

21. let() – Executes block on object

22. apply() – Configure object

23. also() – Perform side actions

24. run() – Runs block and returns result

25. with() – Access object members

26. map() – Transforms collection

27. filter() – Filters collection

28. forEach() – Iterates collection

29. MutableList – Resizable list

30. List – Read-only list

31. Set – Unique elements collection

32. Map – Key-value pairs

33. Array – Fixed-size array

34. Int – Integer data type

35. String – Text data type

36. Boolean – True/False

37. Double – Decimal number

38. Float – Decimal number

39. Long – Large integer

40. Short – Small integer

41. Byte – Very small integer

42. lateinit – Late initialization

43. lazy – Lazy initialization

44. companion object – Static-like members

45. init – Initializer block

46. constructor – Class constructor

47. override – Override parent function

48. open – Allows inheritance

49. abstract – Abstract class or function

50. try-catch – Exception handling

51. throw – Throws exception

52. import – Imports package

53. package – Defines package

54. is – Type check

55. as – Type cast

56. this – Current object

57. super – Parent class reference

58. CoroutineScope – Coroutine scope

59. launch() – Starts coroutine

60. async() – Async coroutine

61. suspend – Suspend function

62. delay() – Coroutine delay

63. Job – Coroutine job

64. Flow – Async stream

65. StateFlow – State holder flow

66. MutableStateFlow – Mutable flow

67. LiveData – Lifecycle-aware data

68. ViewModel – Holds UI data

69. Intent() – Navigate between activities

70. Bundle() – Pass data

71. RecyclerView – Scrollable list

72. Adapter – Binds data to view

73. Context – App environment

74. Toast – Show short message

75. Log.d() – Debug log

76. setOnClickListener – Click event handler

77. findViewById() – Find view

78. by viewModels() – ViewModel delegate

79. Room – Database library

80. Retrofit – Network calls

81. Gson – JSON parsing

82. SharedPreferences – Store small data

83. DataBinding – Bind UI to data

84. ViewBinding – Type-safe view access