

Android App Development with Kotlin

Variables, Constants and Types

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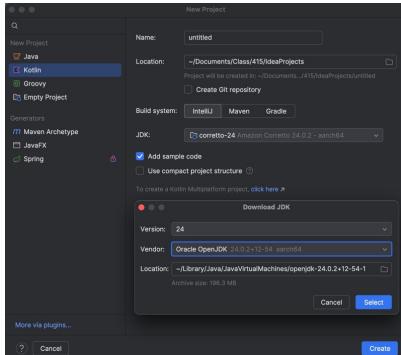
Software

- IntelliJ (Download Community version)
– <https://www.jetbrains.com/idea/>
- Any JDK would work
- I recommend **installing JDK through IntelliJ**

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Create a new Kotlin Project

Print “Hello World”



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Kotlin Coding Conventions

<https://kotlinlang.org> → Get Started → Basics → Coding Conventions

- <https://kotlinlang.org/docs/coding-conventions.html>
- Source file names: **.kt**
 - Script file names: **.kts**
- Naming rules (file, function, class etc): use **CamelCase**
 - https://en.wikipedia.org/wiki/Camel_case
- In Kotlin, semicolons are optional, and therefore **line breaks** are significant.

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Kotlin Essentials

- Whenever you write a Kotlin application, you **must add a function to it called `main`**, which starts your application.
- When you run your code, the JVM looks for this function, and executes it.
 - You don't need `main()` in Kotlin script
- Compiles your Kotlin source code (`xxx.kt`) into JVM bytecode, then JVM runs `XxxKt.class`
 - JVM requires upper case first letter (Think about Java)

The image shows a code editor with a Kotlin script named `firstScript.kts` containing the following code:

```
fun main() {
    println("What's your name?")
    val name = readln()
    println("Hello: $name!")
}
```

Below the code editor is a project structure view for a project named `Kotlin0`. The structure is as follows:

```

Kotlin0
  - Kotlin0.iml
  - out
    - production
      - Kotlin0
        - MainKt.class
        - META-INF
    - src
      - firstScript.kts
      - main
        - kotlin
          - Main.kt
        - resources
      - test
        - kotlin
        - resources
  - Kotlin0.iml
  - External Libraries
  - Scratches and Consoles

```

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Kotlin Script

`src` (right click) → new → Kotlin Script

The image shows a code editor with a file named `Main.kt` containing the following code:

```
1 println("What's your name?")
2 val name = readln() 1Usage
3 println("Hello: $name!")
```

Below the code editor is a "New Kotlin Script File" dialog box. The file name is `firstScript`, and the extension is `.kts`.

You don't need `main()` in Kotlin script

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The image shows a code editor with the following code:

```
var x = 10
while (x > 1){
    x--
    if (x < 3)
        println ("inside IF")
}
```

Output? How many times?

10

- Semicolon is **optional**
- Variable type specification is **optional**
 - **Statically typed**
 - **Type inference**

```
var x = 10
while (x > 1){
    x--
    if (x < 3)
        println ("inside IF")
}
```

Functional-style

- Languages like Java/C/C++/C# has more statements than expressions
- Languages like **Haskell (F#, Rust)** has more expression than statements

Let's test it!

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var vs. val

```
var score = 10
// or var score: Int = 10
score = 11
println (score) // 11

val pi: Double = 3.14
val pi = 3.14
pi = 3.14 // ERROR: val cannot be reassigned
println (pi)
```

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var vs. val

```
var score = 10
// or var score: Int = 10
score = 11
println(score) // 11

val pi: Double = 3.14
val pi = 3.14
pi = 3.14 // ERROR: val cannot be reassigned
println(pi)
```

- Mutating variables is a way of life in imperative style of programming. But that's **taboo in functional programming**
- Immutable variable (constant or value)
 - Use **val** (Java's **final**)

Let's test it!

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var vs. val

```
var myArray = arrayOf(1,2,3)
myArray=arrayOf(4,5) // re-assigned

val yourArray = arrayOf(1,2,3)
// you can change content of the object
yourArray[2] = 6
yourArray = arrayOf(4,5) // compile error
```

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var vs. val

```
var myArray = arrayOf(1,2,3)
myArray=arrayOf(4,5) // re-assigned

val yourArray = arrayOf(1,2,3)
// you can change content of the object
yourArray[2] = 6
yourArray = arrayOf(4,5) // compile error
```

- **val** only guarantees immutability of the reference and doesn't prevent the object from changing.
 - For example, **String** is immutable, but **StringBuilder** is mutable

Let's test it!

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Equality Check

In Java, `.equals()` vs. `==`?

```
println("hi" == "hi")
println("hi" == "Hi")
println(null == "hi")
println("hi" == null)
println(null == null)
```

Output?

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Equality Check

In Java, `.equals()` vs. `==`?

```
println("hi" == "hi")
println("hi" == "Hi")
println(null == "hi")
println("hi" == null)
println(null == null)
```

- Comparison of values, called **structural equality**
 - `equals()` method in Java
 - `==` operator in Kotlin
- When `==` is used in Kotlin, it performs the null checks and then calls `equals()` method
- Comparison of references, called **referential equality**
 - `==` operator in Java
 - `==` in Kotlin
- Compares references and returns `true` if the two references are identical (check if they are same instance)

Let's test it!

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String Templates

```
val price = 12.25
val taxRate = 0.08
// one line
val output = "the amount $price after
              tax comes to $$ ${price * (1 + taxRate)} "
// one line
val disclaimer = "the amount is in US$,
                     that's right in \$only"
println(output)
println(disclaimer)
```

Output?

- Embedded values of expressions.
- `+` in Java
- `$, {}, "", \` in Kotlin

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Escaped strings vs. Raw strings

```
val name = "Dr. Jung"  
// one line  
val escaped = " The kid asked,  
                \\"How's it going, $name?\\" "  
// one line  
val raw = """ The kid asked,  
                "How's it going, $name?" """  
println (escaped)  
println (raw)
```

Which language has raw string?

Let's test it!

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Multiline Strings

```
val memo1 = """Dear Dr. Jung, a quick reminder about the  
party we have scheduled next Tuesday"""  
  
// trimMargin() method removes spaces until the leading | character.  
val memo2 = """Dear Dr. Jung, a quick reminder about the  
|party we have scheduled next Tuesday""".trimMargin()  
  
// If you do not want to use | as the leading delimiter,  
// you may choose some other character  
val memo3 = """Dear Dr. Jung, a quick reminder about the  
~party we have scheduled next Tuesday""".trimMargin(~")  
  
println(memo1)  
println(memo2)  
println(memo3)
```

Let's test it!

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