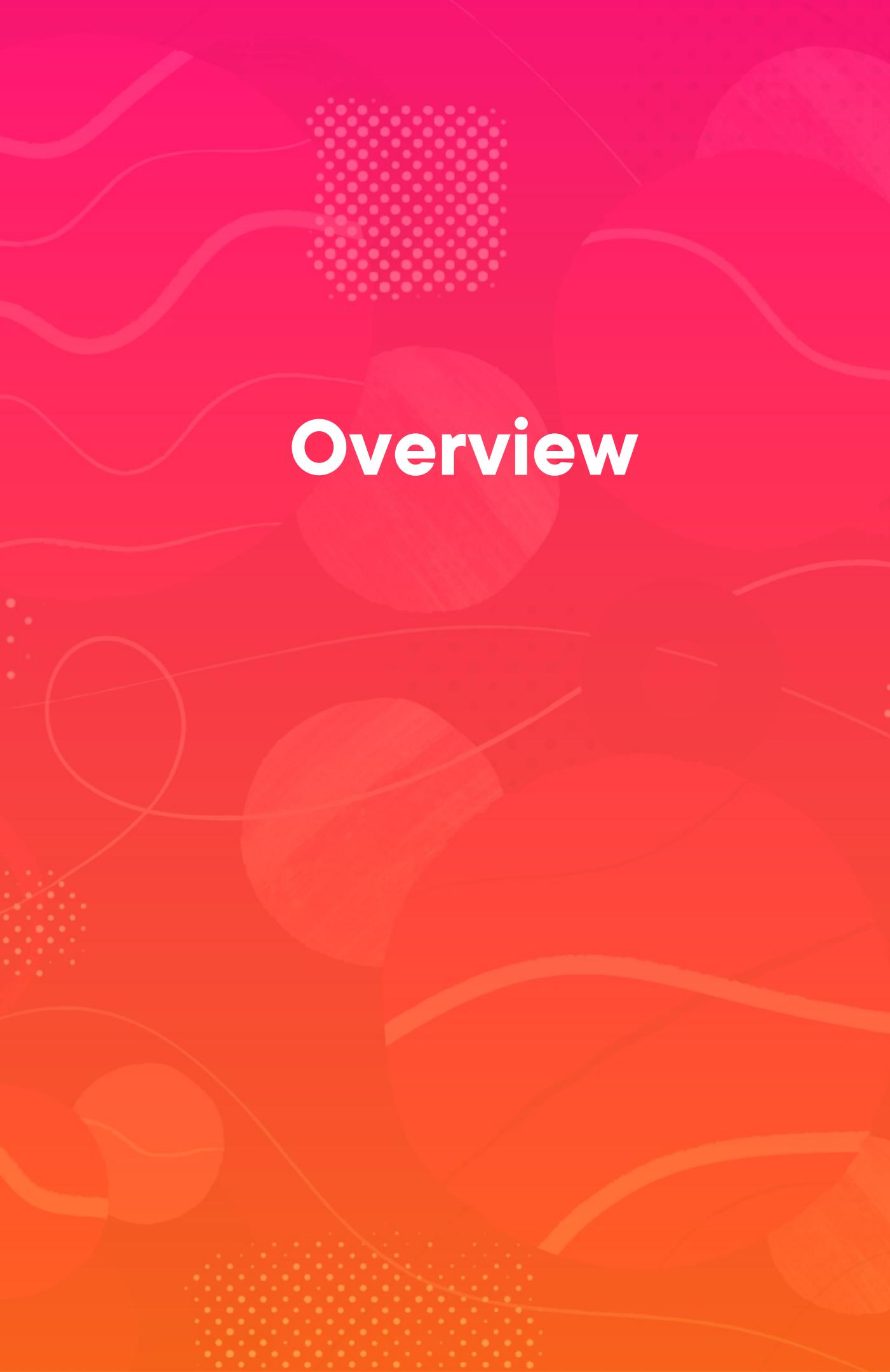


Introduction to the Kotlin Language



Kevin Jones

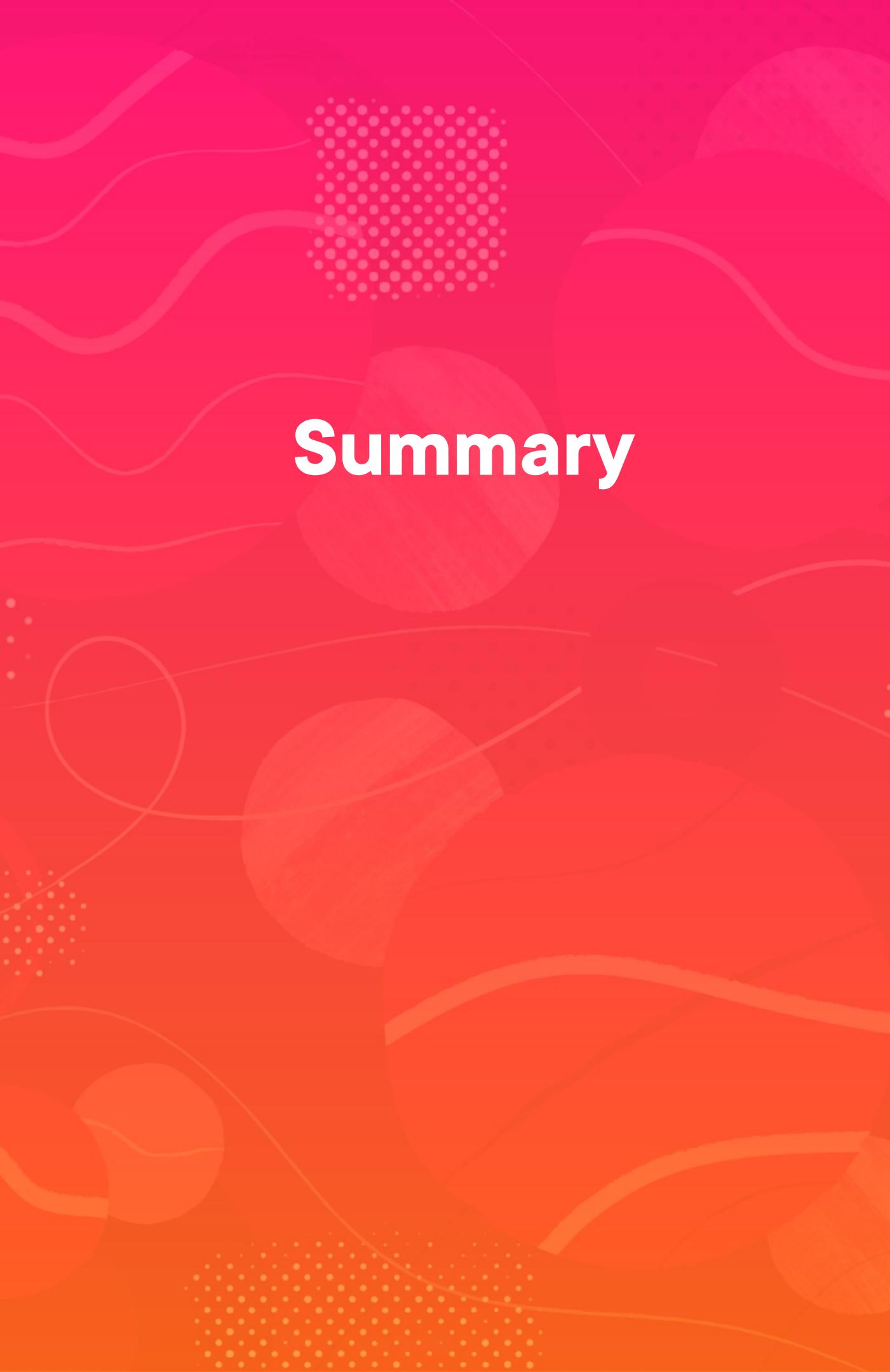
@kevinrjones



Overview

- Declare variables
- Inferred types
- Using a ‘main’ method
- Functions
- Basic output
- Basic types
- String templates
- ‘if’ and ‘when’ conditionals
- Code comments





Summary

Declare variables

- var and val

Inferred types

- Don't have to specify type
- Compiler can infer type from declaration

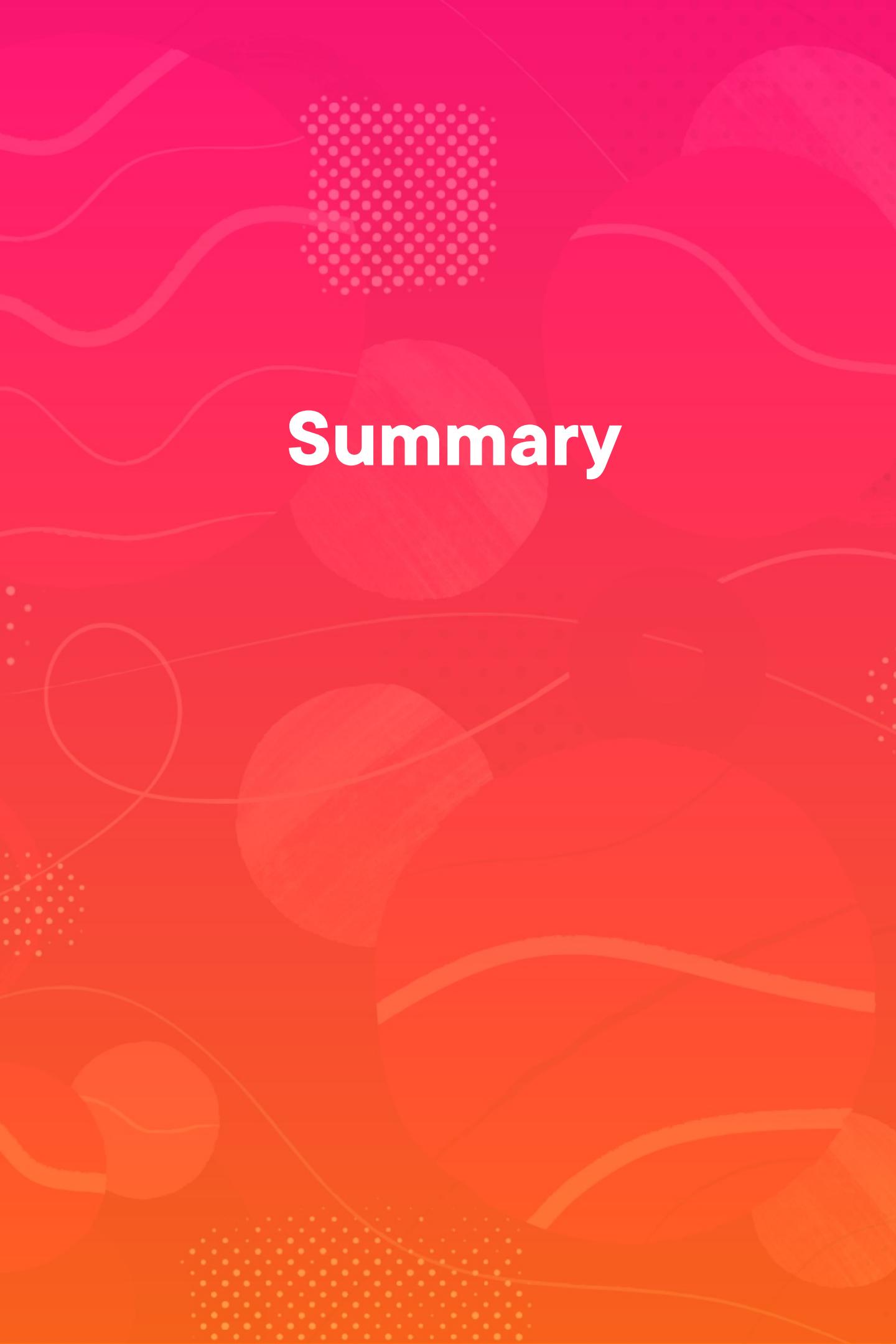
Using a ‘main’ method

- Entry point for the application
- Don't have to declare with arguments

Functions

- Use ‘fun’ keyword
- Declare parameters
- Declare optional return type





Summary

Basic output

- print and println statements

Basic types

- Numeric types such as Byte, Int
- String
- Boolean

String templates

- Easier than concatenating strings
- Use '\$' and '\${}'





Summary

‘if’ and ‘when’ conditionals

- Branching logic
- if, else if, else
- when (like ‘switch’)

Code comments

- Single line comments
- Multi line comments
- kDoc comments



Ranges, Expressions and Immutability

