

## Q&A with Pamela Hill

Name	Question	Answer
Maulik Hirani	From a perspective of a native app developer, Kotlin Multiplatform is really exciting. What do you think for the people already working with Flutter or other multiplatform tech? Should they adopt Kotlin Multiplatform for any benefit? Any thoughts on this would be really appreciated. Thanks!	<p>The answer really depends on your team's skills and goals.</p> <p>If you are already skilled at something like Flutter or React Native and it's working for you, perhaps not!</p> <p>I would only really suggest that you look into something like Kotlin Multiplatform Mobile as an alternative if you would like a more native look and feel (that is- Flutter's Material Design doesn't work for you), or if your app uses native code plugins a lot, and find that writing these plugins or waiting for them to become available has become cumbersome.</p>
Randy McLain	Does Kotlin have support for SPM for iOS? Thanks!	No, but if you really need SPM you can take a look at Touchlab's <a href="#">KMMBridge</a> which supports SPM.
Anonymous	Are there any plans to support Swift Package Manager as an alternative to Cocoapods?	The honest answer is that we'd love to, but not before our stable release.
Viktor Amelin	Is there any way to support ios features like Published and Binding on kmm side?	Since there is no direct Swift/Kotlin interop, there's currently no way to use these.
Paul An	I wonder how to migrate existing Android codebase and iOS codebase to be KMM? Is there a detailed guideline?	I actually misunderstood this question in the webinar. Please take a look at the webinar presented last October <a href="#">here</a> .
George Kylafas	Do we have access to iOS build schemes/targets/etc within the iosMain source set?	Not sure what is being asked here, sorry.

Randy McLain	So it still looks like there will be a lot of platform specific code being written.. how robust is the Kotlin Standard libs where the shared code lives? Can you provide some examples of user functionality that can be written only using kotlin standard lib (common Main Source set)? Thanks!	The hope is that you will not be writing a lot of platform-specific code, or at least that the choice will be yours whether you do or not. I think the strength of Kotlin Multiplatform Mobile lies both in what JetBrains provides, but also what the community has already created as libraries, so that you don't have to create that much platform-specific code.
David Bemmer	When writing the iosMain, autocomplete and documentation is available on the editor?  For Swift code, I mean	Code completion is available for iOS APIs in iosMain using Kotlin/Native. I don't think documentation is available right at the moment, which is a pity.
Franklin Byaruhanga	is all the common Main code using the expect/actual Mechanism ?	No, if it's common Kotlin or using a Multiplatform library, it doesn't need to be! It's only when you want to use something not already catered for that you'll use the expect/actual mechanism.
George Kylafas	How can we get rid of the "duplicate content roots detected" warning after every gradle sync?	This should be fixed or become better in 1.8.20. If you experience this outside Android source sets (androidMain), please report it on Youtrack.
Mert Tecimen	Hello, does using KMM limits the usage of newer versions of iOS SDKs?	Kotlin Multiplatform Mobile isn't really dependent on iOS SDK versions per se. However, we do need to support what Xcode supports, and are dependent on some Xcode internals so sometimes this is a little bit behind as we play catchup. But the intention is always to support the latest.

Ilker Aslan	Why should we apply <code>`com.android.library`</code> plugin to shared module gradle file? I see this pattern in every example, but doesn't applying the <code>`multiplatform`</code> plugin should be enough so that we have the code which may run on JVM?	Applying <code>com.android.library</code> is necessary because Kotlin Gradle Plugin doesn't reimplement the whole building/packaging of the Android-part of the project. You will even get the error if you try using <code>kotlin { android() }</code> without <code>com.android.library</code> or <code>com.android.application</code> .
Viktor Amelin	So suspend is like async in ios, right?	Yes, async functions are functions that can be suspended while it's partway through execution. Take a look at <a href="#">this</a> article for more information and inspiration!
Mike Swan	Are there any known plans to add SPM support in addition to the existing CocoaPods support?	The honest answer is that we'd love to, but not before our stable release.
Viktor Amelin	There is probably a better way to run up than using <code>companionHandler? func getLaunches() asyn await</code>	Absolutely - the library I demonstrated with flows also has support for suspend functions, and you can use <code>async/await</code> with those.
yaniv marshaly	Can I use <code>async await</code> on iOS ?	Absolutely - the library I demonstrated with flows also has support for suspend functions, and you can use <code>async/await</code> with those.
Dan H	Can you use KMM for persistence across app launches?	Yes, with libraries such as <code>SQLDelight</code> or <code>Realm</code> .
Pete Hoch	We do have <code>async/await</code> in Swift. So will there be new functions without the annoying callbacks?	Absolutely - the library I demonstrated with flows also has support for suspend functions, and you can use <code>async/await</code> with those.

George Kylafas	Why not call suspend functions as async in iOS instead of using completion handlers?	You're absolutely right. See <a href="#">this</a> article for more details.
Mert Tecimen	Wouldn't sharing iOS and Android code for both languages creates a niche developer requirement and could employers find that not viable?	Android developers most probably know Kotlin very well by now. That's probably the most important skill for creating shared code, since we're hoping there will be libraries for doing what you want to share already. Since Swift and Kotlin are so closely related, we've found iOS developers starting to become more keen to learn basic Kotlin to help out writing shared code.
David Bemmer	Is there any persistence framework for KMP similar to CoreData or sqllite?	You can use the libraries SQLDelight or Realm for normal databases, or Multiplatform Settings for key-value pairs. Remember that SQLite is actually on both Android and iOS.
Radek Bien	Hi, You are using ktor-client-android for android in dependencies. I have good experience with Retrofit + okhttp on Android. Has ktor-client-android any advantage before ktor-client-okhttp?	You might want to look into a Multiplatform library called Ktorfit, that allows you to write Retrofit type code that's Multiplatform and uses Ktor clients.
Teri Morrison	Will this code in this webinar be available?	Yes, it's available at <a href="https://github.com/pahill/kmm-networking-and-data-storage">https://github.com/pahill/kmm-networking-and-data-storage</a> . <ul style="list-style-type: none"> <li>- start_webinar is the starting point of the webinar</li> <li>- webinar_step1 is the webinar using ktor and coroutines</li> <li>- final3 is for flows</li> </ul>

Mike Swan	Since it looks like the Android and iOS apps live together, is there a path for an existing Android/iOS app pair to migrate to KMM?	No, it's really up to you what you want to start sharing first. Many companies start with just a few constants or something small and annoying like analytics, and take things from there.
Ceren Majoor	is flow fetching results by pagination or like RxSwift equivalent? an open stream?	Flows is just a way to get any results - whether it's from a database or a webservice - as a stream of values. The implementation can include pagination if needed, I think.
Rohit Nisal	It is possible to use certificate pinning for network API call?	Yes, take a look at <a href="#">this</a> resource. Please also take note of the warning at the bottom of that page!
Maulik Hirani	Thanks Pamela for a great session!  Kotlin Multiplatform looks like a rocket launcher for Android dev to enter into the iOS territory. How do we convince iOS team members to start with Kotlin Multiplatform?	I would recommend you give our <a href="#">latest ATOM podcast with Meetup</a> a listen! Annyce Davis gives some great advice there. My favourite point is where she says - what's the worst that can happen? We would have to rewrite the business logic in Swift. That's what's so great about Kotlin Multiplatform - it's not an all or nothing technology, and adoption can be gradual!
Eblen Macari	are there some real productive apps built with KMM stable enough to consider start using it?	Sure, please have a look at our case studies page <a href="#">here</a> . Also have a listen to our ATOM podcast on Kotlin Youtube where you can learn more about companies like Meetup that have adopted it have to say!