**Chapter 6. Abstract Classes And Interface**

• An abstract class can’t be instantiated. It can contain both abstract and non-abstract properties and functions.  
• Any class that contains an abstract property or function must be declared abstract.  
• A class that’s not abstract is called concrete.  
• You implement abstract properties and functions by overriding them.  
• All abstract properties and functions must be overridden in any concrete subclasses.  
• An interface lets you define common behavior outside a superclass hierarchy so that independent  
classes can still benefit from polymorphism.  
• Interfaces can have abstract or non-abstract functions.  
• Interfaces properties can be abstract, or they can have getters and setters. They can’t be initialized, and they don’t have access to a backing field.  
• A class can implement multiple interfaces.  
• If a subclass inherits from a superclass (or implements an interface) named A, you can use the code:  
super<A>.myFunction  
to call the implementation of myFunction that’s defined in A.  
• If a variable holds a reference to an object, you can use the is operator to check the type of the  
underlying object.  
• The is operator performs a smart cast when the compiler can guarantee that the underlying object  
can’t have changed between the type check and its usage.  
• The as operator lets you perform an explicit cast.  
• A when expression lets you compare a variable against an exhaustive set of different options.

**Chapter 7. Data Classes**

• The behavior of the == operator is determined by the implementation of the equalsfunction.  
• Every class inherits an equals, hashCode and toString function from the Any class because every  
class is a subclass of Any. These functions can be overridden.  
• The equals function tells you if two objects are considered “equal”. By default, it returns true if it’s  
used to test the same underlying object, and false if it’s used to test separate objects.  
• The === operator lets you check whether two variables refer to the same underlying object  
irrespective of the object’s type.  
• A data class lets you create objects whose main purpose is to store data. It automatically overrides  
the equals, hashCode and toString functions, and includes copy and componentN functions.  
• The data class equals function checks for equality by looking at each object’s property values. If two  
data objects hold the same data, the equals function returns true.  
• The copy function lets you create a new copy of a data object, altering some of its properties. The  
original object remains intact.  
• componentN functions let you destructure data objects into their component property values.  
• A data class generates its functions by considering the properties defined in its primary constructor.  
• Constructors and functions can have default parameter values. You can call a constructor or function  
by passing parameter values in order of declaration or by using named arguments.  
• Classes can have secondary constructors.  
• An overloaded function is a different function that happens to have the same function name. An  
overloaded function must have different arguments, but may have a different return type.  
RULES FOR DATA CLASSES  
\* There must be a primary constructor.  
\* The primary constructor must define one or more parameters.  
\* Each parameter must be marked as val or var.  
\*Data classes must not be open or abstract.

**Chapter 8. nulls and exceptions**

• null is a value that means a variable doesn’t hold a reference to an object. The variable exists, but it  
doesn’t refer to anything.  
• A nullable type can hold null values in addition to its base type. You define a type as nullable by  
adding a ? to the end of it.  
• To access a nullable variable’s properties and functions, you must first check that it’s not null.  
• If the compiler can’t guarantee that a variable is not null in between a null-check and its usage, you  
must access properties and functions using the safe call operator (?.).  
• You can chain safe calls together.  
• To execute code if (and only if) a value is not null, use ?.let.  
• The Elvis operator (?:) is a safe alternative to an if expression.  
• The not-null assertion operator (!!) throws a NullPointerException if the subject of your  
assertion is null.  
• An exception is a warning that occurs in exceptional situations. It’s an object of type Exception.  
• Use throw to throw an exception.  
• Catch an exception using try/catch/finally.  
• try and throw are expressions.  
• Use a safe cast (as?) to avoid getting a ClassCastException.

**Chapter 9. collections**

• Create an array initialized with null values using the arrayOfNulls function.  
• Useful array functions include: sort, reverse, contains, min, max, sum, average.  
• The Kotlin Standard Library contains pre-built classes and functions grouped into packages.  
• A List is a collection that knows and cares about index position. It can contain duplicate values.  
• A Set is an unordered collection that doesn’t allow duplicate values.  
• A Map is a collection that uses key/value pairs. It can contain duplicate values, but not duplicate keys.  
• List, Set and Map are immutable. MutableList, MutableSet and MutableMap are mutable  
subtypes of these collections.  
• Create a List using the listOf function.  
• Create a MutableList using mutableListOf.  
• Create a Set using the setOf function.  
• Create a MutableSet using mutableSetOf.  
• A Set checks for duplicates by first looking for matching hash code values. It then uses  
the === and == operators to check for referential or object equality.  
• Create a Map using the mapOf function, passing in key/value pairs.  
• Create a MutableMap using mutableMapOf.

**Chapter 10. Generics**

• Generics let you write consistent code that’s type-safe. Collections such as MutableList use generics.  
• The generic type is defined inside angle brackets <>, for example:  
class Contest<T>  
• You can restrict the generic type to a specific supertype, for example:  
class Contest<T: Pet>  
• You create an instance of a class with a generic type by specifying the “real” type in angle brackets,  
for example:  
Contest<Cat>  
• Where possible, the compiler will infer the generic type.  
• You can define a function that uses a generic type outside a class declaration, or one that uses a  
different generic type, for example:  
• fun <T> listPet(): List<T>{  
• ...  
}  
• A generic type is invariant if it can only accept references of that specific type. Generic types are invariant by default.  
• A generic type is covariant if you can use a subtype in place of a supertype. You specify that a type is covariant by prefixing it with out.  
• A generic type is contravariant if you can use a supertype in place of a subtype. You specify that a type is contravariant by prefixing it with in.