

Objects and Companions



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Overview

Using ‘object’ to create anonymous instances

Using ‘object’ to create singletons

Using nested ‘object’ to associate data and behaviour with a class

Using ‘companion object’ to make above easier



Summary

Using ‘object’ to create anonymous instances

- Not especially useful on its own
- Very useful for things like listeners

Using ‘object’ to create singletons

- Singleton pattern can be useful
- Loggers, resource managers



Summary

Using nested ‘object’ to associate data and behaviour with a class

- Methods of object available to instances of class
- Must qualify the method name

Using ‘companion object’ to make above easier

- More like ‘statics’ in other languages
- No need to qualify the name any more



Functions in Kotlin

