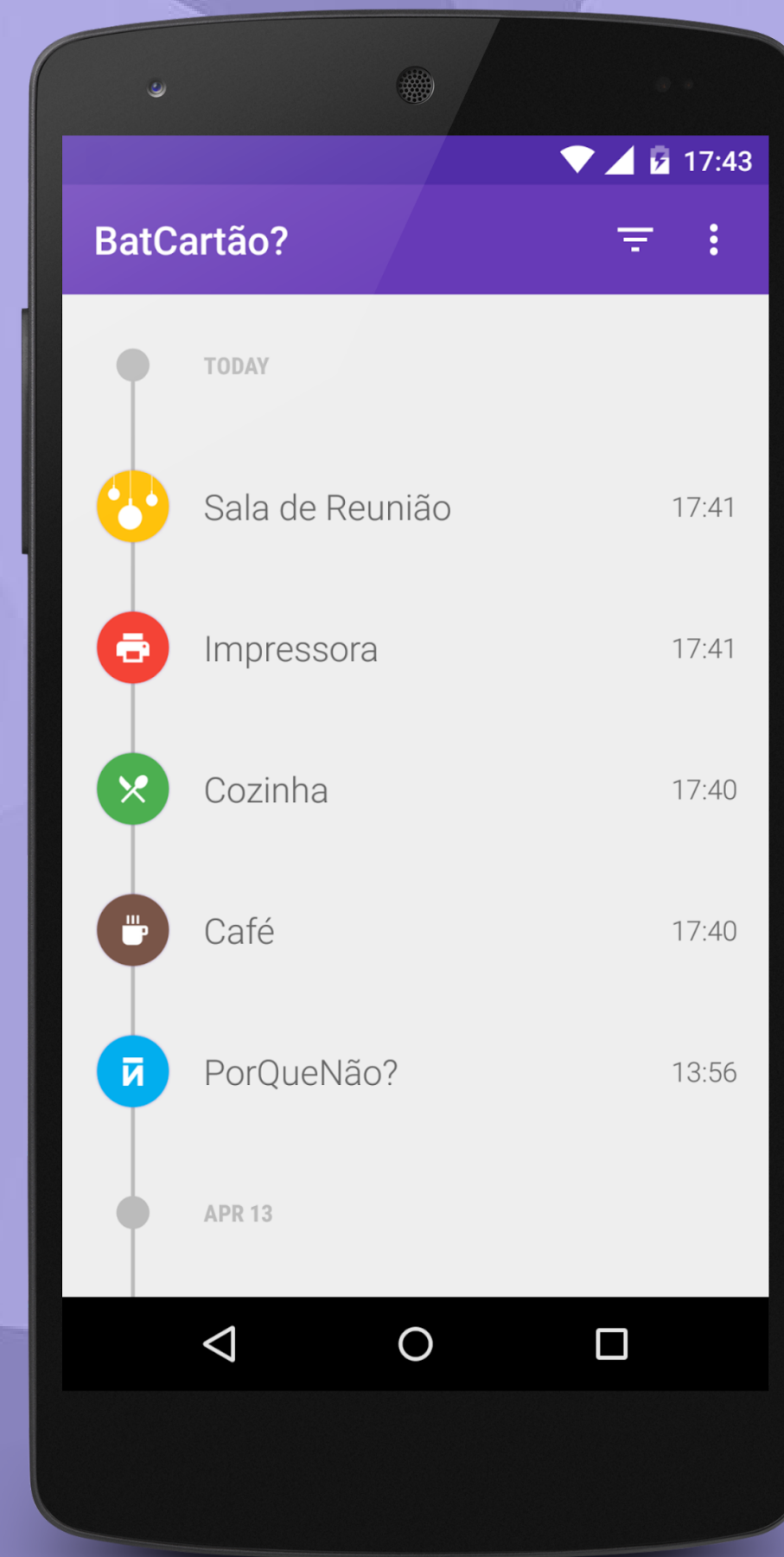
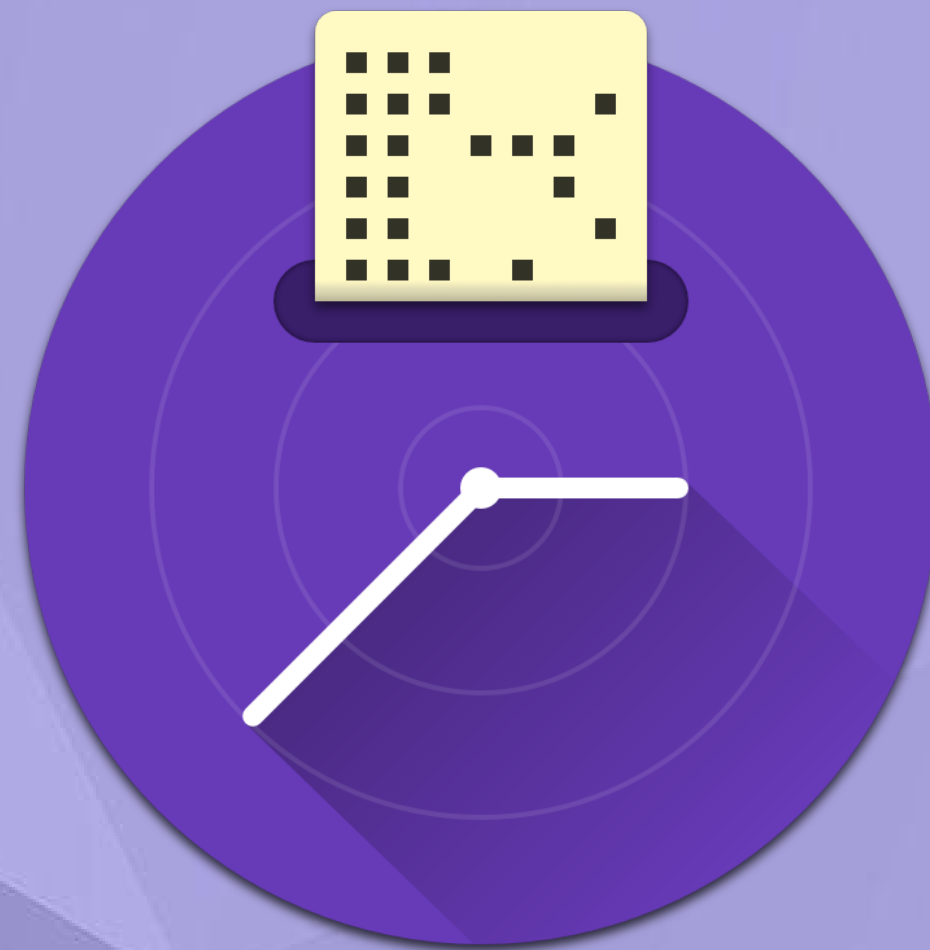


Kotlin

O DESPERTAR DA FORÇA







Kotlin

A dimly lit lecture hall with a large audience of students, many wearing orange and white striped tank tops, seated and facing a stage. On the stage, a lecturer in a white robe stands near a blackboard, gesturing with a pointer. Several other figures in robes are visible in the background. The word "Kotlin" is overlaid in large yellow text on the blackboard.



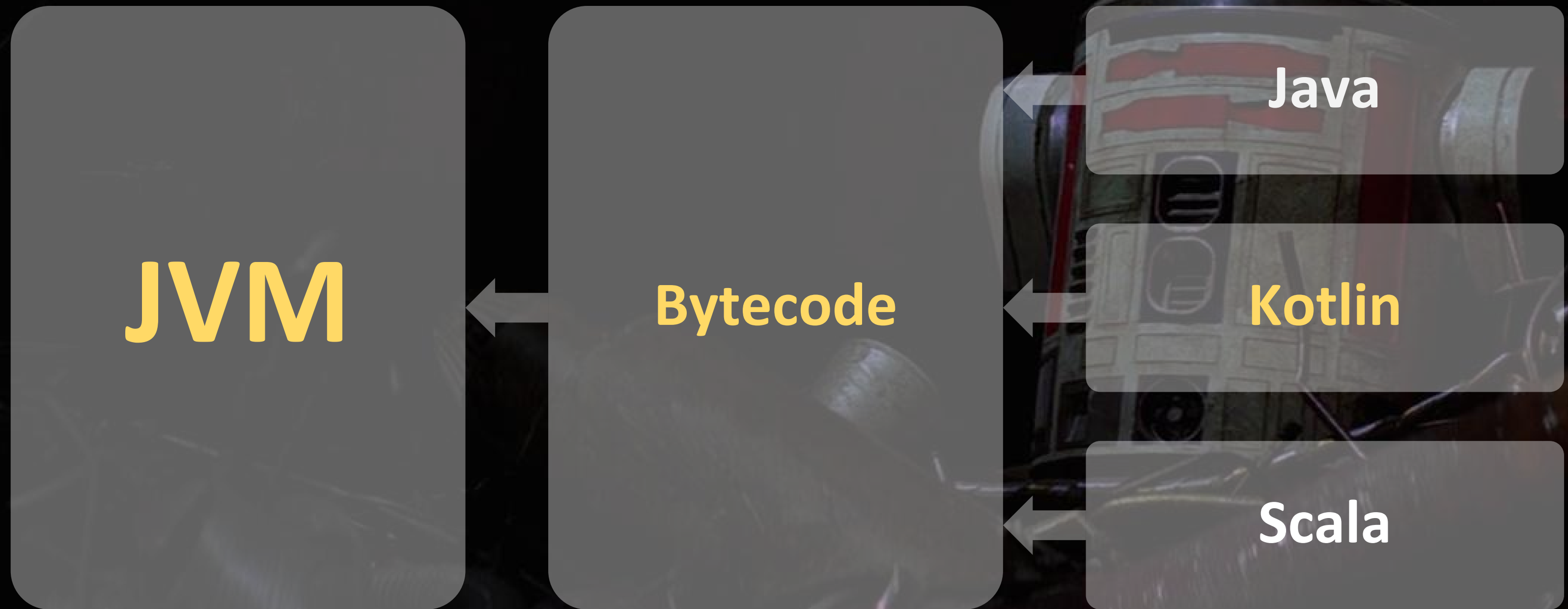
Jet BRAINS

Open Source

JVM

100% Interoperável com Java

Arquitetura





Motivação

Uso Industrial
Design "Efetivo"
Moderna

Segura | Simples | Concisa

A background image featuring Chewbacca on the left, looking towards the right. He is in a vehicle, likely a Starline, with a control panel and windows visible in the background. The lighting is dim, with some light coming from the windows.

PorQueKotlin?

Desenvolvimento Ativo
Próximo da versão final
Funciona AGORA



Sintaxe

Sintaxe docs

```
package mobi.porquenaio.poc.kotlin
```

```
import java.util.*
```

```
fun main() {  
    println("Hello World!")  
}
```

Sintaxe docs

```
package mobi.porquenaio.poc.kotlin
```

```
import java.util.*
```

```
fun sum(n1: Int, n2: Int): Int {  
    return n1 + n2  
}
```

Sintaxe docs

```
package mobi.porquenaio.poc.kotlin
```

```
import java.util.*
```

```
fun sum(n1: Int, n2: Int) = n1 + n2
```

Variáveis [docs](#)

```
val i: Int = 0
```

Variáveis [docs](#)

```
val i: Int = 0
```

```
val i = 0 // Tipo Int é inferido
```


Variáveis

mutabilidade

[docs](#)

```
val i = 0
```

```
i = 1 // Erro, i é imutável
```

Variáveis

mutabilidade

[docs](#)

```
val i = 0
```

```
i = 1 // Erro, i é imutável
```

```
var i = 0
```

```
i = 1 // Ok!
```

Null Safety docs

```
var text: String = "Hi"
```

Null Safety docs

```
var text: String = "Hi"
```

```
var text: String = null // Error
```

Null Safety docs

```
var text: String = "Hi"
```

```
var text: String = null // Error
```

```
var text: String? = null // Nullable!
```

Null Safety docs

```
var text: String? = "Hi"
```


Null Safety docs

```
var text: String? = "Hi"
```

```
println(text.length) // Não compila, text pode ser null
```

Null Safety docs

```
var text: String? = "Hi"  
  
if (text != null) { // Smart-cast  
    println(text.length) // "2"  
}
```

Null Safety docs

```
var text: String? = "Hi"
```

```
println(text?.length) // "2"
```

Null Safety docs

```
var text: String? = "Hi"
```

```
println(text?.length) // "2"
```

```
var text: String? = null
```

```
println(text?.length) // "null"
```

Null Safety docs

```
var text: String? = "Hi"
```

```
println(text?.length) // "2"
```

```
var text: String? = null
```

```
println(text?.length) // "null"
```

```
var text: String? = null
```

```
println(text?.length ?: 0) // "0"
```

Null Safety docs

```
var text: String? = "Hi"
```

```
text!!.Length
```


Class docs

```
class User {  
  
    val name: String = "Luke"  
    var surname: String = "Skywalker"  
  
    fun fullName(): String {  
        return "$name $surname"  
    }  
  
}
```

Class docs

```
class User(val name: String, var surname: String = "Skywalker") {  
  
    fun fullName() = "$name $surname"  
  
}
```

```
val user = User("Luke")  
println(user.fullName()) // "Luke Skywalker"
```

Getters and Setters [docs](#)

```
public class MainActivity : BaseActivity() {  
  
    var somePreference: Boolean  
        get() {  
            return sharedPreferences.getBoolean("SomePreference", true)  
        }  
        set(value) {  
            sharedPreferences.edit()  
                .putBoolean("SomePreference", value)  
                .apply()  
        }  
  
}
```

Delegates.lazy [docs](#)

```
val sharedPreferences by Delegates.lazy {  
    getSharedPreferences("SharedPreference", Context.MODE_PRIVATE)  
}
```

Delegates.lazy [docs](#)

```
val sharedPreferences by Delegates.lazy {  
    getSharedPreferences("SharedPreference", Context.MODE_PRIVATE)  
}
```

```
val textView: TextView by Delegates.lazy {  
    findViewById(R.id.text) as TextView  
}
```

When docs

```
var text: CharSequence? = null

when (text) {
    null        -> println("Null")
    "Strong"    -> println("is the Force")
    is String   -> println(text.length)
    else        -> println(text)
}
```


Lambdas

java [docs](#)

```
void calculate(Runnable callback) {  
    // Calcula algo  
    callback.run();  
}
```

Lambdas

java [docs](#)

```
void calculate(Runnable callback) {  
    // Calcula algo  
    callback.run();  
}
```

```
calculate(new Runnable() {  
    @Override  
    public void run() {  
        println("Fim!");  
    }  
});
```

Lambdas docs

```
fun calculate(callback: () -> Unit) {  
    // Calcula algo  
    callback()  
}
```

Lambdas [docs](#)

```
fun calculate(callback: () -> Unit) {  
    // Calcula algo  
    callback()  
}
```

```
calculate({  
    println("Fim!")  
})
```

Lambdas [docs](#)

```
fun calculate(callback: () -> Unit) {  
    // Calcula algo  
    callback()  
}
```

```
calculate({  
    println("Fim!")  
})
```

```
calculate {  
    println("Fim!")  
}
```

Lambdas docs

```
fun sum(n1: Int, n2: Int, callback: (Int) -> Unit) {  
    callback(n1 + n2)  
}
```

Lambdas [docs](#)

```
fun sum(n1: Int, n2: Int, callback: (Int) -> Unit) {  
    callback(n1 + n2)  
}
```

```
sum(1, 2, { result ->  
    println(result)  
})
```

Lambdas docs

```
fun sum(n1: Int, n2: Int, callback: (Int) -> Unit) {  
    callback(n1 + n2)  
}
```

```
sum(1, 2) { result ->  
    println(result)  
}
```


Lambdas docs

```
fun sum(n1: Int, n2: Int, callback: (Int) -> Unit) {  
    callback(n1 + n2)  
}
```

```
sum(1, 2) {  
    println(it)  
}
```

Lambdas

android

[docs](#)

```
button.setOnClickListener {  
    println("Hi!")  
}
```

Lambdas

android [docs](#)

```
button.setOnClickListener {  
    println("Hi!")  
}
```

```
textView.addTextChangedListener(object : TextWatcher {  
  
    override fun onTextChanged(s: CharSequence, start: Int, before: Int, count: Int) {}  
    override fun beforeTextChanged(s: CharSequence?, start: Int, count: Int, after: Int) {}  
    override fun afterTextChanged(s: Editable?) {}  
  
}))
```

Interfaces [docs](#)

```
interface Clickable {  
    fun onClick()  
}
```

Interfaces [docs](#)

```
interface Clickable {  
  
    val enabled: Boolean  
  
    fun onClick()  
  
}
```

Interfaces [docs](#)

```
interface Clickable {  
  
    val enabled: Boolean  
  
    fun onClick()  
  
    fun click() {  
        if (enabled) onClick()  
    }  
  
}
```

Interfaces [docs](#)

```
class Button : Clickable {  
  
    override val enabled: Boolean = true  
  
    override fun onClick() {  
        println("Click!")  
    }  
  
}
```

Interfaces [docs](#)

```
class Button : Clickable {  
  
    override val enabled: Boolean = true  
  
    override fun onClick() {  
        println("Click!")  
    }  
  
}  
  
Button().click() // "Click!"
```


Extensions [docs](#)

```
fun String.first(): Char {  
    return this[0]  
}
```

Extensions [docs](#)

```
fun String.first(): Char {  
    return this[0]  
}
```

```
println("Hey!".first()) // "H"
```

Extensions java [docs](#)

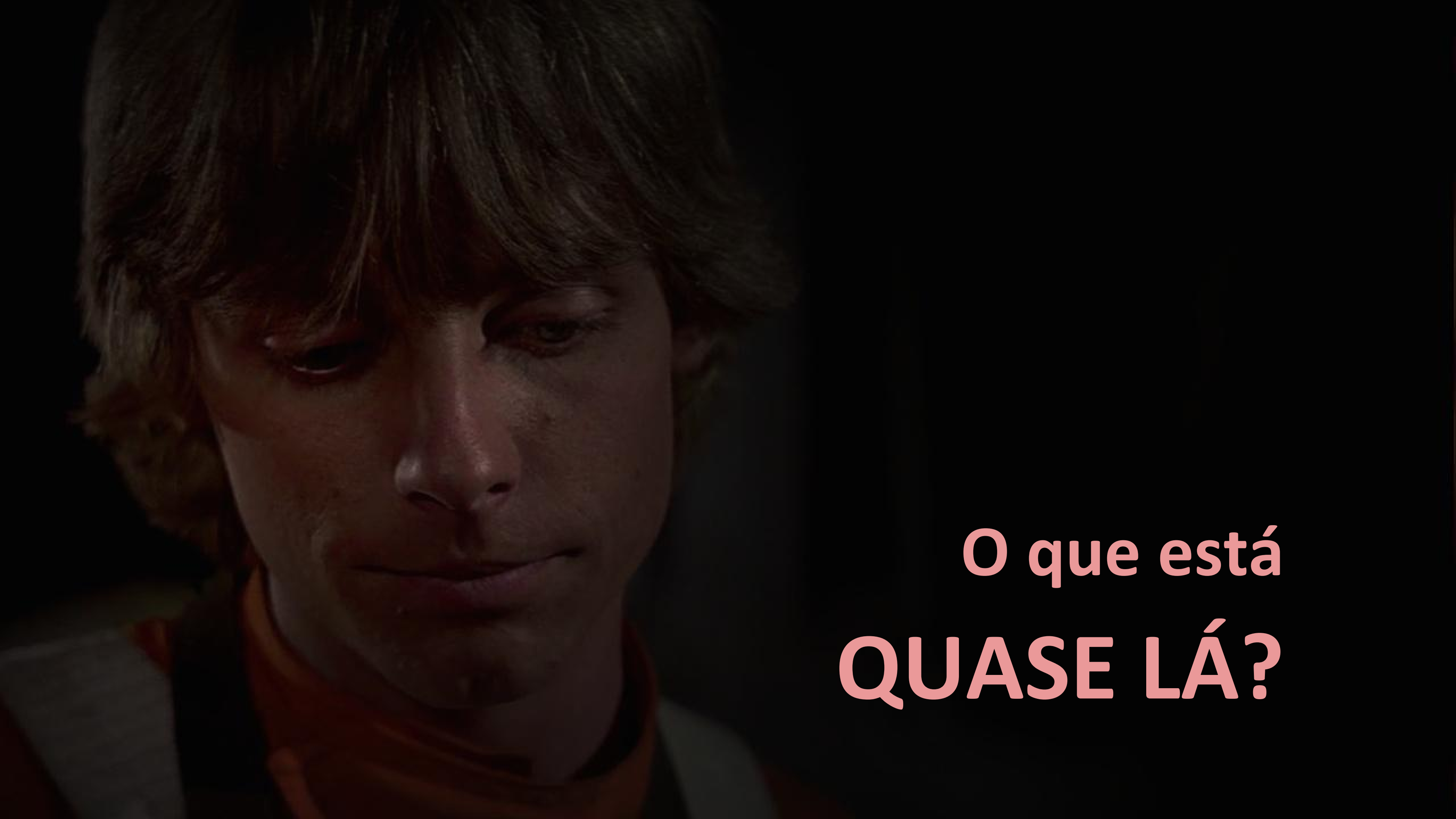
```
package ext
```

```
fun String.first(): Char {  
    return this[0]  
}
```

```
System.out.println(ExtPackage.first("Hey!")) // "H"
```



Performance?



O que está
QUASE LÁ?

Android-APT

- Introduzido recentemente via **kapt**
- Não está 100%
- Aumenta o tempo de build

Constantes

```
if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.LOLLIPOP) {  
    // Do something  
}
```

Constantes

```
if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.LOLLIPOP) {  
    // Do something  
}
```

```
if (Build.VERSION.SDK_INT >= 21) {  
    // Do something  
}
```


Métodos Estáticos

```
getResources().getColor(R.color.color_primary)
```

Métodos Estáticos

```
getResources().getColor(R.color.color_primary)
```

```
ActivityCompat.getColor(this, R.color.color_primary)
```

Métodos Estáticos

```
getResources().getColor(R.color.color_primary)
```

```
ActivityCompat.getColor(this, R.color.color_primary)
```

```
ContextCompat.getColor(this, R.color.color_primary)
```

Tooling

- Auto-complete um pouco mais lento
- Tempo de build maior

Configurando Android Studio

<http://kotlinlang.org/docs/tutorials/kotlin-android.html>

1. Instalar Plugin "Kotlin"

Android Studio

- Preferences > Plugins
- Browse repositories...
- Procurar: "Kotlin"
- Instalar
- Reiniciar Android Studio (2015?)

2. Configurar Gradle Plugin

Editor: build.gradle

```
buildscript {  
    dependencies {  
        classpath 'com.android.tools.build:gradle:1.3.0'  
        classpath 'org.jetbrains.kotlin:kotlin-gradle-plugin:+'  
    }  
}
```

3. Configurar Dependência

Editar: app/build.gradle

```
apply plugin: 'com.android.application'
apply plugin: 'kotlin-android'
[...]
dependencies {
    [...]
    compile 'org.jetbrains.kotlin:kotlin-stdlib:+'
}
```


4. Profit

Acessar qualquer *.java

- Code > Convert Java File to Kotlin File

Referências

Kotlin Reference

Kotlin Project

Kotlin Blog

Kotlin Project

Using Project Kotlin for Android

Jake Wharton

Kotlin for Android Developers

Antonio Leiva

Conhecimento
NÃO MORRE



Obrigado

<https://bit.ly/kotlin-despertar>



Mickle Moriconi
[@mickle](#)



Ademar Oliveira
[@ademar111190](#)