



# **Kotlin – Efficient collection processing**

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# Agenda

- **Iterable vs Sequence Processing**
  - What is Sequence
  - Benefit of Sequence
  - When to use Sequence
- **Inline Function**

# Collections

- Collections
  - Eg : List, Set, Map
  - Iterable
    - All collections are inherited from Iterable Interface and implements the Iterator function

# Iterable

```
interface Iterable<out T> {  
    operator fun iterator(): Iterator<T>  
}
```

# Sequence

```
interface Sequence<out T> {  
    operator fun iterator(): Iterator<T>  
}
```

- Allows same set of functions performed on Iterable

# Iterable

- Multi step processing are executed **eagerly**
- Intermediate function returns new collections
  - result of each operation is stored in a new collection
- process the whole collection on every step.
- Faster for smaller collections and few steps
- use Inline functions

# Sequence

- Multi step processing are executed **lazily**
- Intermediate functions are not performed on the spot
  - All the operations are stored and evaluated at the end of terminal operation
- make whole processing for a single element, then for another etc.
- Faster for larger collections and multiple steps
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# Inline functions for higher Order functions

- Using higher order functions imposes certain runtime penalties.
- Memory allocations (both for function objects and classes) and virtual calls introduce runtime overhead.
- overhead can be eliminated by inlining functions having the lambda expressions.

```
inline fun <T> Iterable<T>.filterInline(destination: ArrayList<T>, predicate: (T) -> Boolean) {  
    for (element in this) if (predicate(element)) destination.add(element)  
}
```

# Keep in mind – Inline Functions

- Use inline functions where we need to use higher order functions to reduce memory overhead.
  - Don't use for bigger functions as the code gets bigger during compilation
  - Use for generic functions. Don't use class level variables and functions inside inline functions