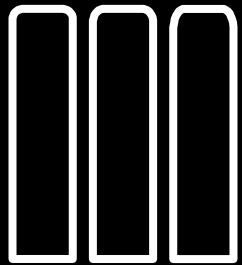


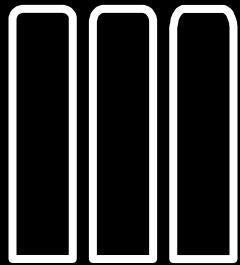


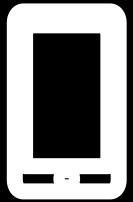
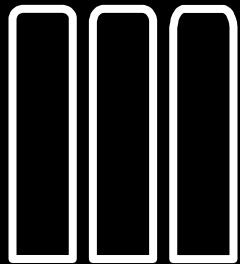
# Going beyond JVM with Kotlin

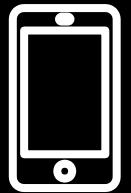
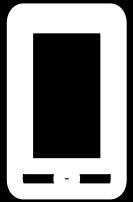
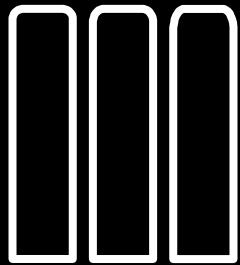
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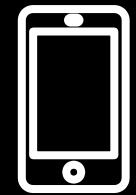
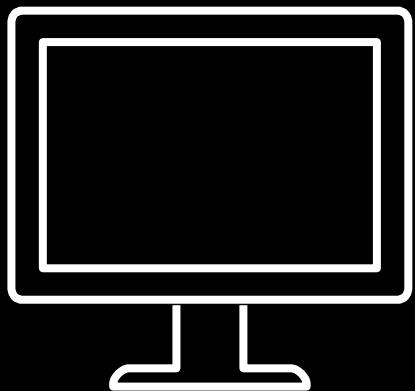
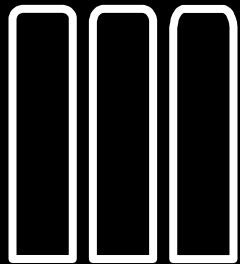
Victor Kropp  
@kropp  
victor.kropp.name



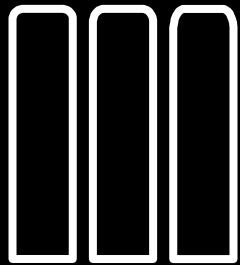
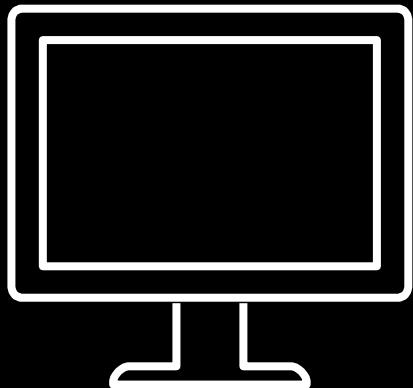








C  
C++  
C#  
**Objective-C**  
Swift

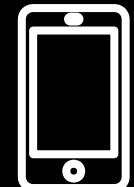
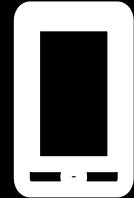


Java  
Python  
Ruby

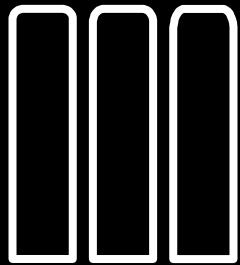
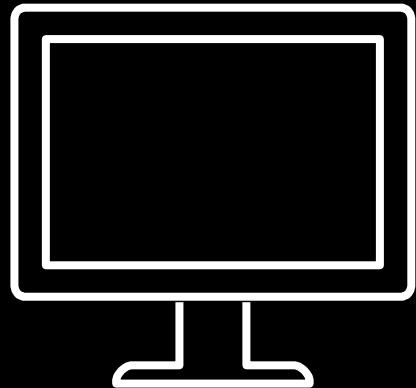
JavaScript  
TypeScript



Java  
Kotlin  
**Objective-C**  
Swift



C  
C++  
C#  
Objective-C  
Swift

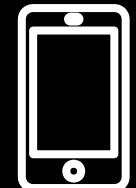


Java  
Python  
Ruby

JavaScript  
TypeScript

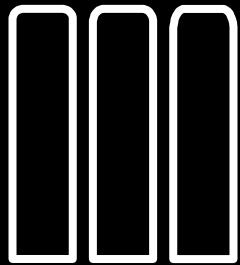


Java  
Objective-C  
Swift

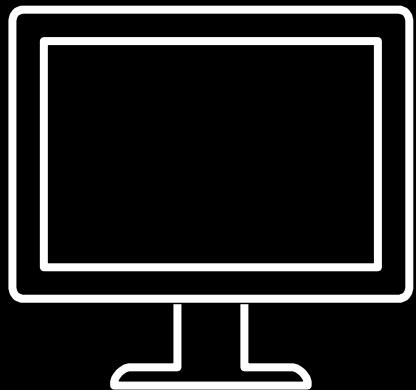




Kotlin



Kotlin



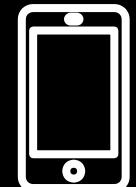
Kotlin



Kotlin



Kotlin



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Version 1.2.41

## Build Applications For



JVM



Android



Browser

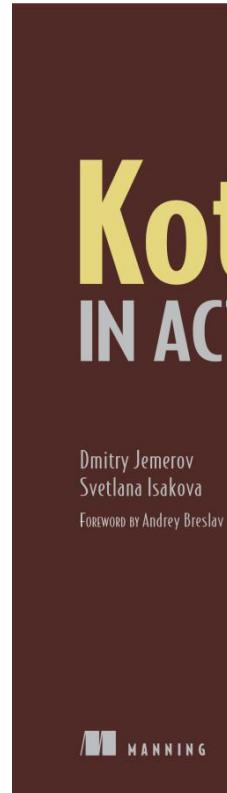


Native

<https://kotlinlang.org>



# Kotlin in Action





# Kotlin Koans

The screenshot shows the Try Kotlin web interface. At the top, there's a navigation bar with links for LEARN, COMMUNITY, and TRY ONLINE, along with social sharing icons for Facebook, Google+, Twitter, and LinkedIn. Below the navigation is a toolbar with Save, Save as, Arguments, and Run buttons, and dropdowns for Shortcuts, Convert from Java, and Fullscreen. The main area has a sidebar on the left containing a tree view of examples, with 'Use when.kt' currently selected. The main content area displays the following Kotlin code:

```
1 /**
2 * See http://kotlinlang.org/docs/reference/control-flow.html#when-expression
3 */
4
5 fun main(args: Array<String>) {
6     cases("Hello")
7     cases(1)
8     cases(0L)
9     cases(MyClass())
10    cases("hello")
11 }
12
13 fun cases(obj: Any) {
14     when (obj) {
15         1 -> println("One")
16         "Hello" -> println("Greeting")
17         is Long -> println("Long")
18         !is String -> println("Not a string")
19         else -> println("Unknown")
20     }
21 }
22
23 class MyClass() {
24 }
```

At the bottom of the interface, there are status messages: 'Project content loaded' and 'On-the-fly type checking'.

<https://try.kotlin.in>

# Using the same language across the platforms

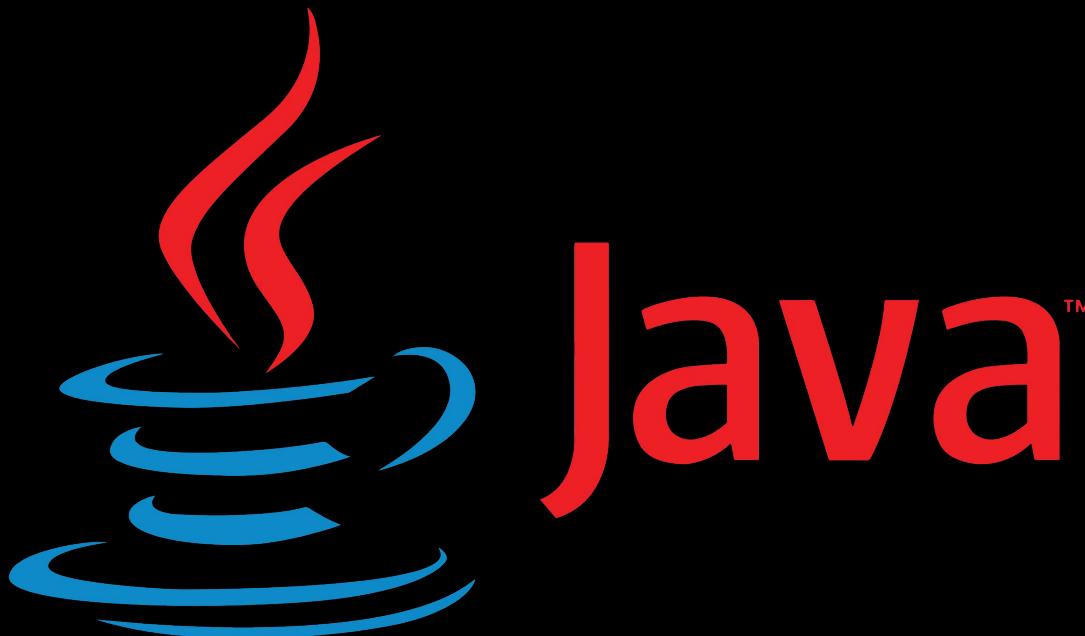
- Everyone on the team speaks the same language
- Single team working on all apps
- Simplify full-stack development

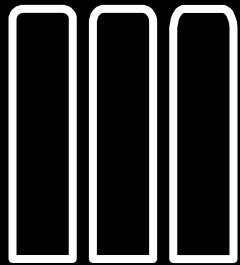
**Share code  
between platforms**

Write once,  
run everywhere

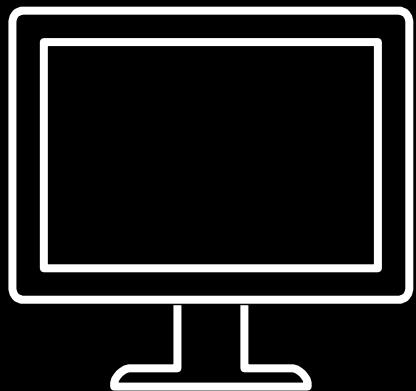


Write once,  
debug everywhere





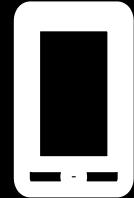
Kotlin



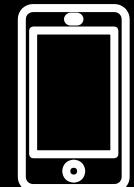
Kotlin

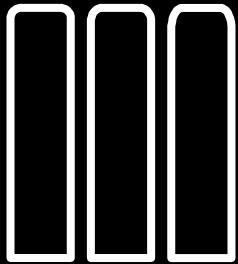


Kotlin

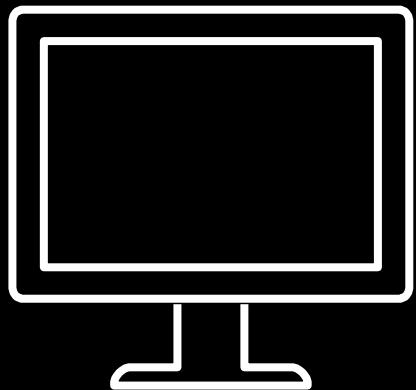


Kotlin



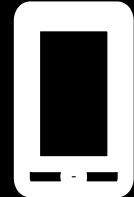


**Kotlin/Native**



**Kotlin/JVM**

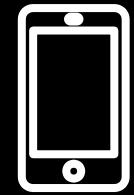
**Kotlin/JVM**



**Kotlin/JS**



**Kotlin/Native**



# Code sharing

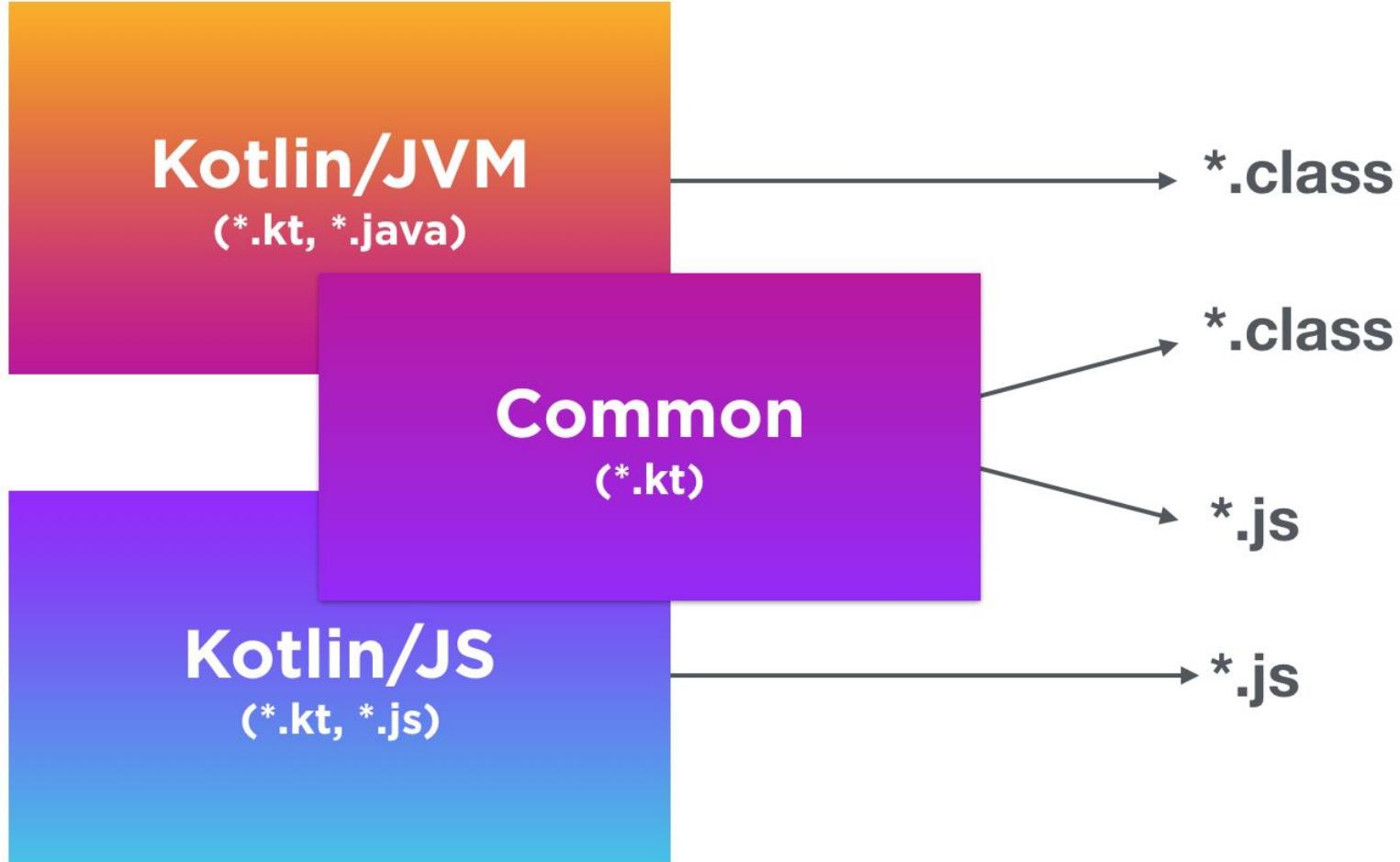
- Share data structures
- Share business logic

# Code sharing

- Share data structures
- Share business logic
- Share tests!

# Code sharing

- Share data structures
- Share business logic
- Share tests!
- Do **NOT** share UI





# Common module

```
apply plugin: 'kotlin-platform-common'

dependencies {
    compile "org.jetbrains.kotlin:kotlin-stdlib-common:$version"
}
```



# Platform module

```
apply plugin: 'kotlin-platform-jvm'

dependencies {
    compile "org.jetbrains.kotlin:kotlin-stdlib:$version"
    expectedBy project(":mp-common")
}
```



# expect/actual

```
expect class Foo {  
    fun baz()  
}
```

```
actual class Foo {  
    actual fun baz() {}  
}
```



# expect/actual

```
expect class Foo(bar: String) {  
    fun baz()  
}
```

```
actual class Foo actual constructor(val bar: String) {  
    actual fun baz() {}  
}
```



# typealias

```
expect annotation class Test
```

```
actual typealias Test = org.junit.Test
```



# typealias

```
expect class BigDecimal {  
    fun divideAndRemainder(d: BigDecimal):  
        Array<BigDecimal>  
}  
  
actual typealias BigDecimal = java.math.BigDecimal
```

# Sample project

- ▶  mp-common
- ▶  mp-js
- ▶  mp-jvm
- ▶  server
- ▶  web

Show me the code!



# Code



<https://github.com/kropp/kotlin-multiplatform-sample>

# Common modules

- Coroutines
- `kotlin.test`
- `kotlinx.serialization`
- `kotlinx.html`

And many more libraries in the future

# Recap

- Kotlin allows you to write the whole application in a single language
- Reuse business logic and data structures
- Integrate with respective platform
- Multiplatform projects for JVM & JS available **now**  
Kotlin/Native coming soon

# Thank you!

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# Questions?

Victor Kropp

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