

Kotlin homework1

Java 與 Kotlin 差異

Kotlin 使用 override fun 去覆蓋父類別的 function

```
class MainActivity : AppCompatActivity() {  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContentView(R.layout.activity_main)  
    }  
}  
  
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);  
    setContentView(R.layout.activity_main);  
}
```

Kotlin 的監聽器

```
btn_mora.setOnClickListener{ it: View! -> {  
    if (ed_name.length() < 1)  
        tv_text.text = ("請輸入玩家名稱");  
    else {  
        tv_name.text = (String.format("名字\n%s", ed_name.getText().toString()));  
        if (btn_scissor.isChecked)  
            // ...  
    }  
}  
  
@Override  
public void onClick(View v) {  
    //  
    if(ed_name.length() < 1)  
        tv_text.setText("請輸入玩家姓名");  
    else{  
        tv_name.setText(String.format("名字\n%s", ed_name.getText().toString()));  
        if(btn_scissor.isChecked())  
            // ...  
    }  
}
```

亂數應用 toInt 與 java 的(int)不太相同

```
var app1 = (Math.random()*3).toInt()  
  
int computer = (int)(Math.random()*3);
```

Kotlin 在前面有用 val 像是去固定宣告這些物件 val(是宣告後就不可變的

```
val ed_name = findV  
val tv_text = findV  
val tv_name = findV  
val tv_winner = find  
val tv_mmora = findV  
val tv_cmora = findV  
val btn_scissor = f  
val btn_stone = find  
val btn_paper = find  
val btn_mora = findV
```

Java 則沒

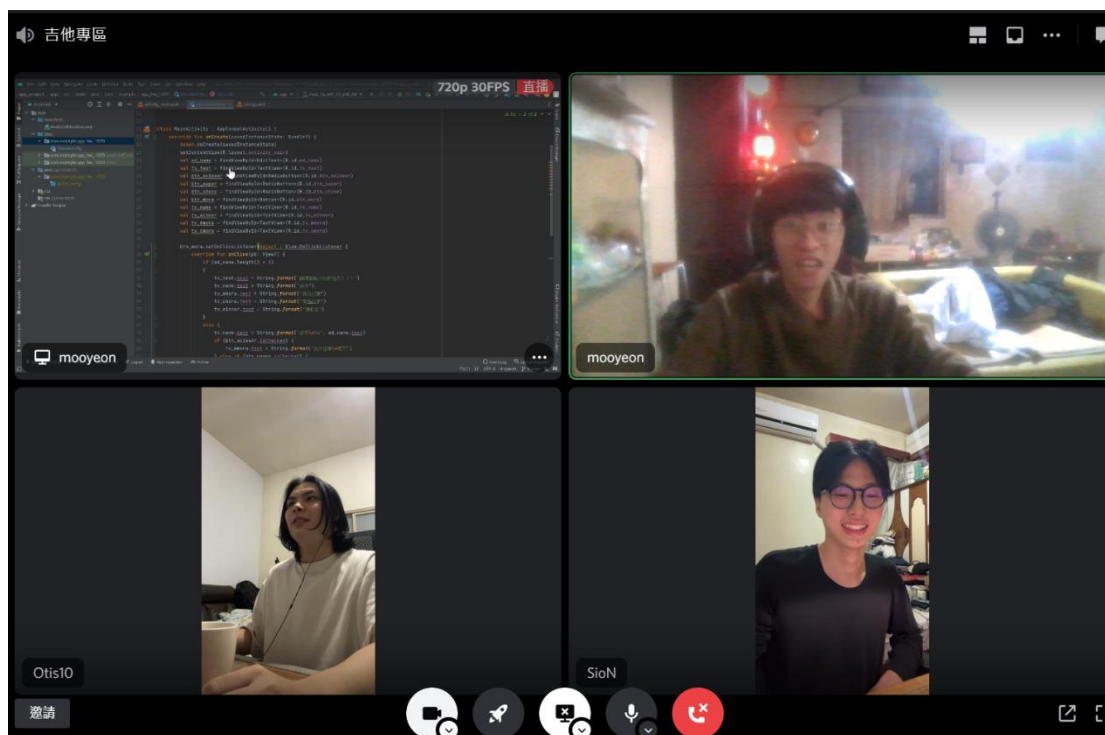
```
ed_name = findViewById(R  
tv_text = findViewById(R  
tv_name = findViewById(R  
tv_winner = findViewById  
tv_mmora = findViewById(  
tv_cmora = findViewById(  
btn_scissor = findViewById  
btn_stone = findViewById  
btn_paper = findViewById  
btn_mora = findViewById(  
btn_mora.setOnClickListener
```

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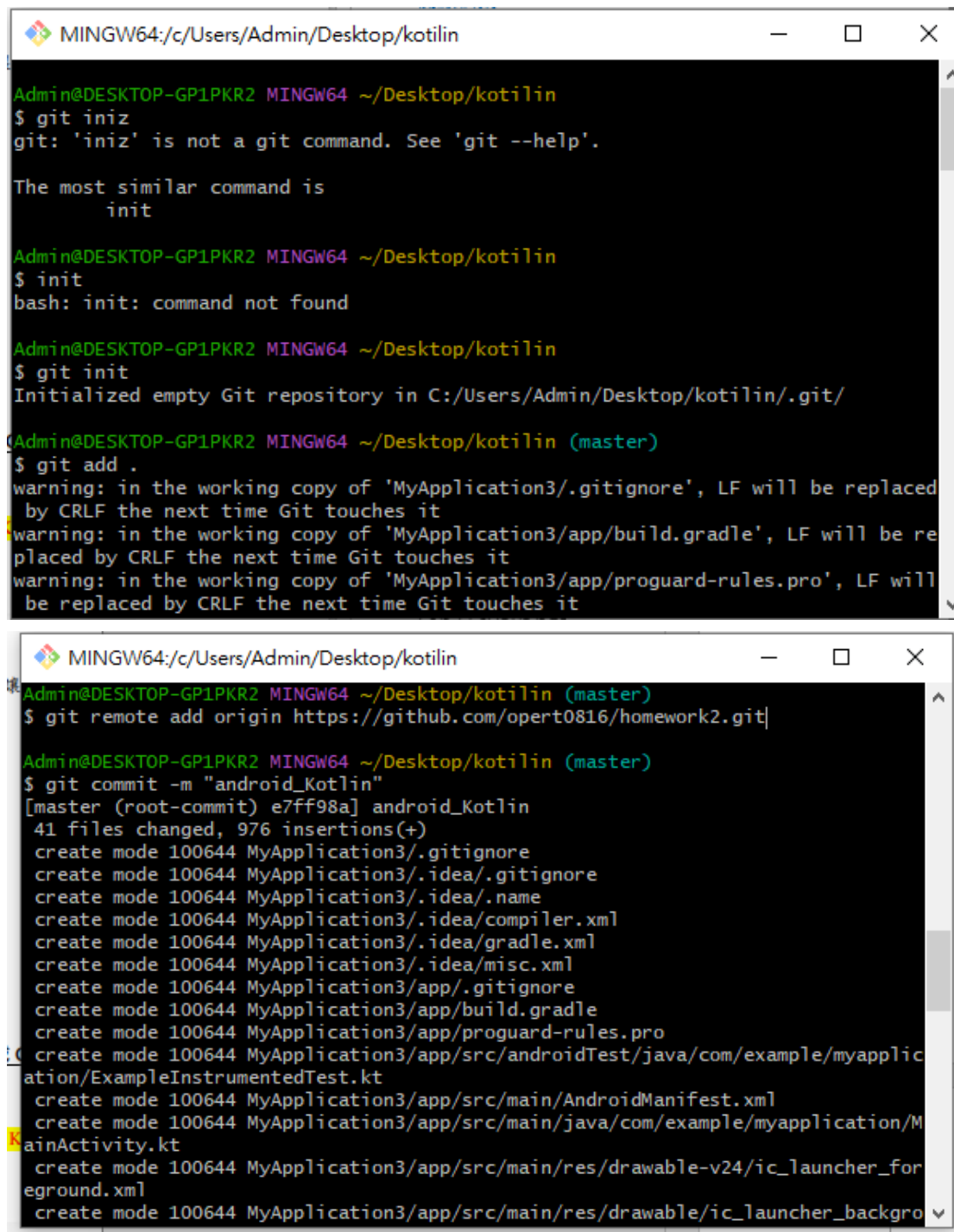
組員:郭鍵霆、張志權、許廷維

討論時間 10 月 15 號 晚上 8 點

地點:Discord



上傳過程



```
MINGW64:/c/Users/Admin/Desktop/kotlin
Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotlin
$ git iniz
git: 'iniz' is not a git command. See 'git --help'.

The most similar command is
    init

Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotlin
$ init
bash: init: command not found

Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotlin
$ git init
Initialized empty Git repository in C:/Users/Admin/Desktop/kotlin/.git/

Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotlin (master)
$ git add .
warning: in the working copy of 'MyApplication3/.gitignore', LF will be replaced
by CRLF the next time Git touches it
warning: in the working copy of 'MyApplication3/app/build.gradle', LF will be re
placed by CRLF the next time Git touches it
warning: in the working copy of 'MyApplication3/app/proguard-rules.pro', LF will
be replaced by CRLF the next time Git touches it

Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotlin (master)
$ git remote add origin https://github.com/opert0816/homework2.git

Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotlin (master)
$ git commit -m "android_Kotlin"
[master (root-commit) e7ff98a] android_Kotlin
41 files changed, 976 insertions(+)
create mode 100644 MyApplication3/.gitignore
create mode 100644 MyApplication3/.idea/.gitignore
create mode 100644 MyApplication3/.idea/.name
create mode 100644 MyApplication3/.idea/compiler.xml
create mode 100644 MyApplication3/.idea/gradle.xml
create mode 100644 MyApplication3/.idea/misc.xml
create mode 100644 MyApplication3/app/.gitignore
create mode 100644 MyApplication3/app/build.gradle
create mode 100644 MyApplication3/app/proguard-rules.pro
create mode 100644 MyApplication3/app/src/androidTest/java/com/example/myapplic
ation/ExampleInstrumentedTest.kt
create mode 100644 MyApplication3/app/src/main/AndroidManifest.xml
create mode 100644 MyApplication3/app/src/main/java/com/example/myapplication/M
ainActivity.kt
create mode 100644 MyApplication3/app/src/main/res/drawable-v24/ic_launcher_for
eground.xml
create mode 100644 MyApplication3/app/src/main/res/drawable/ic_launcher_backgro
```

```
Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotilin (master)
$ git push -u origin master
Enumerating objects: 76, done.
Counting objects: 100% (76/76), done.
Delta compression using up to 6 threads
Compressing objects: 100% (56/56), done.
Writing objects: 100% (76/76), 98.86 KiB | 7.60 MiB/s, done.
Total 76 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), done.
To https://github.com/opert0816/homework2.git
 * [new branch]      master -> master
branch 'master' set up to track 'origin/master'.

Admin@DESKTOP-GP1PKR2 MINGW64 ~/Desktop/kotilin (master)
$ ~
```

心得:

上網看了很多資料，像是自學 30 天，從那邊看到比較多關於他們語法的介紹，然後認為 kotlin 的很攏長，還是更喜歡 java 那樣的語法，更簡易的感覺。

<https://github.com/opert0816/kotlin-homework1>