



## **Fresher Android**

Kotlin OOP Advance





**Kotlin Object Oriented Programming Advance Concept** 





#### Classes in Kotlin may have type parameters:

```
class Box<T>(t: T) {
   var value = t
}
val box: Box<Int> = Box<Int>(1)

val box = Box(1) // 1 has type Int, so the compiler figures out that we are talking about Box<Int>
```





#### **Generic functions**

```
fun <T> singletonList(item: T): List<T> {
  // ...
fun <T> T.basicToString(): String { // extension function
  // ...
val I = singletonList<Int>(1)
val I = singletonList(1)
```





#### **Generic constraints**

```
Upper bounds
              fun <T : Comparable<T>> sort(list: List<T>) { ...
sort(listOf(1, 2, 3)) // OK. Int is a subtype of Comparable<Int>
sort(listOf(HashMap<Int, String>())) // Error: HashMap<Int,
String> is not a subtype of Comparable<HashMap<Int,
String>>
```





```
Declaration-site variance
Covariant
interface Source<out T> {
  fun nextT(): T
}
```

#### **Contravariant**

```
interface Comparable<in T> {
   operator fun compareTo(other: T): Int
}
```

## #2. Nested and Inner Classes





```
class Outer {
    private val bar: Int = 1
    class Nested {
      fun foo() = 2
    }
}
```

val demo = Outer.Nested().foo() // == 2

### #2. Nested and Inner Classes





```
Inner classes
class Outer {
    private val bar: Int = 1
    inner class Inner {
       fun foo() = bar
    }
}
```

```
val demo = Outer().Inner().foo() // == 1
```

#### #3. Enum Classes





```
enum class Direction {
  NORTH, SOUTH, WEST, EAST
Initialization
enum class Color(val rgb: Int) {
    RED(0xFF0000),
    GREEN(0x00FF00),
    BLUE(0x0000FF)
```

Implementing Interfaces in Enum Classes

#### #4. Sealed Classes





Sealed classes are used for representing restricted class hierarchies, when a value can have one of the types from a limited set, but cannot have any other type.

```
sealed class Expr
data class Const(val number: Double) : Expr()
data class Sum(val e1: Expr, val e2: Expr) : Expr()
object NotANumber : Expr()
A sealed class is abstract by itself, it cannot be instantiated directly and can
have abstract members.
fun eval(expr: Expr): Double = when(expr) {
  is Const -> expr.number
  is Sum -> eval(expr.e1) + eval(expr.e2)
  NotANumber -> Double.NaN
  // the `else` clause is not required because we've covered all the cases
```

#### **#5. Object Expressions and Declarations**





#### **Object expressions**

```
class C {
  // Private function, so the return type is the anonymous object type
  private fun foo() = object {
     val x: String = "x"
  // Public function, so the return type is Any
  fun publicFoo() = object {
     val x: String = "x"
  fun bar() {
     val x1 = foo().x
                       // Works
     val x2 = publicFoo().x // ERROR: Unresolved reference 'x'
```

#### **#5. Object Expressions and Declarations**





#### **Object declarations**

```
object DataProviderManager {
  fun registerDataProvider(provider: DataProvider) {
    // ...
  val allDataProviders: Collection<DataProvider>
    get() = // ...
Companion Objects
class MyClass {
  companion object Factory {
    fun create(): MyClass = MyClass()
val instance = MyClass.create()
class MyClass {
  companion object { }
val x = MyClass.Companion
```

object expressions are executed (and initialized) immediately, where they are used; object declarations are initialized lazily, when accessed for the first time;

# #6. Type aliases





typealias NodeSet = Set<Network.Node>

typealias FileTable<K> = MutableMap<K, MutableList<File>>

typealias MyHandler = (Int, String, Any) -> Unit

typealias Predicate<T> = (T) -> Boolean

# #6. Type aliases





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#### **Lesson Summary**





- Generics
- Nested and Inner Classes
- Enum Classes
- Sealed Classes
- Object Expressions and Declarations
- Type aliases





# Thank you

