

Getting Started with Kotlin



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Better Java



Less ceremony

Exception handling

Language features

- Support for immutable types
- String interpolation
- Looping constructs
- Expressions
- Ranges

Can just Code

No need even for classes



'Hello World'

```
fun main(args: Array<String>) {  
    println("Hello, World")  
}
```



How does this
Work?

Java demands class files!



Mutable vs.
Immutable

val and var keywords



String Templates

Avoiding concatenation



Expressions

'if' is an expression

As is 'try'



No 'switch'
Statement

Use the more powerful 'when'



Expressions

'try' is an expression



Looping

'for' is more powerful than Java



Ranges

1..5

a..f



Exception Handling

No declaration of exceptions in Kotlin

Can use annotations to interop with Java



Summary



Similar functionality to Java

Code is generally simpler



What's Next

