

How to start?

We will show you how to get Kotlin running and start writing some code. It is very simple, especially if you already were working with Java and IntelliJ Idea.

The previous example was executed using only Java and Kotlin compiler. To get it running and execute commands from example you need to install Java and Kotlin compiler. Latest versions of both may be found on Oracle (Java) and Kotlinlang (Kotlin) websites.

For more serious programming we will need an IDE. In this book (and probably in any future development) you will use **IntelliJ Idea**, IDE developed by creators of Kotlin, JetBrains Company.

Download and install IntelliJ Idea Community Edition. When it's done, from IDE preferences install support for Kotlin language with all plugins that are coming with it. When done, you are ready to start writing some code.

Basics

To start writing some code, create new Kotlin project in IntelliJ:

File → New → Project

Then choose:

Kotlin → Kotlin (JVM) → Next

Name the project, set file system location and choose Java version from dropdown list (Project SDK). After you click on Finish button new empty Kotlin project will be created.

Now, create your first package, steps are the same, as you would do in Java. Right click on src folder in project structure tree → New → Package. Give some meaningful name to it like:

net.milosvasic.fundamental.kotlin

Finally, create your first Kotlin source code file by right clicking on a package you just created and choosing: New → Kotlin File / Class. Give some name to a file, like for example: *First*, in our case. New created file will appear in your package.

Great! We have now an empty Kotlin file. Lets add some code:

```
fun main(args: Array<String>) {  
    println("My first Kotlin application.")  
}
```

This is very simple code that starts console Kotlin application and prints a line of text. As in Java, here we have function called *main* as entry point of our application. This function does not belong to any class. We will later talk about defining functions, passing arguments and other related stuff.

To run it right click on *.kt* file and choose *Run*. You will notice console output when build process is done and application is executed.