

Algorithmic Photo Books

Kotlin DSLs demystified

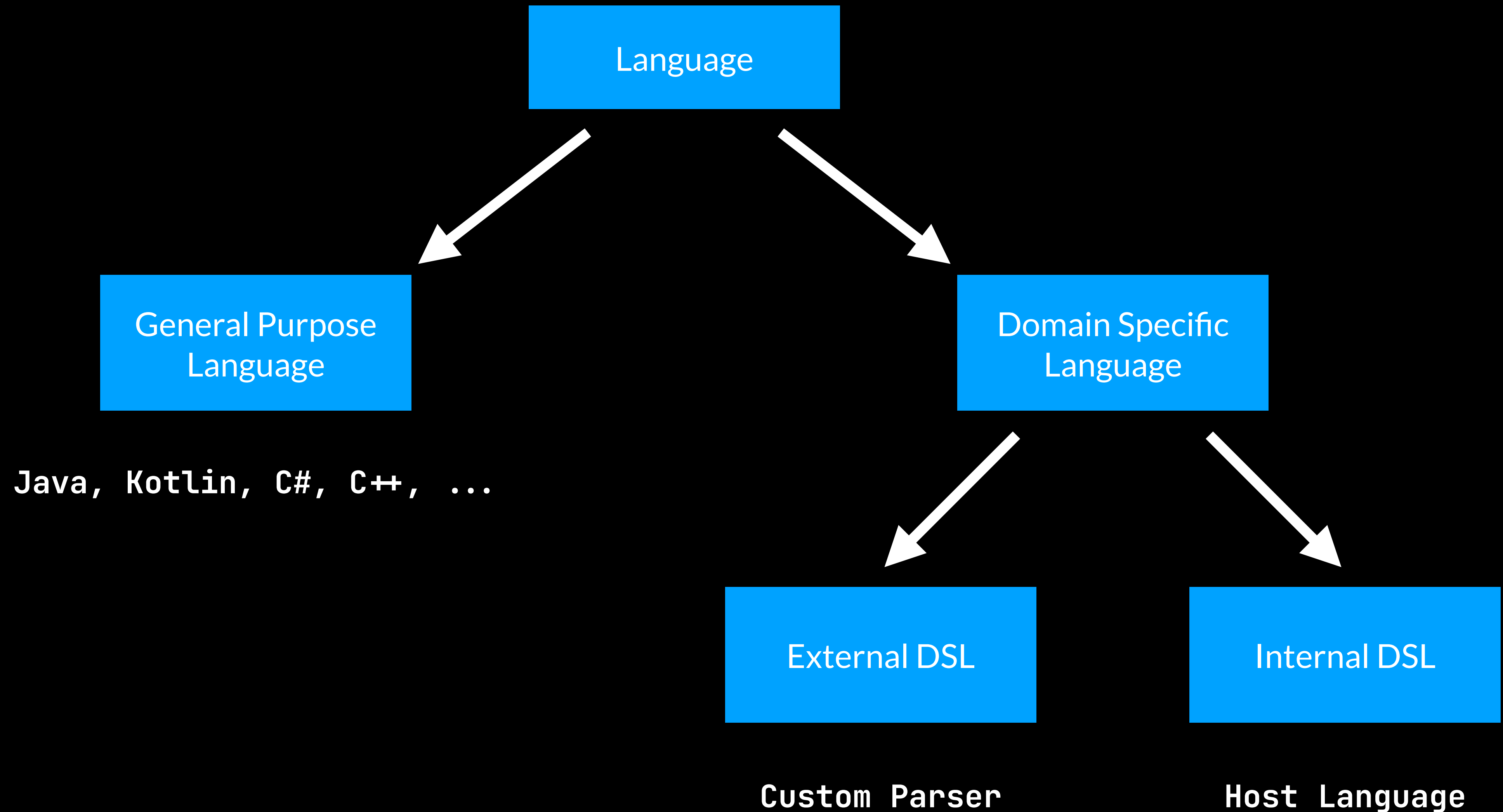
Stefan Schöberl

schoeberl.dev

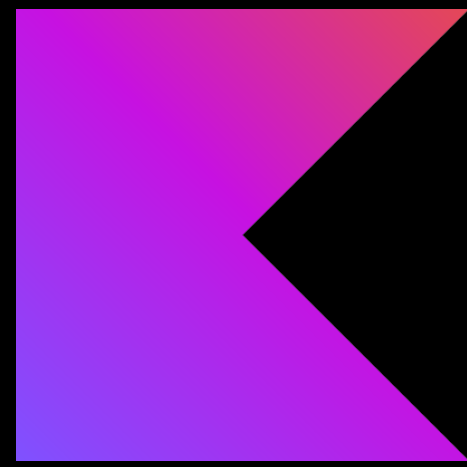
 stefanschoeberl



Overview



Kotlin DSLs



kotlinx.html



Ktor



Gradle

Kotlin DSLs

```
fun main() {  
    embeddedServer(Netty, port = 8000) {  
        routing {  
            get("/") {  
                call.respondText("Hello, world!")  
            }  
        }  
    }.start(wait = true)  
}
```



```
val html = createHTML().div {  
    h1 {  
        +"Hello World!"  
    }  
    p {  
        a(href = "https://schoeberl.dev") {  
            +"My Website"  
        }  
    }  
}
```

`kotlinx.html`

Kotlin DSLs



```
val html = createHTML().div {  
    h1 {  
        +"Hello World!"  
    }  
    p {  
        a(href = "https://schoeberl.dev") {  
            +"My Website"  
        }  
    }  
}
```

```
<div>  
  <h1>Hello World!</h1>  
  <p>  
    <a href="https://schoeberl.dev">My Website</a>  
  </p>  
</div>
```

kotlinx.html

#1 Lambda as last parameter



```
val list = listOf("A", "B", "C")  
list.forEach({  
    println(it)  
})
```

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val list = listOf("A", "B", "C")  
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    println(it)  
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```
val list = listOf("A", "B", "C")  
list.forEach {  
    println(it)  
}
```

#2 Extension functions



```
fun range(numbers: List<Int>): Int {  
    return numbers.max() - numbers.min()  
}
```

...

```
val numbers = listOf(1, 2, 3, 4)  
println(range(numbers))
```


#2 Extension functions



```
fun range(numbers: List<Int>): Int {  
    return numbers.max() - numbers.min()  
}
```

...

```
val numbers = listOf(1, 2, 3, 4)  
println(range(numbers))
```




```
fun range(numbers: List<Int>): Int {  
    return numbers.max() - numbers.min()  
}
```

...

```
val numbers = listOf(1, 2, 3, 4)  
println(range(numbers.filter { it % 2 == 0 })))
```

#2 Extension functions



```
fun List<Int>.range(): Int {  
    return this.max() - this.min()  
}  
  
...  
  
val numbers = listOf(1, 2, 3, 4)  
println(numbers.range())
```

#2 Extension functions



```
fun List<Int>.range(): Int {  
    return this.max() - this.min()  
}
```

...

```
val numbers = listOf(1, 2, 3, 4)  
println(numbers.range())
```



```
fun List<Int>.range(): Int {  
    return this.max() - this.min()  
}
```

...

```
val numbers = listOf(1, 2, 3, 4)  
println(numbers.filter { it % 2 == 0 }.range())
```

#2 Extension functions



```
class Room {  
    fun openDoor() { ... }  
}  
  
class Hotel {  
    fun visitRooms(roomHandler: (Room) → Unit) {  
        ...  
        roomHandler(room)  
        ...  
    }  
}  
  
...  
  
val hotel = Hotel()  
hotel.visitRooms {  
    it.openDoor()  
}
```

#2 Extension functions



```
class Room {  
    fun openDoor() { ... }  
}  
  
class Hotel {  
    fun visitRooms(roomHandler: (Room) → Unit) {  
        ...  
        roomHandler(room)  
        ...  
    }  
}  
  
...  
  
val hotel = Hotel()  
hotel.visitRooms {  
    it.openDoor()  
}
```



```
class Room {  
    fun openDoor() { ... }  
}  
  
class Hotel {  
    fun visitRooms(roomHandler: Room.() → Unit) {  
        ...  
        room.roomHandler()  
        ...  
    }  
}  
  
...  
  
val hotel = Hotel()  
hotel.visitRooms {  
    this.openDoor()  
}
```

#2 Extension functions

```
class Room {  
    fun openDoor() { ... }  
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class Hotel {  
    fun visitRooms(roomHandler: Room.() → Unit) {  
        ...  
        room.roomHandler()  
        ...  
    }  
}  
  
...  
  
val hotel = Hotel()  
hotel.visitRooms {  
    this.openDoor()  
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```



```
class Room {  
    fun openDoor() { ... }  
}  
  
class Hotel {  
    fun visitRooms(roomHandler: Room.() → Unit) {  
        ...  
        room.roomHandler()  
        ...  
    }  
}  
  
...  
  
val hotel = Hotel()  
hotel.visitRooms {  
    openDoor()  
}
```

#3 Operator overloading

<code>a + b</code>	→	<code>a.plus(b)</code>
<code>a - b</code>	→	<code>a.minus(b)</code>
<code>a .. b</code>	→	<code>a.rangeTo(b)</code>
<code>a[i]</code>	→	<code>a.get(i)</code>
<code>+a</code>	→	<code>a.unaryPlus()</code>
<code>a > b</code>	→	<code>a.compareTo(b) > 0</code>

#3 Operator overloading



```
class Room(  
    val roomNumber: Int  
)  
  
class Hotel {  
    operator fun plusAssign(room: Room) {  
        ...  
    }  
}  
  
...  
  
val hotel = Hotel()  
hotel += Room(1)  
hotel += Room(2)
```


#3 Operator overloading



```
class Room(  
    val roomNumber: Int  
)  
  
class Hotel {  
    operator fun plusAssign(room: Room) {  
        ...  
    }  
}  
  
...  
  
val hotel = Hotel()  
hotel += Room(1)  
hotel += Room(2)
```



```
class Room(  
    val roomNumber: Int  
)  
  
class Hotel { ... }  
  
operator fun Hotel.plusAssign(room: Room) {  
    ...  
}  
  
...  
  
val hotel = Hotel()  
hotel += Room(1)  
hotel += Room(2)
```

#4 @DSLMarker

```
class Room(  
    val roomNumber: Int  
) {  
    fun beds(amount: Int) { ... }  
    fun tv() { ... }  
    fun balcony() { ... }  
}  
  
class Hotel {  
    private fun addRoom(room: Room) { ... }  
  
    fun room(number: Int, init: Room.() → Unit) {  
        val room = Room(number)  
        room.init()  
        addRoom(room)  
    }  
}
```

```
val greatPalace = hotel {  
    room(1) {  
        beds(2)  
        tv()  
    }  
    room(2) {  
        beds(4)  
        tv()  
        balcony()  
    }  
}
```

```
fun hotel(init: Hotel.() → Unit): Hotel {  
    val hotel = Hotel()  
    hotel.init()  
    return hotel  
}
```

#4 @DSLMarker

```
val greatPalace = hotel {  
    room(1) {  
        beds(2)  
        tv()  
    }  
    room(2) {  
        beds(4)  
        tv()  
        balcony()  
    }  
}
```



```
val strangePalace = hotel {  
    room(1) {  
        beds(2)  
        tv()  
        room(11) {  
            beds(1)  
        }  
    }  
    room(2) {  
        beds(4)  
        tv()  
        room(21) {  
            beds(1)  
            room(211) {  
                tv()  
                balcony()  
            }  
        }  
    }  
    balcony()  
}
```

#4 @DSLMarker



```
@DSLMarker  
annotation class HotelDSL
```



```
@HotelDSL  
class Room(...) { ... }  
  
@HotelDSL  
class Hotel(...) { ... }
```



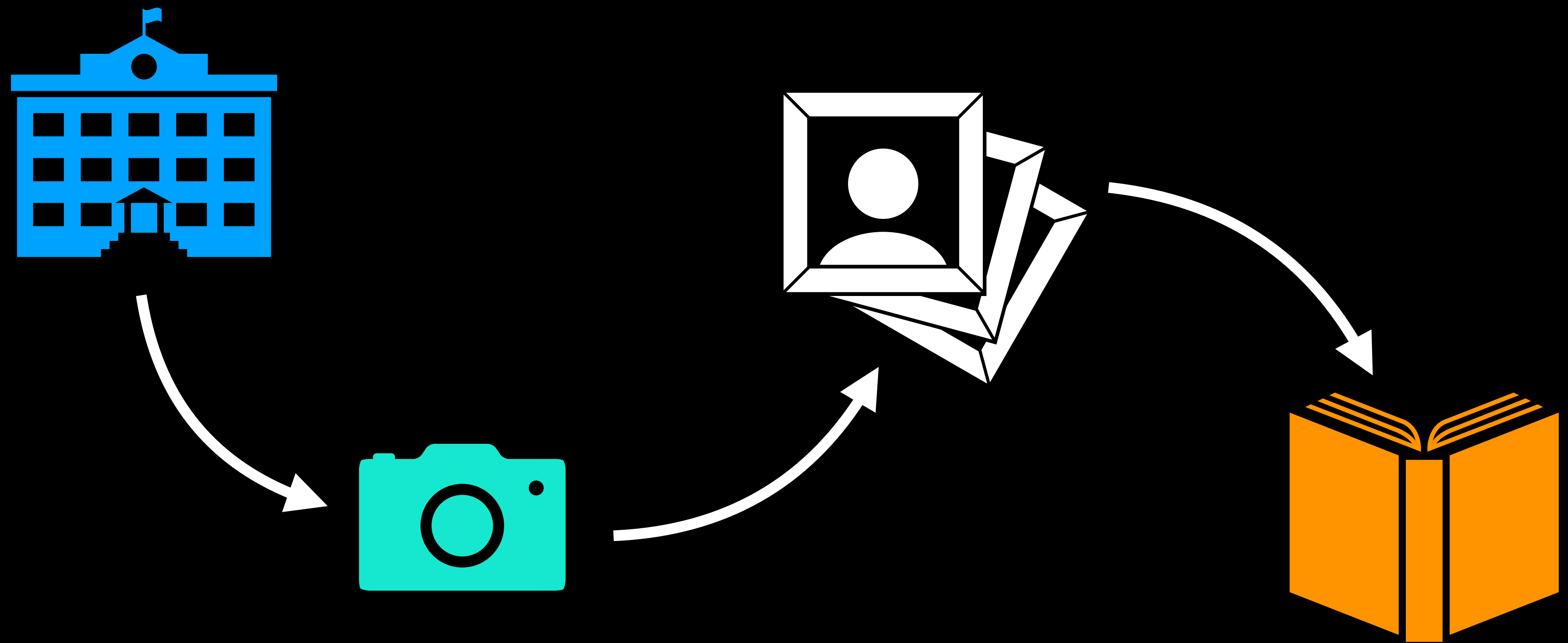
```
val strangePalace = hotel {  
    room(1) {  
        beds(2)  
        tv()  
    }  
    room(11) {  
        beds(1)  
    }  
}
```

Compiler Error



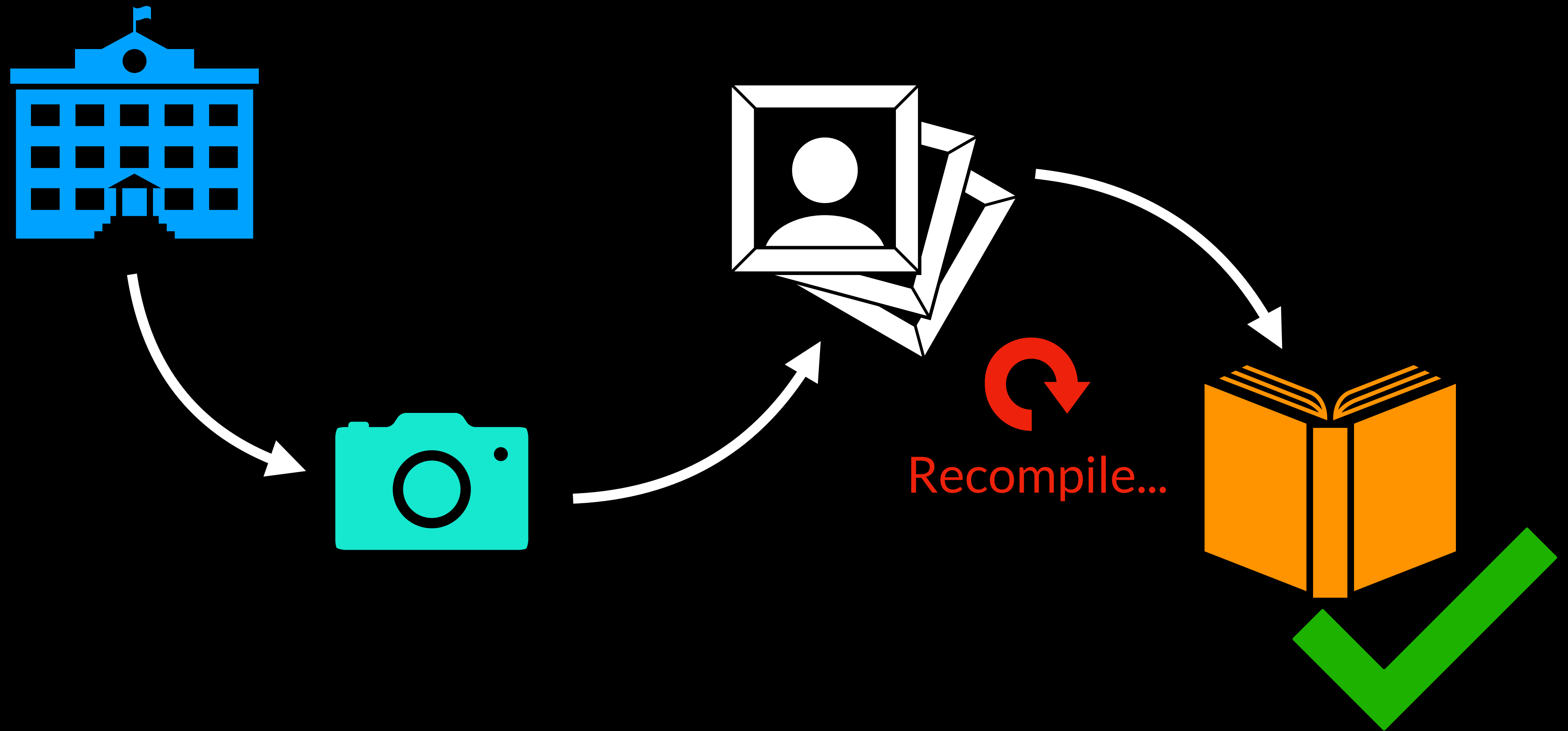
```
val strangePalace = hotel {  
    room(1) {  
        beds(2)  
        tv()  
    }  
    this@hotel.room(11) {  
        beds(1)  
    }  
}
```

Photo Books



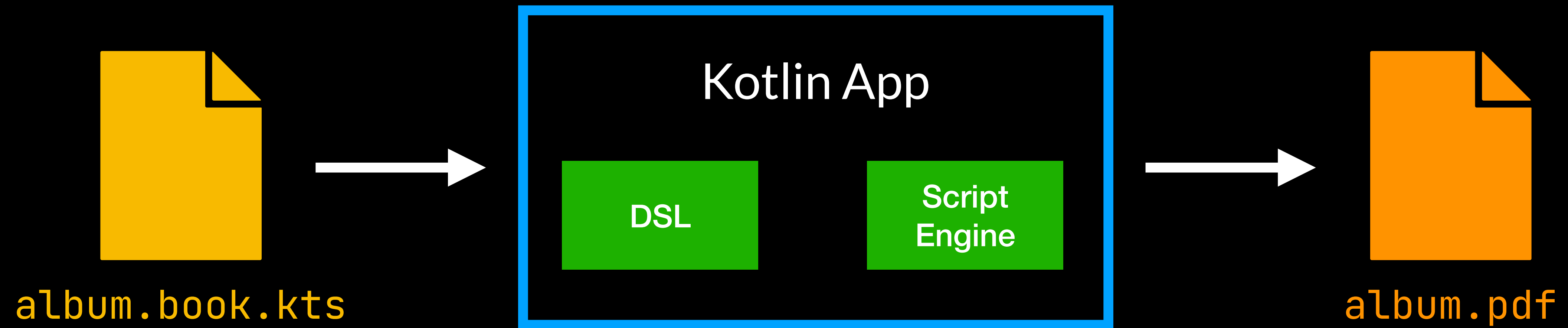
Live Coding PhotoBook in Kotlin

Photo Books



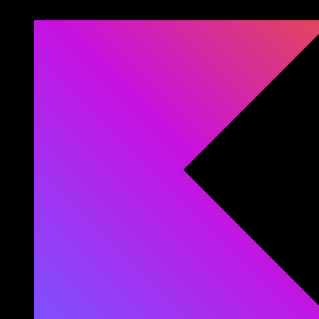
Experimental

Kotlin Scripting



Gradle

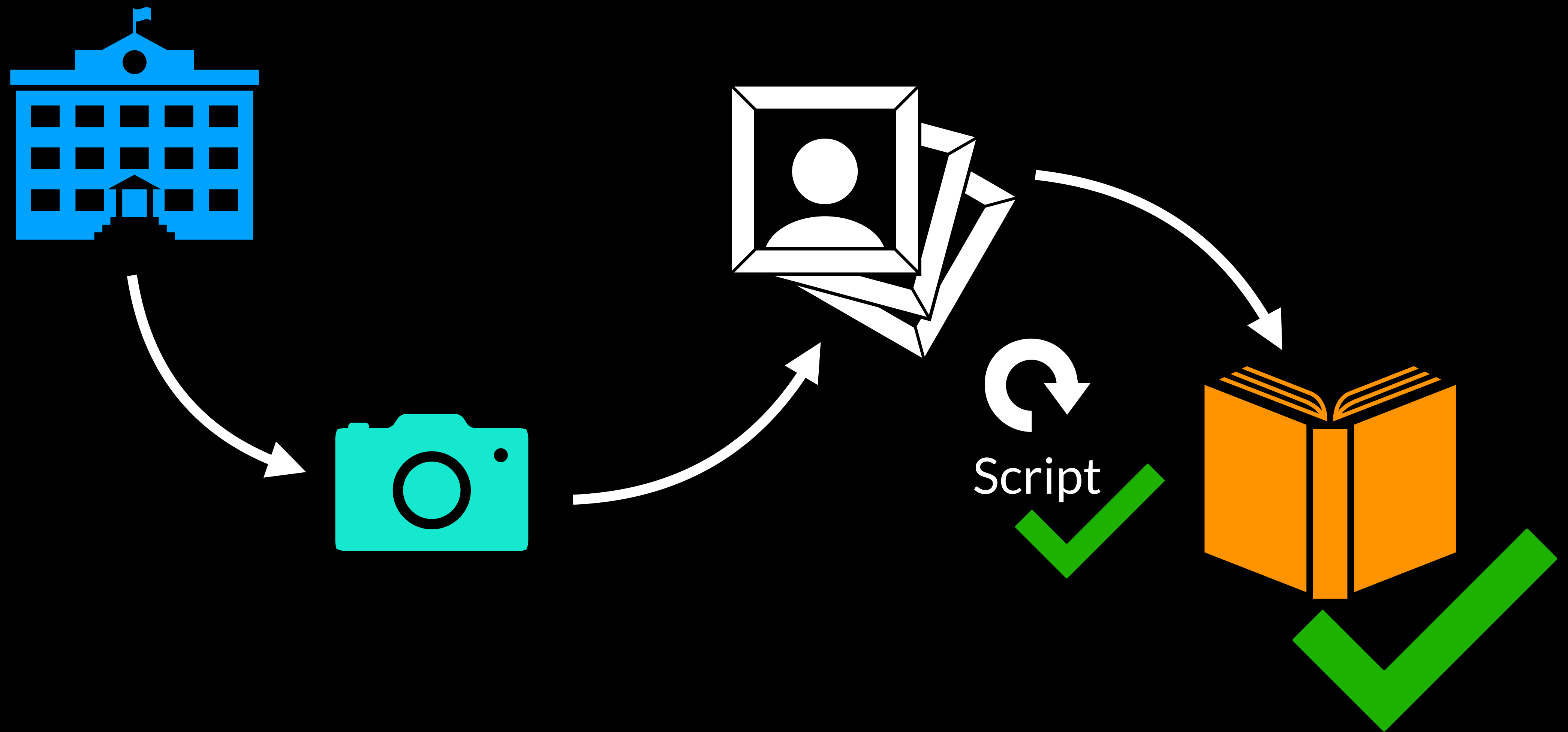
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Kotlin

Live Coding PhotoBook Script

Photo Books



Algorithmic Photo Books

Kotlin DSLs demystified

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Images

- Kotlin: <https://kotlinlang.org/docs/kotlin-brand-assets.html>
- Ktor: <https://github.com/ktorio/ktor/blob/main/.github/images/ktor-logo-for-dark.svg>
- Gradle: <https://gradle.com/brand/>
- Code formatting: <https://carbon.now.sh>